

VR4STEM Project

2015-3-RO01-KA205-022949

Project Workflow and Multiplication of Project Outcomes

E7 Multiplier Event eTwinning 2017 Thematic Conference

Divani Caravel Hotel, Athens, Greece

Athens

Greece

29 September 2017



PROJECT WEBSITE - WWW.VR4STEM.RO

PROJECT PARTNERS:

// UNIVERSITY POLITEHNICA OF BUCHAREST / BUCHAREST / ROMANIA
// WWW.UPB.RO

// UNIVERSITY OF PATRAS / RIO PATRAS / GREECE
// WWW.UPATRAS.GR

// NEW EDU, N.O. / NITRA / SLOVAKIA
// WWW.NEWEDU.SK

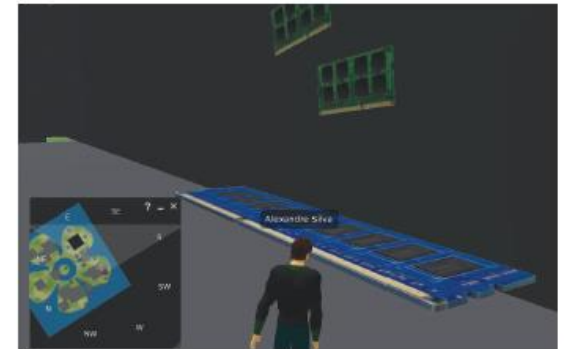
// E-TRAINING SOLUTIONS UG / DRESDEN / GERMANY
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// COMPUTER TECHNOLOGY INSTITUTE & PRESS DIOPHANTUS / PATRAS / GREECE
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01 Report on practices and competences in STEM Entrepreneurship Training and 3D Virtual Worlds

The study identifies the current state of entrepreneurship training in Europe and the suitable techniques and learning approaches that are used in courses using the 3D World technology, focusing on the requirements for efficiently training young people through virtual simulations and learning activities.

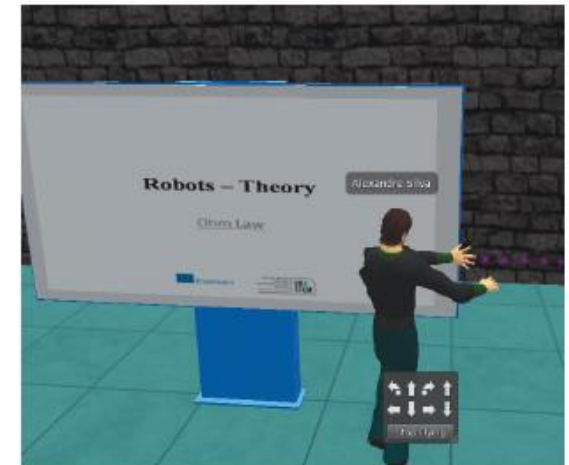


02 STEM Entrepreneurship curriculum design

The aim of this output is to design a curriculum for STEM Entrepreneurship Training based on the Report on practices and competences in STEM Entrepreneurship and taking into account the reports about the state of the art and the capabilities of Virtual Worlds.

03 Open Learning Resources

It concerns specialized content on entrepreneurship in STEM sector designed and implemented on the multimedia-based learning materials and related pedagogics.

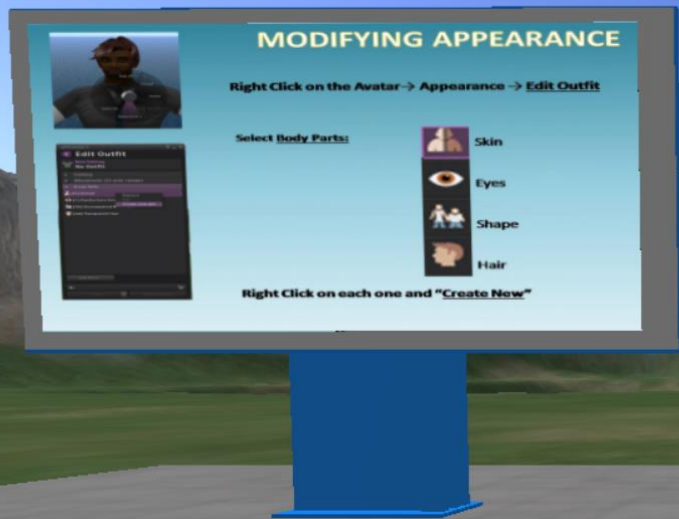


04 Virtual 3D World

It's a 3D World based system that hosts all developed STEM Entrepreneurship learning material (textbooks, presentations, multimedia, 3D objects and constructions) as well as the learning scenarios. Furthermore, it includes functionality for carrying out virtual sessions, like conferences and seminars, a media library and other learning activities.

