VITAL - A Modular VR & AR Based Educational Toolkit To Help EU Adults Foster Climate Neutral Practices



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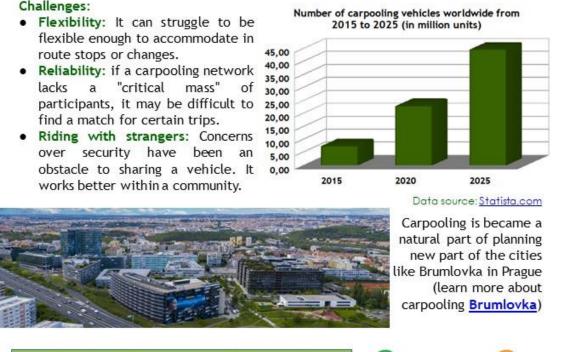
Project Summary

- The VITAL project is motivated by the EU's Green Deal Action Plan and the exploitation of two Erasmus+ priorities – the fight against climate change combined with digital transformation in the adult education sector.
- The behaviour and lifestyle of EU Citizens in terms of consumption and use of products and services needs to be influenced so that we all contribute daily actions that are more sustainable and aligned with best practices leading to carbon neutrality.
- European Member States have defined their National Energy and Climate Plan (NECP) strategies with clear targets and milestones. For these targets to be achieved, all those concerned whether at their home or place of work need to take appropriate daily actions.
- Although best practices such as recycling, re-use, reduction and a shift toward

Result 1 - Modular Training Resources To Foster Climate Neutral Practices



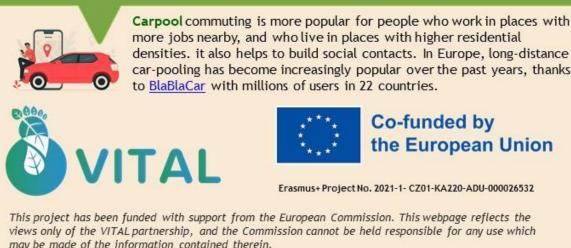






Circular Economy principles are practised by some adults, to effectively reach the necessary NECP targets, much more effort is required.

- More structured knowledge, practical examples and a deeper understanding of how to apply such principles and concepts leading to low carbon activities in everyday life in education, businesses and leisure are mostly missing.
- The VITAL project aims to help EU adult learners understand better the basic scientific principles giving rise to climate change, so that better informed daily actions and decisions can be taken.
- At the same time, adults are busy individuals who do not always have the time to attend courses to acquire knowledge on for instance 'low carbon' best practices. Compounded with this fact, adult trainers need a set of training resources that can help them transfer knowledge to adult learners in an efficient and engaging way yet customised to learner needs.
- One way of how this can be overcome is to exploit the emerging digital technologies of Augmented Reality (AR) and Virtual Reality (VR) technologies to better engage learners. However, many EU adult trainers are still not familiar with these technologies.
- The VITAL project aims to address this need too by providing training on AR/VR to relevant target groups (adult trainers, teachers and educators, adult training providing organisations, SME managers) so that they can reach out more effectively to the EU adult population to help Europe gradually shift towards more climateneutral practices.



ensities. it also helps to build social contacts. In Europe, long-distance car-pooling has become increasingly popular over the past years, thanks BlaBlaCar with millions of users in 22 countries.



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SAVES ENERGY

of this case-study is to demonstrate why and how saving es energy. By downloading the Zappar App on your mobile

(from Appstore or Google Play) and pointing towards the flyer, you

the VITAL project by pointing your mobile to the logos below

6

The average car occupancy rate on BlaBlaCar is

ooling enables the transport of two time whilst reducing CO₂ emissions by 29%.

Changing behaviours Driving license: 28% of BlaBlaCar passeng who don't yet have a driving license delaying their driving tests; Road safety: 22% of BlaBlaCar drivers reduce their speed when carpooling, furthe increasing the CO₂ savings

average occupancy rate, a bus nits even less CO₂ per passenger kilometre than carpooling (36 g vs 58 g).



For AR experience quiz scan the QR code and open the link in Your mobile/tablet browser

Protecting the Environment by **Reducing Water Wastage** Click to learn about saving water Stick this flyer next to your sink at home **SAVING WATER**





neasure on reducing these

 MEDIUM IMPACT C - VERY EFFECTIVE

Use public transportation

void air trave

ive car free

lang dry clothes (avoid dryer)

duce watching online TV series

-David Attenboroug





- Using an activity-based learning methodology to stimulate critical thinking and help adults understand in simpler terms and with examples, what the EU Green Deal is all about.
- To help adult trainers create relevant activity-based learning activities which could be based on different areas applicable to the EU Green Deal (farm to fork, sustainable industry, building and renovating, eliminating pollution and single-use items, etc.)
- To support a basic understanding of the main scientific principles and other phenomena involved e.g., in the greenhouse effect, carbon/material footprint, heat losses etc. through AR/VR based case studies.
- Making use of AR and VR to develop content-rich training material that helps adults understand better and how they can foster and adopt resource-efficient practices both at home and at their place of work (thus, work with digital transformation and the increase of digital literacy skills and digital content creation at the same time).
- Promote work-based learning and digital tools to allow direct implementation of acquired knowledge.

Results

- Modular Training Resources To Foster Climate Neutral Practices;
- The VITAL Modular Open Educational Toolkit;
- VITAL Trainer's Guide.

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F.C. İstanbul valiliğ









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