|  |
| --- |
| **VR Application Profile** |
| **Name of VR Application** | ***Here the name of the VR learning application will be included.*** |
| **Name of Partner** | *Here the name of the responsible partner will be inserted.* | **Date of processing** | *Please include here the last date of processing this template.* |
| **Technical Framework & Key Data** | *Please indicate here the technical framework and key data by considering the following aspects:***Software-Provider:**……………………………………**Version of app:**………………………………………….**Compatible VR hardware systems:**[ ]  Google Cardboard [ ]  Oculus Rift[ ]  Google Daydream View [ ]  Samsung Gear VR[ ]  Lenovo Mirage Solo [ ]  PlayStation VR[ ]  HTC Vive [ ]  Other:……………………………….[ ]  Oculus Go**Compatible operating systems**[ ]  iOS Version:……………………………[ ]  Android Version:……………………………[ ]  Other:…………………………… Version:……………………………….**Languages available**[x]  English [ ]  Italian[ ]  Spanish [ ]  Other:……………………………….[ ]  German |
| **Learning Content** | *Please indicate here the topic of the VR application.**Example:* Human Anatomy |
| **Learning Outcomes** | *Please indicate* ***learning outcomes*** *that should be achieved after applying the software.**What* ***knowledge, skills and competences*** *should be imparted by the VR learning software?**Please use the following structure:* |
| **Knowledge** |
| *The adult learners will be able to :** *…*
* *…*
* *…*
 |
| **Skills** |
| *The adult learners will be able to :** *…*
* *…*
* *…*
 |
| **Competences** |
| *The adult learners will be able to :** *…*
* *…*
* *…*

*For further support, take a look at Blooms taxonomy of learning outcomes:** [*http://carleton.ca/viceprovost/wp-content/uploads/blooms\_taxonomy\_930x695.jpg*](http://carleton.ca/viceprovost/wp-content/uploads/blooms_taxonomy_930x695.jpg)
* [*https://weisenfeldj.files.wordpress.com/2011/08/image17.png*](https://weisenfeldj.files.wordpress.com/2011/08/image17.png)
 |
| **Activities provided** | *Please describe here briefly the* ***activities*** *provided by the VR learning application by answering the following question:** *How will the learning content be explored or the learning outcomes achieved?*
 |
| **Added valuefor low-skilled/-qualified adults** | *Please describe briefly why this software provides special benefits/added value in work with low-skilled/qualified adults.**For support have a look at** *the definition**of low-skilled/qualified learners provided in the Work Plan of IO2 on page 3 and*
* *the information gathered about the target group during desk research in context of*
* *the Pedagogic Part*

*(Work Plan p. 10/11 🡪Ped 3; Ped 4; Ped 5) and** *the Country Comparison Part*

*(Work Plan p. 13)* |
| **SWOT analyses** | *Please indicate the internal strengths and weaknesses and the external opportunities and threats of the VR application. Insert them in the grid below.**Especially consider the following aspects:** *User-friendliness*
* *Pedagogic orientation and standards*
* *Applicability level*
* *Gamification level*

*More detailed information about the SWOT analyses and the aspects above will be provided at the next Partner Meeting in Muskiz.* |
| **SWOT** | **Internal Factors** |
| **Strengths** | **Weaknesses** |
| **External Factors** | **Opportunities** |  |  |
| **Threats** |  |  |
| **Ideal application/utilization** | *Please recommend on how to apply best the described VR learning software by considering the following aspects and questions:** ***Context of ideal application***

*🡪In which context would the utilization of the VR application make particularly sense? Please indicate the context here.** ***Instructions for preparation***

*🡪What preparations have to be made when planning to apply the VR learning software in the context indicated above? Please give here instructions and recommendations for adult educators.** ***Instructions for mentoring***

*🡪What has to be considered when mentoring the utilization of the described VR software? Please give here instructions for adult educators.**For support consider the following questions:** *What information should be given to adult learners by the adult educator before the application of the VR software?*

*• What does the adult educator do during the application?** *(How) can the adult educator assist/help the adult learners?*

*• Are there any rules or guidelines, the adult educator should share with the adult learners?**• Should there be a discussion afterwards or the possibility to give feedback?**• Etc.** ***Do’s and don’ts***

*🡪What else has to be considered when applying the VR learning software? Do you have any further advice and tips for the adult educator? Please give here recommendations on do’s and don’ts.**For further support, also take a look at the information gathered during desk research in context of the Pedagogic Part. Some of the information gathered for recommendations on the setup of VR training courses (Work Plan p. 10 & 11) might be helpful.* |