

Virtual Reality Class For Us

OBJECTIVES OF THE PROJECT:

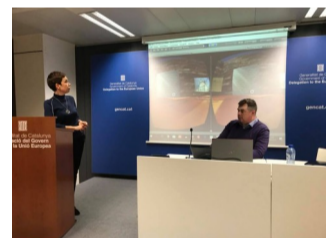
- reducing the drop-out school system;
- applying a learning process based on the elements of virtual reality, which allows all students, regardless of their social and economic predispositions and limitations, to learn in an egalitarian, motivating and innovative environment;
- developing the creativity and motivation of students, who will expand their competences by creating elements of virtual reality;
- sharing good practices based on the flipped classroom;
- Improvement of the English language skills;
- development of computer skills among students and teachers;
- developing a positive and open approach to the values of the other European cultures.

April, 2018

PARTNERS:

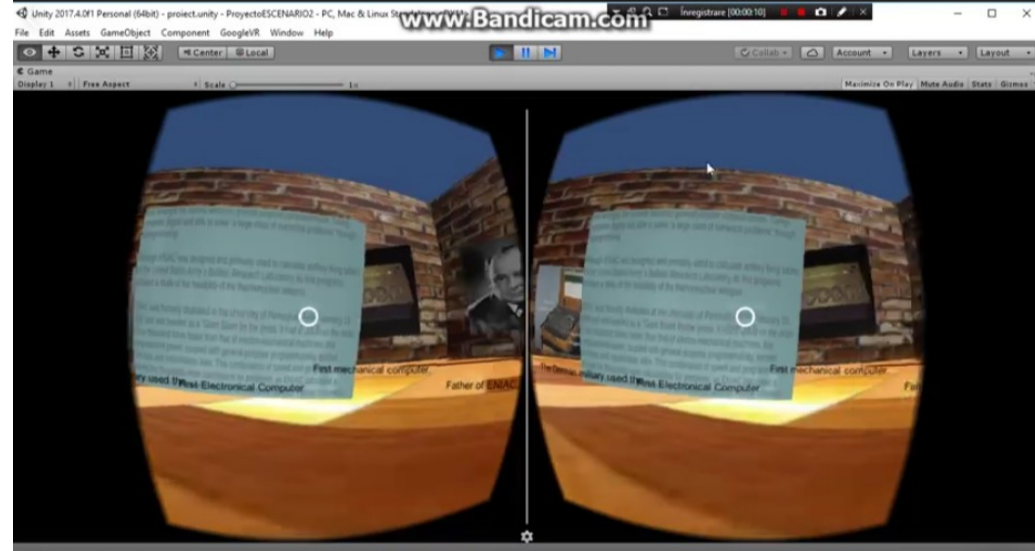


TEACHERS' TRAINING EVENT IN BRUSSELS 19TH-23RD MARCH



TEACHERS' TRAINING EVENT (BRUSSELS) IN BRIEF:

- Participants - 3 representatives of each partner organization (Spain, Latvia, Poland, Romania and Turkey);
- The goals of the meeting:
 - to familiarize the participants with the capabilities and functionalities of Unity 3D software,
 - to convert PREZI presentations prepared by students into VR objects (virtual reality),
 - to prepare the VR application for the Android platform;
- The atmosphere
 - inspiring and creative tasks were all carried out in relaxed, friendly atmosphere;
- The use of acquired methods in school practice:
 - creating teaching aids used in the "flipped classroom" .



ABOUT UNITY 3D PLATFORMS:

Unity is a set of tools for creating multi-platform games based on the most popular 3D and 2D engines in the world. Games can be run on Windows, Mac OS, Linux, in the browser, on consoles (PlayStation, Xbox, Nintendo), smart TV and mobile devices. You can also use VR and AR.

Unity is a very flexible and complete environment - you can go through all stages of building a game. The program provides tools with wide possibilities that can be adapted to your needs and expanded with your own plug-ins. The wizard includes intuitive tools for interface design of the game, advanced mechanisms of animating and shading models based on physical simulations.

Unity tools have been designed to be used by large studios, independent developers and enthusiasts. Unity also allows you to prepare the game for distribution in many stores, including Microsoft Store, PSN or Steam. For school applications, the free Unity version is adequate.



AFTER HOURS - BEAUTIFUL BRUSSELS:

