



VIRAL – VIRTUAL REALITY ARCHIVE LEARNING NEWSLETTER

ISSUE 3, APRIL 2020

TIMES LIKE THESE

For the past couple of months, the **VIRAL – Virtual Reality Archive Learning** team has been concluding **two outputs**, has started to develop **AR and VR products** to be used in adult non-formal education contexts, and planning our **training week** in Coventry, UK.

Nonetheless, as every project, we have also been affected by the pandemic situation that took everyone by surprise. Thus, the **Transnational Partners Meeting** that was supposed to occur in Osijek, Croatia, hosted by Muzej Slavonije, like many others, relied on a digital communication platform.

This issue of the ViRAL e-Newsletter is special because it is launched under circumstances that no one could predict. Considering that ViRAL is all about digital technologies and their usefulness as a non-formal education methodology, **we too have been thinking about the role that these technological tools play in our lives**. We are offered virtual tools to museums using 360° videos, using AR when chatting with our friends or families, or even gaming using VR. These are not recent developments; however, their importance is.

Furthermore, there is also the discussion around **the role of culture** in this global health crisis. Artists and cultural agents have been key in what concerns how one spends the time at one's home during quarantine. Online exhibitions, performances, concerts, either streaming live or not, flourish. Nonetheless, other disparities among

WHAT'S UP?

- ✓ **ViRAL Handbook** is concluded;
- ✓ **ViRAL Learning Outcomes Matrix (LOM)** is concluded;
- ✓ **AR and VR assets** are being prepared, as well as the **ViRAL Platform**;
- ✓ Next meeting: **Staff training @ Coventry University** on 21/9 to 25/9

the social tissue are rising; what about those families who cannot access a computer? What about those who do not have Wi-fi connection at their homes?

All these challenges are deeply connected to ViRAL's mission and main goal: to endow low-skilled adults with digital skills and competences in cultural heritage scenarios. Now, more than ever, our team is committed to provide high-quality educational experiences.

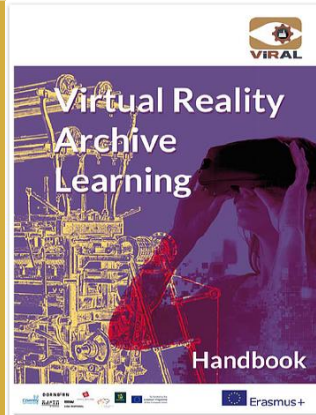
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ViRAL Handbook and ViRAL Learning Outcomes Matrix are now available on our website, in all partners languages. Click [here](#) to access it!



IO2 VIRAL Learning Outcomes Matrix

The key competences to be achieved by the adults in a context of safeguarding the memories of their local industrial heritage will be presented in a Learning Outcomes Matrix (LOM). It will be built according to the European Qualification Framework (EQF) as a set of learning outcomes (LO) - in terms of knowledge, skills and competences.

The LOM will be drawn from the methodological framework and will illustrate the key competences and skills to be acquired through VIRAL in adult education, informal and non-formal learning. The key competences to be developed will be drafted and will be identified during the training needs analysis to be conducted by each partner with their LWG and follow the new Commission 'Recommendation on Key Competences for Lifelong Learning' (2018), namely: - STEM; - languages; - digital; - literacy; - cultural awareness and expression; - entrepreneurship; - civic and - personal, social and learning.

The matrix will also identify which VR, AR and 360 training resources will support the development of the LO. It will be designed following the rubric methodology and establishes the criteria for assessing progress related with the complexity required by the various EQF levels to acquire the foreseen new key competences.

The team has now developed the Learning Management System for the publishing of training materials online (you can access it [here](#)). The system is set up to include material for developing key skills in STEM, languages, digital competence, literacy, cultural awareness and expression, entrepreneurship, civic competence, and personal, social and learning. There will be exercises using local archives and museums, in the context of post-industrial heritage. These will be supported by videos, documents, links, for EQF levels 3 to 5, as well as extensive notes for the trainers. The material forms the basis for a continuous professional development course for adult educators.



QUEST MODULES ▾ PROJECT LOGIN REGISTER



STEM



LANGUAGES



DIGITAL
COMPETENCES



LITERACY



CULTURAL
AWARENESS AND
EXPRESSION



ENTREPRENEURSHIP



CIVIC



PERSONAL,
SOCIAL AND
LEARNING

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