

# PARTNERS



TIBER UMBRIA COMETT  
EDUCATION PROGRAMME  
(TUCEP) ITALY



ASSOCIATION OF CITIZENS CEFÉ  
MACEDONIA SKOPJE  
(CEFE MACEDONIA),  
REPUBLIC OF NORTH MACEDONIA



EUROPEAN UNIVERSITY OF TIRANA  
(UET) - ALBANIA



ARTES S.R.L.  
ITALY



KPT SHPK  
(KOLEGJI PROFESIONAL I TIRANES)  
ALBANIA



UNIVERSITETI NDERKOMBETAR  
PER BIZNES DHE TEKNOLOGJI  
UBT SHPK  
(UBT) KOSOVO



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V.I.R.Tu.A.L  
VOCATIONAL INNOVATION RENEWING TOURISM ADVANCED LEARNING

PROJECT 101092478 – V.I.R.TU.A.L.

# SCENARIO

The operational context of the project is the tourism sector with the lights and shadows of the post-Covid restart phases and the challenging opportunities of the twin transition. In this dynamic scenario the reskilling and upskilling of workforce and educational and training staff reveals to be more crucial than ever.

Benefiting of running experiences and practices in the field of high-tech based education, Partners explores the possibility of virtual reality / augmented reality in tourism VET and teaching and learning methods,

Partners focus also on specific dimensions as catering and restaurant areas and dual learning pathways, exploring in strict relations with sectoral stakeholders perspectives beyond the mere blended VET towards innovative educational solutions that connects trainers, learners and tourism industry in a networks of continuous inclusive and sustainable innovation.



# MAIN OBJECTIVES

## ENHANCING TEACHING METHODOLOGIES AND DIGITAL TRANSFORMATION OF VET

- Improving teaching methodologies using technologies and digital tools.
- Upskilling trainers to explore the opportunities of virtual environments.
- Increasing interaction between trainers and learners in advanced blended learning scenarios.
- Enhancing on both sides understanding and learning efficacy using AR/VR didactics.

## EXPERIMENTING AND PILOTING CURRICULA AND METHODOLOGICAL SOLUTION

- Fostering cooperation between VET and the tourism enterprises in designing strategies, pathways and educational materials.
- Promoting also piloting competences, skills, and employability potential of VET learners using innovative technologies
- Establishing collaboration bridges between VET providers and tourism industry, focused on Education 4.0 with a strategic attention to dual learning evolution

## STRENGTHENING COLLABORATION AND INTEGRATION

- Integrating entrepreneurs' contributions in the designing and production of teaching/learning materials for VET
- Fostering involvement of stakeholders, connecting the labour market actors in promoting dual learning experiences and innovative work-based learning



# MAIN ACTIVITIES

## ANALYSIS OF VET SCENARIO, OF DUAL PROGRAMMES AND BUSINESS NEEDS

Partners detects professional needs of the local tourism business system in order to understand which skills need to be developed for and through VET programs and the critical issues in current dual systems. The investigation addresses the challenges and opportunities produced by the digital.

## DEVELOPMENT OF PILOT EXPERIENCES EXPERIMENTING AUGMENTED AND VIRTUAL REALITY EDUCATIONAL TOOLS

VIRTUAL promotes and organises collaboration between training and tourism industry promoting the development of an inclusive VET 4.0 in Western Balkan area and European and international connections, through seminars and meetings that involve VET providers, tourism companies and association and experts of forward looking technologies.

## DEVELOPMENT OF INNOVATIVE VET NETWORK IN WESTERN BALKANS AREA

Partners collaborate to design and implement teaching /learning tech-based approaches, developing pilot modular courses that experiment virtualisation of training experience, enhance the teaching / learning activities and enrich the models and practices of the classroom environments and dual learning pathways.





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VOCATIONAL INNOVATION RENEWING TOURISM ADVANCED LEARNING

**STEPPING INTO A NEW ERA OF VOCATIONAL  
EDUCATION AND TRAINING, WHERE INNOVATIVE  
TECHNOLOGIES SUPPORT US IN REDEFINING  
THE WAY WE LEARN, TEACH AND EXPERIENCE  
TOURISM**



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