MAIN ISLAND

main (154, 90, 25) - General - Main Island



MODIFYING APPEARANCE

Right Click on the Avatar → Appearance → Edit Outfit

Select Body Parts:

- Skin
- Eyes
- Shape
- Hair

Right Click on each one and "Create New"



Erasmus+
Virtual Reality for STEM
Entrepreneurship
Training

MAIN ISLAND

ENTREPRENEURSHIP

LASERS	COMPUTER ARCHITECTURE
DRONES	GAMIFICATION
ROBOTS	DATA MINING
3D PRINTING	MOBILE PROGRAMMING

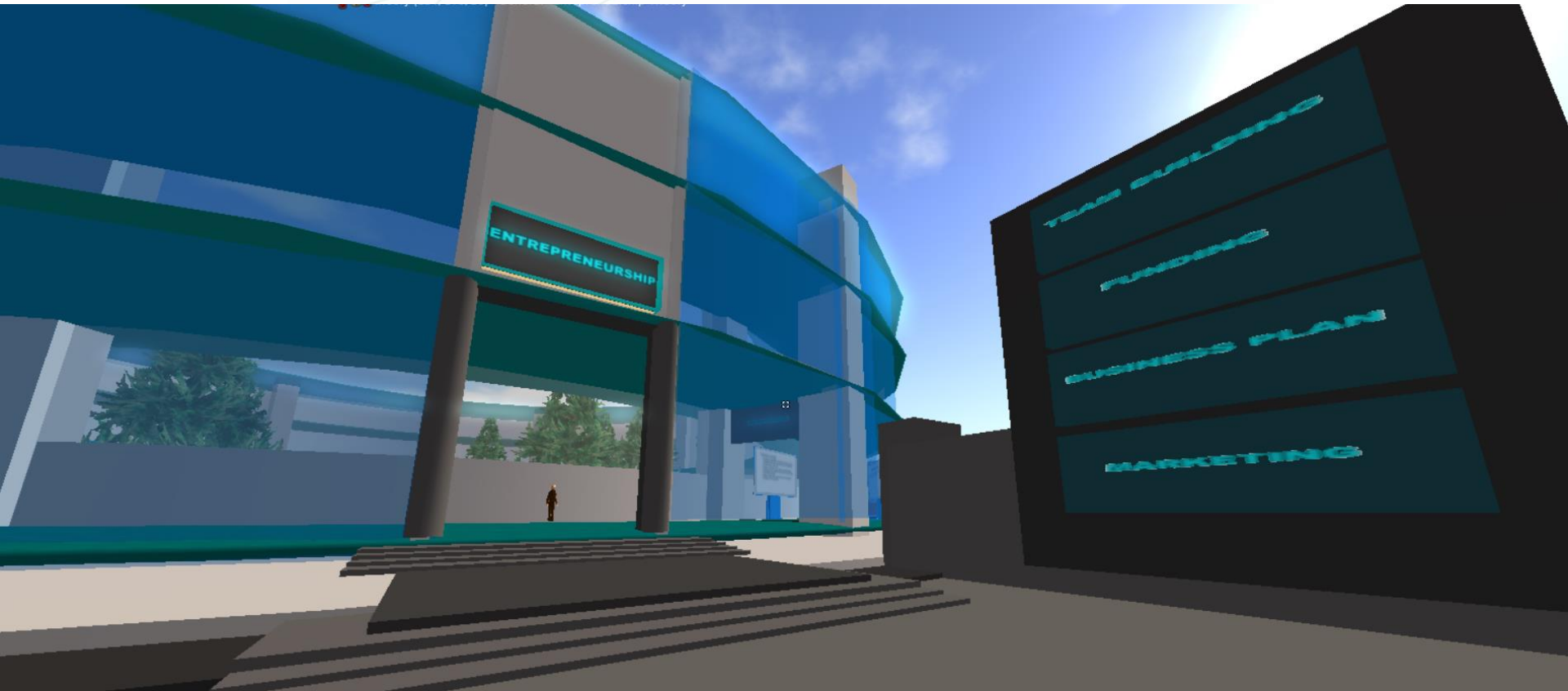


OpenSimulator

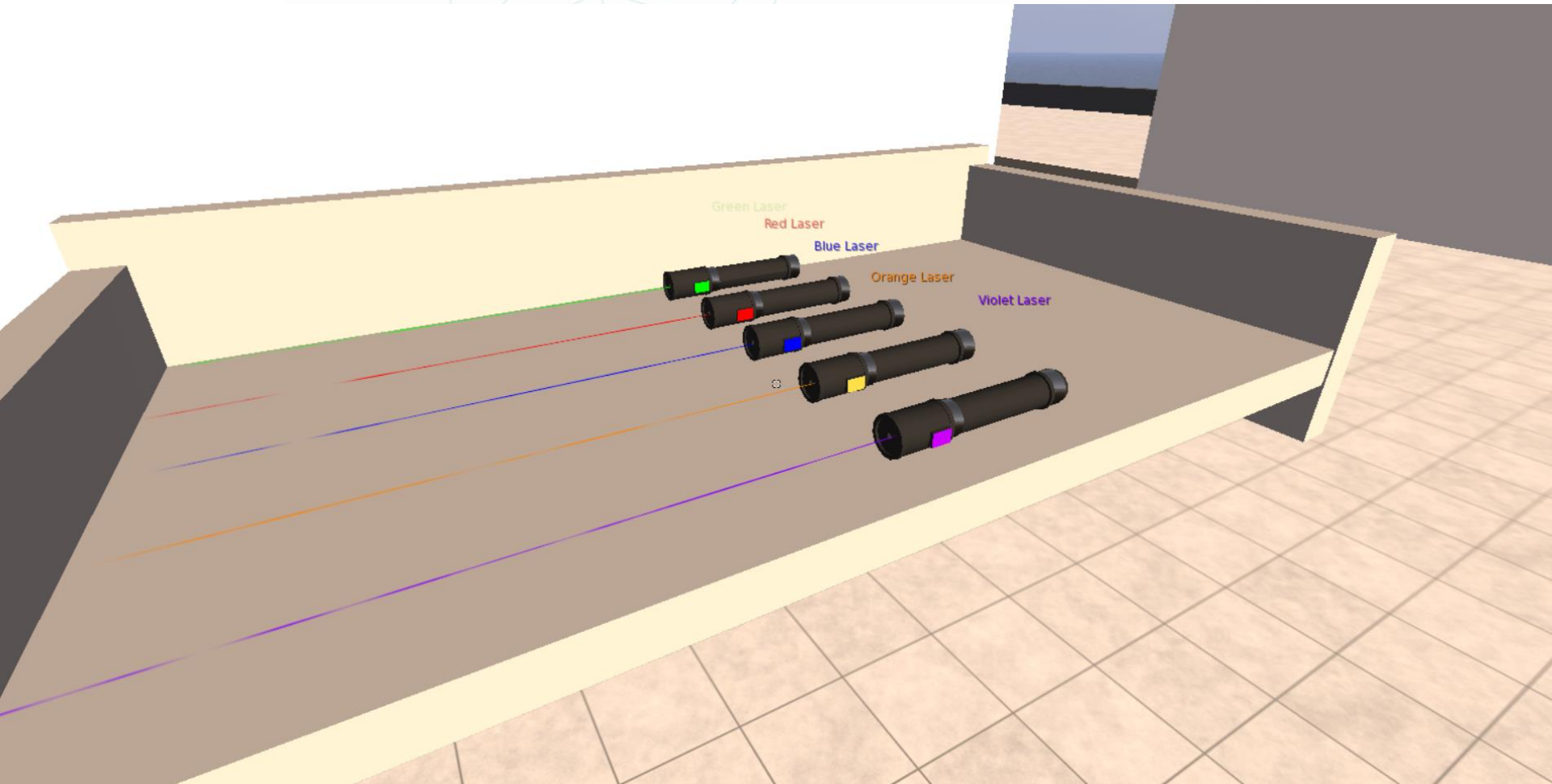
SANDBOX AREA



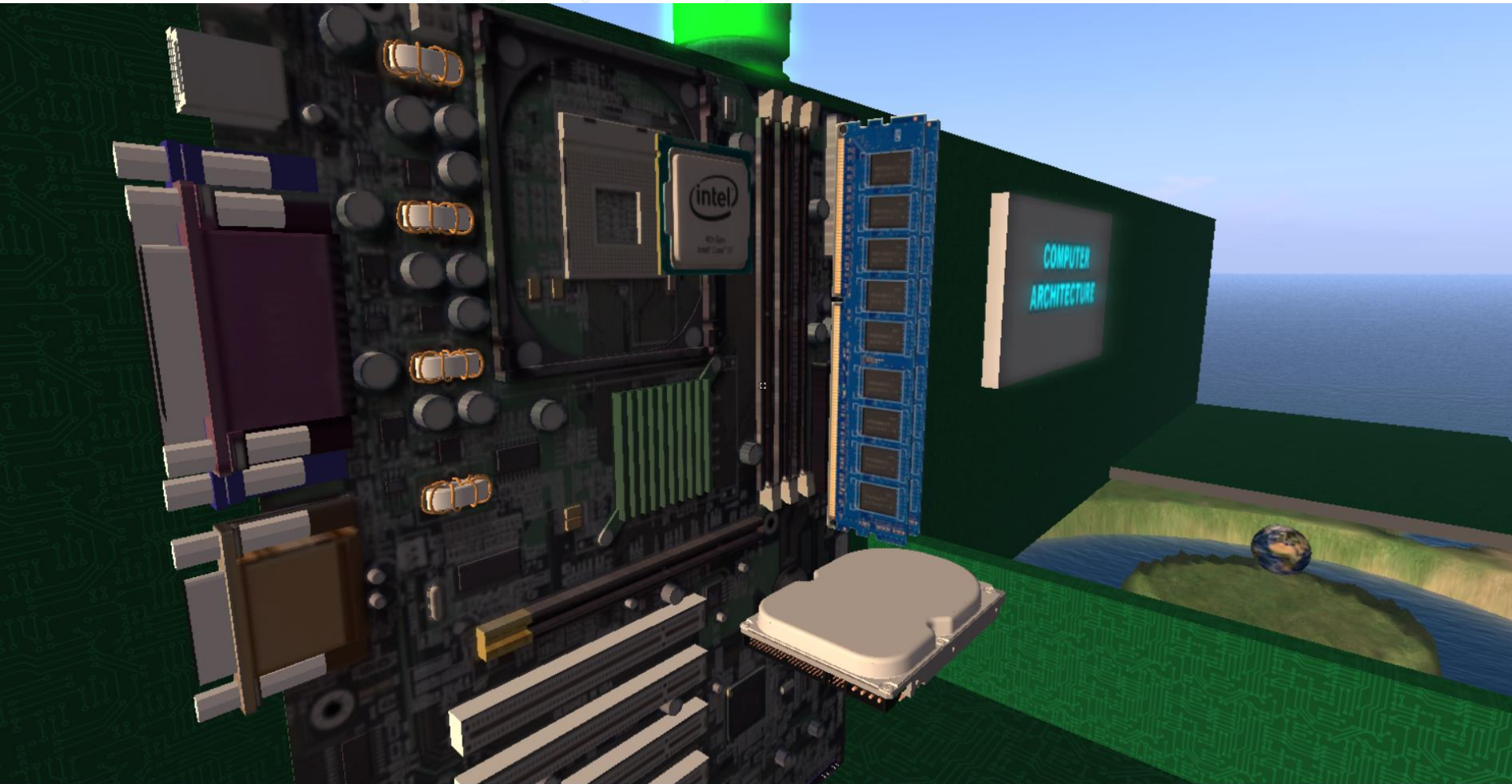
ENTREPRENEURSHIP AREA



LASERS AREA



