

An Erasmus+ Cooperation Partnership project Project period: 2023-2026

The aim of this project is to enrich the curriculum of all partners by implementing an innovative course for 3D experience designers supported by virtual reality-based exercises. We believe that an online interactive course accompanied by a VR based practice tool will enhance the competences of future 3D experience designers.

Abraxas

Best practices for high-immersion experiences design



Goals & Objectives

The main objective of this project is increasing the competencies of future 3D experience designers and their educators by handing them a set of practical educational tools supported by VR-based exercises to better understand various needs by experience. Thanks to the created training materials, 3D designers will have a better understanding of the user's cognitive needs and abilities, which translates directly into specific skills in creating interactive environments for Metaverse. By combining the forces of experienced VR developers as well as, cognitivists and artistic designers, we want to create an effective training program for virtual worlds interaction designers.



Results achieved

The success of this project will be achieved by providing several activities such as:

- preparation of the content scope of the 3D experience course;
- preparation of the content of the course (a mixture of text, illustrations, and webinars) supported by VR application;
- usability testing activities (e.g., summer school for students, testing with academics);
- dissemination activities (meetings with the target group, presentation of the outputs on international conferences and seminars).



Next actions

The main result of this project is an educational training program supported by VR-based exercises, which can be used both by educational institutions and individually as a part of self-learning processes. The training program will be available to be used fully online or as a part of a blended learning approach paving the way for innovative teaching practice, especially because of a VR-based learn-by-doing solution. The project supports digital capabilities of the higher education sector by presenting a digital solution in the form of an interactive online course and a VR-based training application that are tailored for use in a modern, cutting-edge educational environment.



Project partners

Coordinating institution:
Lodz University of Technology (Poland)

Partner institutions:

- Universidade de Vigo (Spain)
- Universidade de Aveiro (Portugal)
- Universidad Miguel Hernández (Spain)