

## Virtual Reality Class For Us

### THE BLENDED MOBILITY OF STUDENTS - ROMANIA

Boring lessons, standard learning, "cramming" dates or words in a foreign language - this is the bane of every student. However, the school education can be made more attractive, as students who took part in the Virtual Reality Class For Us project (VRClass4Us) could see. As part of the Erasmus+ program, young learners from Spain, Latvia, Poland and Turkey visited Rosioria de Vede in Romania. During the meeting, young people from culturally diverse backgrounds created Android applications that used any smartphone and VR goggles to create virtual reality learning environments. As outlined in the assumptions of the project, the student task was to prepare presentations related to the issues conducted in the classroom, and then in the Unity environment to transform them into "apps". The students coped well with the task, even though the preparation of applications was time-consuming, and the work mainly involved the preparation of graphic files. Without advanced computer proficiency, it could have been difficult to achieve satisfactory results, yet the students proved to be well prepared. During the exchange programme, the young students not only worked on the development of didactic aids, but also prepared the implementation of virtual reality in relation to European values and native cultures. The programme was a great opportunity to exchange views, get to know each other, make new friends and explore new countries and cultures. As part of the activities organized by the host institution, the participants visited the Rosiorii de Vede town hall, the Teleorman district with the region's capital - Alexandria, took a cruise on the Danube and a trip to Bucharest, as well as visiting the open-air exhibition and the Museum of Senses Bucuresti. The next project meeting will take place in Turkey. See you later!

APRIL, 2019

### PARTNERS:



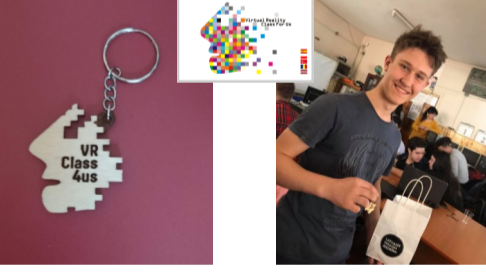
### THE BLENDED MOBILITY OF STUDENTS IN PHOTOS



### PRESS INFORMATION ABOUT THE MOBILITY



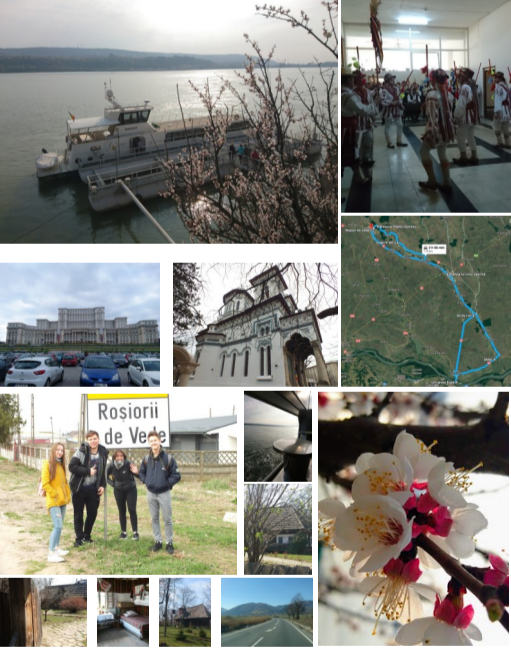
### THE OBJECTIVES OF THE MOBILITY



The objectives to be achieved during the Blended Mobility of Students were:

- to prepare and present VR apps;
- to prepare the VR final product;
- to shape attitudes of openness to other cultures
- to promote European values among young people
- to build teams and encourage project team integration

### VISITING ROMANIA



### FIND US:

