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KA 220 MOĆ PROŠIRENE I VIRTUALNE STVARNOSTI (AR)
POTICANJE STRASTI ZA UČENJEM KROZ INOVATIVNE TEHNOLOGIJE

2024-1-PL01-KA220-VET-000243150

SREDNJA ŠKOLA BAN JOSIP JELAČIĆ,
ZAPREŠIĆ, CROATIA



Studenti 2025.

BILTEN 4

NAJNOVIJA AŽURIRANJA U PROJEKTU POWER OF AR I VR

Grupa od dvadeset učenika i pet nastavnika iz šest partnerskih zemalja sudjelovala je u zajedničkoj online radionici posvećenoj istraživanju integracije proširene stvarnosti (AR) i virtualne stvarnosti (VR) u obrazovanju. Interaktivna sesija imala je za cilj pokazati kako ove inovativne tehnologije mogu transformirati iskustva učenja u različitim predmetima.

Radionica je započela inspirativnom prezentacijom o potencijalu proširene stvarnosti (AR) i virtualne stvarnosti (VR) da nastavu učine zanimljivijom, impresivnijom i učinkovitijom.

Nakon toga, učenici su surađivali u međunarodnim grupama, sudjelujući u tihoj raspravi na temu „VR u strukovnom obrazovanju i osposobljavanju (VET)“, gdje su razmjenjivali ideje i perspektive koristeći digitalne alate za raspravu.

Sesija je završila aktivnošću refleksije i samoprocjene, što je omogućilo sudionicima da procijene što su naučili i razmotre kako bi se proširena i virtualna stvarnost (AR) mogle primijeniti u vlastitim školama i budućim projektima.

WEBINAR ZA UČENIKE

Istraživanje virtualnih svjetova:
Uvod u AR i VR

Program webinara:

Uvod: Koncepti AR i VR
tehnologija

Grupni rad (sobe za odvojene
aktivnosti): Istraživanje primjena
u stvarnom svijetu i prednosti

proširene i virtualne stvarnosti
(AR i VR) u raznim područjima

Kialo debata: Otkrivanje
potencijalnih budućih karijernih
puteva povezanih s AR i VR
tehnologijom

Sesija pitanja i odgovora sa
sudionicima

Evaluacija događaja

Popis sudionika

Certifikacija



<https://power-ar-vr-edu.2lo.pl/>

Team 1

Anika Sarić
6 days ago

Virtual Reality should replace traditional classroom learning.

PROS TEAM CONS TEAM

Background:
Virtual and augmented reality tools are changing the way we learn—from exploring the human body in 3D to visiting ancient cities or distant planets. Some educators believe VR can make learning more interactive and personalized, while others say nothing can replace real teachers and in-person interaction.

Guiding Questions:

- Can VR increase student motivation and engagement?
- What happens to social and emotional learning in a fully virtual environment?
- Is VR learning equally accessible to all students?

Steps:

- 1 - Write your arguments with support
- 2 - Read your opponents' arguments and grade them
- 3 - Write rebuttals (counter-argument)
- 4 - Read your opponents' rebuttals and grade them

Team 2

Anika Sarić
6 days ago

Using virtual worlds can make our planet more sustainable.

PROS TEAM CONS TEAM

Background:
AR and VR can reduce the need for travel, materials, and physical spaces by offering digital alternatives—such as virtual conferences, museums, or field trips. However, producing and powering digital devices also uses energy and resources.

Guiding Questions:

- Does VR reduce or increase our overall energy consumption?
- How can virtual experiences replace real-world activities to help the planet?
- Are digital solutions truly sustainable in the long term?

Steps:

- 1 - write your arguments with support
- 2 - read your opponents' arguments and grade them
- 3 - write rebuttals (counter-argument)
- 4 - read your opponents' rebuttals and grade them

Team 3

Anika Sarić
6 days ago

Virtual reality will make real human connections weaker.

PROS TEAM CONS TEAM

Background:
In VR, people can meet, chat, and even attend events together in lifelike digital spaces. But as we spend more time in virtual environments, some worry we may lose touch with real emotions, empathy, and face-to-face relationships.

Guiding Questions:

- Can online interactions ever be as meaningful as in-person ones?
- How does VR affect communication skills and empathy?
- Will future generations prefer virtual life to real life?

Steps:

- 1 - write your arguments with support
- 2 - read your opponents' arguments and grade them
- 3 - write rebuttals (counter-argument)
- 4 - read your opponents' rebuttals and grade them

Team 4

Anika Sarić
6 days ago

Immersive VR games do more harm than good to young people.

PROS TEAM CONS TEAM

Background:
VR gaming can be creative, educational, and social—but it can also be addictive, isolating, or cause motion sickness and stress. As VR games become more realistic, the line between the virtual and real world can blur.

