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KA 220 AR VE VR'NİN GÜÇÜ,
YENİLİKÇİ TEKNOLOJİLERLE ÖĞRENME
TUTKUSUNU ATEŞLEMEK
2024-1-PL01-KA220-VET-000243150

BAN JOSIP JELACIC
LISESI, ZAPRESIC,
HIRVATISTAN



Kasım 2025



HABER BÜLTENİ 4

AR VE VR PROJESİNİN GÜCÜNDE SON GÜNCELLEMELER

Altı ortak ülkeden yirmi öğrenci ve beş öğretmenden oluşan bir grup, Artırılmış Gerçeklik (AR) ve Sanal Gerçeklik'in (VR) eğitime entegrasyonunu incelemeye adanmış ortak bir çevrimiçi çalışmaya katıldı. Etkileşimli oturum, bu yenilikçi teknolojilerin farklı alanlardaki öğrenme deneyimlerini nasıl dönüştürebileceğini göstermeyi amaçlıyordu.

Atölye, AR ve VR'nin dersleri daha ilgi çekici, sürükleyici ve etkili hale getirme potansiyeli üzerine ilham verici bir sunumla başladı. Ardından öğrenciler, uluslararası gruplar halinde iş birliği yaparak "Mesleki Eğitim ve Öğretimde (MEÖ) VR" konulu sessiz bir tartışmaya katıldılar ve dijital tartışma araçlarını kullanarak fikir ve bakış açılarını paylaştılar.

Oturum, katılımcıların öğrendiklerini değerlendirmelerine ve AR ve VR'nin kendi okullarında ve gelecekteki projelerinde nasıl uygulanabileceğini düşünmelerine olanak tanıyan bir düşünme ve öz değerlendirme etkinliğiyle sona erdi.

ÖĞRENCİLER İÇİN WEB SEMİNERİ Sanal Dünyaları Keşfetmek: AR ve VR'ye Giriş

Web seminer programı:

Giriş: AR ve VR teknolojilerinin kavramları

Grup Çalışması (ayrılma odaları): AR ve VR'nin çeşitli alanlardaki gerçek dünya uygulamalarını ve faydalarını keşfetme

Kialo tartışması: AR ve VR teknolojisiyle ilgili potansiyel gelecekteki kariyer yollarını keşfetmek

Katılımcılarla soru-cevap oturumu

Etkinlik değerlendirme

Katılımcı listesi

Sertifikasyon

KA 220 THE POWER OF AR AND VR:
IGNITING PASSION FOR LEARNING THROUGH INNOVATIVE
TECHNOLOGIES

2024-1-PL01- KA220-VET-000243150

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

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:

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

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:

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

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:

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

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:

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

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:

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

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:

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

Self-check

Table with 2 columns: Question, Answer (Yes/No)

1. Can VR increase student motivation and engagement? Yes

2. What happens to social and emotional learning in a fully virtual environment? No

3. Is VR learning equally accessible to all students? No

4. Can VR offices improve collaboration and productivity? No

5. How would this affect work-life balance and job satisfaction? No

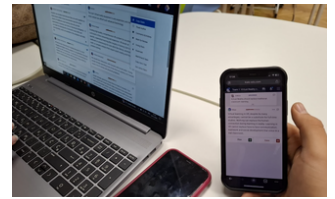
6. Who might be excluded from this kind of work? No

7. Who owns the data collected by AR and VR devices? No

8. How can users protect their identity and privacy online? No

9. Should there be international laws regulating immersive technologies? No

SESSİZ TARTIŞMA



Kialo, mesleki eğitimde sanal gerçekliğin kullanımı konusunda tartışıyor

Welcome to Kialo

You are joining:

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

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

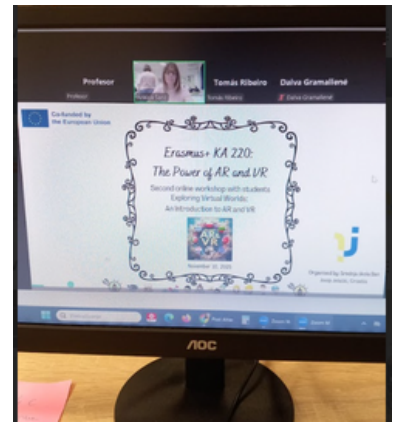
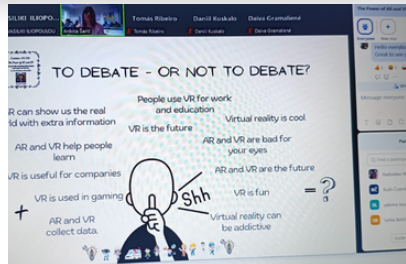
Team 3: Virtual reality will make real human connections weaker.

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

Team 5: Virtual workplaces are the future of employment.

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

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Mesleki Eğitimde VR

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

TARTIŞMA AĞAÇI SONUÇLAR

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-f81bd9165604327>
- Team 3: Virtual reality will make real human connections weaker. <https://www.kialo-edu.com/p/6c0d85ea2-34d9-4746-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/04ace941-9b42-4112-98bc-c08066a3134b604334>