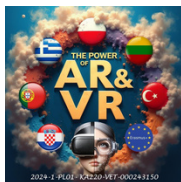




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SREDNJA ŠKOLA BAN JOSIP JELAČIĆ,
ZAPREŠIĆ, CROATIA



KA 220 THE POWER OF AR AND VR:

IGNITING PASSION FOR LEARNING THROUGH INNOVATIVE TECHNOLOGIES

2024-1-PL01- KA220-VET-000243150



November 2025

NEWSLETTER 4

LATEST UPDATES IN THE POWER OF AR AND VR PROJECT

A group of twenty students and five teachers from six partner countries took part in a joint online workshop dedicated to exploring the integration of Augmented Reality (AR) and Virtual Reality (VR) in education. The interactive session aimed to showcase how these innovative technologies can transform learning experiences across different subjects.

The workshop began with an inspiring presentation on the potential of AR and VR to make lessons more engaging, immersive, and effective. Afterwards, students collaborated in international breakout groups, participating in a silent debate on the topic “VR in Vocational Education and Training (VET)”, where they exchanged ideas and perspectives using digital discussion tools.

The session concluded with a reflection and self-assessment activity, allowing participants to evaluate what they had learned and consider how AR and VR could be applied in their own schools and future projects.

WEBINAR FOR STUDENTS

Exploring Virtual Worlds: An Introduction to AR and VR

Webinar programme:

- Introduction: The concepts of AR and VR technologies
- Group Work (breakout rooms): Exploring real-world applications and benefits of AR and VR in various fields
- Kialo debate: Discovering the potential future career paths related to AR and VR technology
- Q&A session with participants
- Event evaluation
- Participant list
- Certification

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IO 2: AR AND VR TOOLKIT FOR CROSS-DISCIPLINARY LEARNING (EMPOWERING TEACHERS WITH PRACTICAL RESOURCES)

WEBINAR FOR STUDENTS

Webinar programme:

- Introduction: The concepts of AR and VR technologies in VET education
- Virtual Group Work: Exploring real-world applications and benefits of AR and VR in various fields
- Kialo debate: *Discovering the potential future career paths related to AR and VR technology*
- Q&A session with participants
- Event evaluation
- Participant list

MONDAY, NOVEMBER 10 AT 05:00 PM CET

[HTTPS://POWER-AR-VR-EDU.2LO.PL/](https://power-ar-vr-edu.2lo.pl/)

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

Team 1

Team 2

Team 3

Team 4

Team 5

Team 6

Self-check

Virtual Reality should replace traditional classroom learning.

PROS 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 teacher 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

Using virtual worlds can make our planet more sustainable.

PROS 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

Virtual reality will make real human connections weaker.

PROS 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

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

PROS 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

Virtual workplaces are the future of employment.

PROS 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

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

PROS 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:

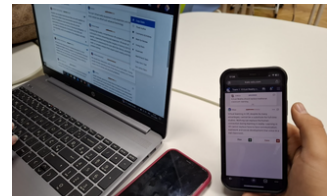
- 1 - write your arguments with support
- 2 - read your opponents' arguments and grade them
- 3 - write rebuttals (counter-argument)
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Self-check

Team	1	2	3	4	5	6
Team 1						
Team 2						
Team 3						
Team 4						
Team 5						
Team 6						

Add comment

SILENT DEBATE



Kialo debates on using VR in VET education

Welcome to Kialo

You are joining:

Team 4: Immersive VR games do more harm than good to young people.

Team 5: Virtual reality will make real human connections weaker.

Team 6: AR and VR technologies pose a serious threat to personal privacy.

Team 1: Virtual Reality should replace traditional classroom learning.

Team 2: Using virtual worlds can make our planet more sustainable.

Team 3: Virtual workplaces are the future of employment.

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TO DEBATE - OR NOT TO DEBATE?

VR can show us the real world with extra information

AR and VR help people learn

VR is useful for companies

AR and VR collect data

People use VR for work and education

VR is the future

AR and VR are bad for your eyes

AR and VR are the future

VR is fun

Virtual reality can be addictive

Virtual reality is cool

Shh

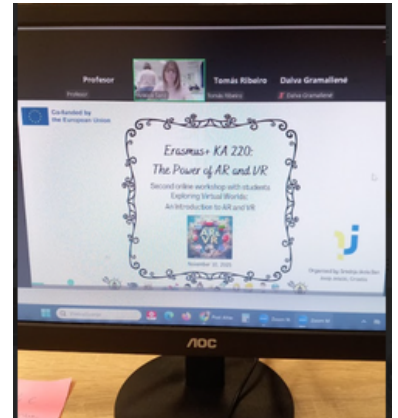
WHY AR & VR MATTER IN VET

Tourism & hospitality

Culinary arts

Hairdressing & beauty

IT & design



VR in VET Education

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

DEBATE TREE END RESULTS

Kialo debates

- Team 1: Virtual Reality should replace traditional classroom learning. <https://www.kialo-edu.com/p/955de972-8254-457f-8d0c-523e93e1563f604323>
- Team 2: Using virtual worlds can make our planet more sustainable. <https://www.kialo-edu.com/p/662c26b6-6163-48cb-a8fc-f81bd9165c604327>
- Team 3: Virtual reality will make real human connections weaker. <https://www.kialo-edu.com/p/6c0d85e2-3409-4746-a061-7c37497740b9f604328>
- Team 4: Immersive VR games do more harm than good to young people. <https://www.kialo-edu.com/p/31a00bae-8e72-4c37-bd41-a48d1547acc604329>
- Team 5: Virtual workplaces are the future of employment. <https://www.kialo-edu.com/p/90909917-5467-4996-b854-6d4e4184cc3904331>
- Team 6: AR and VR technologies pose a serious threat to personal privacy. <https://www.kialo-edu.com/p/044ce041-9b62-4112-98bc-c08096a3134b604334>