Partnership

- Centro Ciência Viva de Bragança (Portugal)
- Pixel Associazione (Italy)
- Università degli Studi di Teramo (Italy)
- VšĮ "eMundus" (Lithuania)
- Lietuvos švietimo istorijos muziejus(Lithuania)
- Instituto Politécnico de Bragança (Portugal)
- Universidad de León (Spain)
- Fundación del Centro de Supercomputación de Castilla y León (Spain)

VRSCiT
VIRTUAL REALITY SCIENCE TOUR

For more information please contact:

Ivone Fachada
Centro Ciência Viva de Bragança
Bragança , Portugal
e-mail: ifachada@braganca.cienciaviva.pt
Tel. +351 273 313 169

Ana Pereira
Instituto Politécnico de Bragança
Bragança, Portugal
e-mail: apereira@ipb.pt
Tel. +351 273 303 106

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Context

The VRSciT project consists of conducting a virtual educational visit to places of cultural, social and natural interest of each partner involved, from Portugal, Spain, Italy, and Lithuania, by using Virtual Reality (VR) immersion and interaction techniques to provide users a unique learning experience.

Aims

The VRSciT project specifically aims to explore new approaches in educational tourism, such as 3D modelling combined with 360º immersive VR environments to build innovative virtual educational scenes from four different countries.

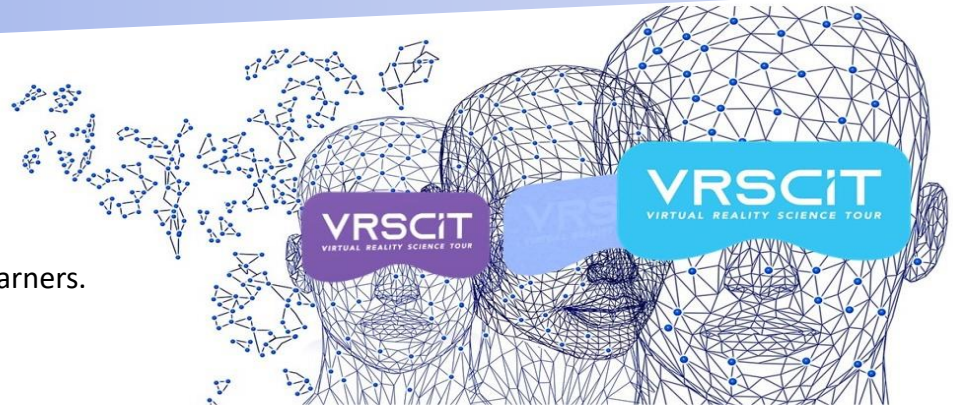
Target Groups

This project is adressed to the adult learners.

Main Activities

- Share a literature review of VR technology.
- Elaborate an interactive virtual reality experience - 'VRSciT SPOT´.
- Produce an Online Web Toolkit.
- Share best practices using VR technology in educational tourism in the training events.
- Promote the project's results in the multiplier events .

Results



- Literature Review: VR applied in educational and cultural institutions and their impact.
- The 'VRSciT SPOT' – an interactive VR experience.
- Online Web Toolkit for the effectiveness of using VR-based applications.