Guiding Questions:

- Can VR gaming improve focus, creativity, or teamwork?
- What mental health risks come with long hours in virtual worlds?
- Should there be age limits or time restrictions for VR use?

Steps:

- 1 - write your arguments with support
- 2 - read your opponents' arguments and grade them
- 3 - write rebuttals (counter-argument)
- 4 - read your opponents' rebuttals and grade them

Team 5

Anika Sarić
6 days ago

Virtual workplaces are the future of employment.

PROS TEAM CONS TEAM

Background:
Remote work and online meetings are already part of daily life. With VR, employees could work together in 3D offices, design virtual products, or train for complex jobs without physical space. But is this really the best way to work?

Guiding Questions:

- Can VR offices improve collaboration and productivity?
- How would this affect work-life balance and job satisfaction?
- Who might be excluded from this kind of work?

Steps:

- 1 - write your arguments with support
- 2 - read your opponents' arguments and grade them
- 3 - write rebuttals (counter-argument)
- 4 - read your opponents' rebuttals and grade them

Team 6

Anika Sarić
6 days ago

AR and VR technologies pose a serious threat to personal privacy.

PROS TEAM CONS TEAM

Background:
VR and AR devices collect a lot of data—not just what you say or do, but also how you move, look, and even react emotionally. This data can be used to improve experiences but also raises major ethical concerns.

Guiding Questions:

- Who owns the data collected by AR and VR devices?
- How can users protect their identity and privacy online?
- Should there be international laws regulating immersive technologies?

Steps:

- 1 - write your arguments with support
- 2 - read your opponents' arguments and grade them
- 3 - write rebuttals (counter-argument)
- 4 - read your opponents' rebuttals and grade them

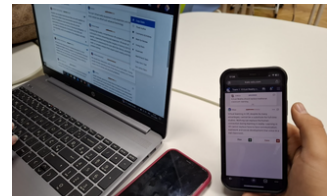
Self-check

Anika Sarić
6 days ago

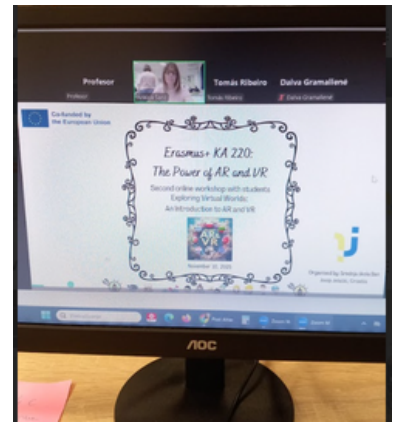
Team	Topic	Grade
1	Virtual Reality should replace traditional classroom learning.	
2	Using virtual worlds can make our planet more sustainable.	
3	Virtual reality will make real human connections weaker.	
4	Immersive VR games do more harm than good to young people.	
5	Virtual workplaces are the future of employment.	
6	AR and VR technologies pose a serious threat to personal privacy.	

Add comment

Kialo raspravlja o korištenju virtualne stvarnosti u strukovnom obrazovanju



TIHA RASPRAVA



VR u strukovnom obrazovanju

The Power of AR and VR
43 min

Online Workshop: AR & VR in Education

- 20 students + 5 teachers
- 6 partner countries
- Focus: integrating AR & VR into teaching
- Presentation on AR/VR potential in different subjects
- Silent debate on VR in VET education in international groups
- Reflection & self-assessment at the end

Great ideas, collaboration, and inspiration for future projects!

#ErasmusPlus #ARVR #DigitalSkills #FutureLearning #InnovationInEducation

DRVO RASPRAVA KONAČNI REZULTATI

Kialo debates

- Team 1: Virtual Reality should replace traditional classroom learning. <https://www.kialo-edu.com/p/95dca72-8254-457f-8d0c-52e93e1563f604323>
- Team 2: Using virtual worlds can make our planet more sustainable. <https://www.kialo-edu.com/p/a62c28b6-6163-48cb-a8fc-f81bd9165c604327>
- Team 3: Virtual reality will make real human connections weaker. <https://www.kialo-edu.com/p/6c0d5ea2-3d09-4746-a061-7c37497740b9f604328>
- Team 4: Immersive VR games do more harm than good to young people. <https://www.kialo-edu.com/p/3da00bae-8e72-4c37-bd41-a48d1547acc604329>
- Team 5: Virtual workplaces are the future of employment. <https://www.kialo-edu.com/p/90909417-5467-4996-b854-6d4e4184cc3904331>
- Team 6: AR and VR technologies pose a serious threat to personal privacy. <https://www.kialo-edu.com/p/04ace041-9b0d-4112-98bc-c08066a3134b604334>