COMPUTER ARCHITECTURE AREA



DRONES AREA

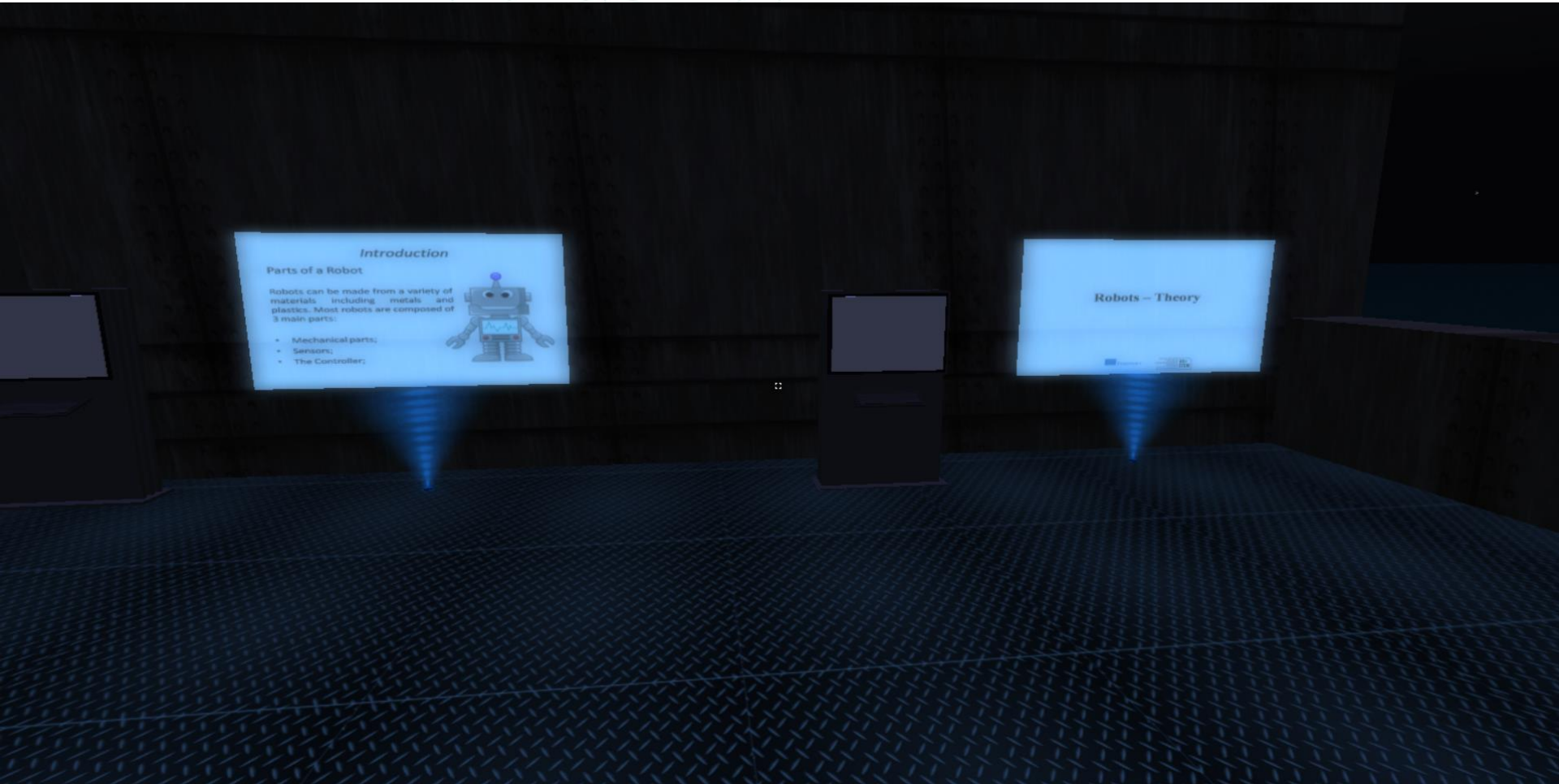


GAMIFICATION AREA

gamification (176, 119, 27) - General - Gamification



ROBOTS AREA

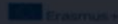


3D PRINTING AREA

3D PRINTING— Example #2

Application in Automotive

1. Explore the interior of the car and locate the raw material for 3D printer to work
2. Touch the 3D Printer to read a short description and click "OK"
3. Create a simple part to be applied to the gear of the car. Return to the Mystery Box and touch it.
4. Answer the exercise question correctly to receive a cool reward!



MOBILE PROGRAMMING AREA

