

THE CONCLUSION OF VIRAL AFTER THREE YEARS

The project ViRAL – Virtual Reality Archive Learning is coming to an end. After the final conference, held in Dornbirn, Austria at the beginning of October, all outputs are now available in an open-source platform.

Although the team will not be producing any new outputs, they remain at everyone's disposal. The material targets adults with a low level of digital competencies, teachers and trainers, heritage and archive professionals or anyone who is keen on learning more about new digital technology such as VR, AR and 360° in the context of post-industrial heritage.

ViRAL provides their users with a handbook, that contains case studies, key terms of reference and educational essays; a quest platform with several material to be used in the context of learning, along with a learning outcome matrix, educator notes and a curriculum; a case study from the user point-of-view that reflects a hands-on approach to 360° cameras; AR and VR productions, and others. All material is available in English, and most is translated to German, Croatian, Swedish and Portuguese.

As a team, ViRAL experienced the COVID-19 pandemic and were encouraged in our work. In times of social distancing, high-quality, multifaceted and low-threshold virtual educational services are extremely important in adult education.

If you are interested in learning more about the project, please visit our website: www.viraltraining.net.



Presenting ViRAL's work at the final conference in Dornbirn, Austria.

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