

VIRAL – VIRTUAL REALITY ARCHIVE LEARNING NEWSLETTER

ISSUE 1, APRIL 2019

WHAT IS VIRAL?

VIRAL – Virtual Reality Archive Learning is a project that intends to supply high quality individual learning opportunities for adults and competence development for adult educators in the fields of **Virtual and Augmented Reality, and 360° video** production, using **archive** material and environments of **post-industrial landscapes**.

Some of the places that will be analysed are industrial factories, mines, harbours, and agricultural production centres – in general, all places that once used to be at the very heart of the cities' industrial production.



VIRAL aims to...

- ✓ **Improve and extend** the supply of high-quality learning opportunities tailored to the needs of individual low-skilled or low-qualified adults;
- ✓ **Extend and develop** educators' competences;
- ✓ **Raise awareness to the** social and educational value of European cultural/industrial heritage.

The creation of VR, AR and 360° interactive videos based on the heritage locations and the training in the use of archives with material from those sites will form the core of both the competence development for **adult educators** and individual programs to develop key competences for **adult learners**. They will learn to gather information from a variety of sources (e.g. books, documents, audio, and videos) and to turn their findings into various forms (e.g. text, tables, images, sound, websites, surveys, and exhibitions), which will then be included in learning how to create VR, AR and 360° video productions.

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VIRAL highlights the need for **high-quality individualised adult education** in areas of post-industrial decline, often associated with **high unemployment** and **social problems**. Such areas specifically need new and fresh ways of looking at the opportunities the physical environment provides, aimed at both finding employment and at the well-being of the individual and local community.

This is a **project funded by the European Commission** and it is implemented by a consortium of organisations from **Austria, Croatia, Germany, Portugal, Sweden and the United Kingdom**, which are located in places of great industrial antiquity.

WHAT'S NEW?

VIRAL Kick-off meeting in Dornbirn, Austria



VIRAL Second meeting in Torres Novas, Portugal



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WHAT WILL BE THE RESULT OF VIRAL?

- ✓ **VIRAL Methodological Framework** to boost the key competences of adults;
- ✓ **VIRAL Learning Outcome Matrix** to define the knowledge, skills and competences to be achieved by the adults;
- ✓ **VIRAL Resources**, a set of virtual reality (VR), 360 degree-movies (360) and augmented reality (AR) training resources for adult education;
- ✓ **VIRAL CPD Course** for adult educators and professionals in cultural heritage;
- ✓ **VIRAL Platform**, a multilingual learning platform providing open and instant access to the full suite of project's outputs, including the eLearning space to support the access to the CPD of European cultural/industrial heritage.

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