PERSONAL APPLICATION OF VR IN TRAINING OFFERS

*Fostering **Vi**rtual **R**eality applications within **A**dult **L**earning to improve low skills and qualifications*

Project No. 2018-1-AT02-KA204-039300

HOW TO INTEGRATE VR IN MY TRAINING OFFERS

In what **scope** do I want to integrate VR in my trainings? *(mark your position on the line)*	No VR Elements ↓ |——————————————————| ↑ Complete Training in VR Environment
Can I **add** VR elements to my current training programmes? Do I need or want to **create a new training** featuring VR? Which **topic(s)** of my trainings would I prefer to enrich with VR?	
Can I **decide** to add VR in my trainings on my own? Or do I need the **approval** of my employer? If so, how difficult would it be to convince them?	
Is my main target group fit for VR? Would they be interested or sceptical?	

How much **preparation** work would I need to start using VR? Do I have all the skills, knowledge and competences I need?	
What kind of VR **hardware** would be most suitable for my needs? Is it **feasible** to buy the equipment? Who will be charged with the costs? Do I need permissions?	
Which **VR software apps** are most interesting to me from a professional point of view? Which apps could I use?	
How would I prevent negative VR experiences of my participants?	
Do I have any more **questions** in relation to how to set up my VR studio or how to find VR software? Is there anything else I want to ask the Viral Skills team and other participants?	

MY TOP 10 POINTS OF CONSIDERATION
FOR INTEGRATING VR IN MY TRAINING OFFERS

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

[e.g. VR hardware, VR software, structural framework, requirements, safe usage, target group needs, feasibility, preparation work necessary, topics to cover, etc.]