Collaborative Virtual Reality Platform for e-Learning: Teaching Communication

NEWSLETTER nº 1

Hi there! We are starting to share our research and results of studies conducted under the Erasmus+ project called **"Collaborative Virtual Reality platform for e-learning: teaching communication"** (**COViR** in short).

Last October, the consortium had the first face-to-face international meeting of the project in Nicosia (Cyprus) where the partners set the action points of the followings activities and schedule the activities of the WP's.

In this way, **CoViR platform is being developed and will be tested soon with specially prepared communication skills training. In this way, CoViR certification scheme and assessment tools** will be developed on the basis of CCC's great experiences connected with the development different certification schemes and assessment procedures based on ISO Standards requirements. Due to rapid technological changes it is predicted that all certifications given within COViR project trainings will be valid for the period of 3 or 5 years (maximum).

Moreover, the partnership expose a first overview on **e-learning platform** exposing huge experiences in the field of development of courses. Few exemplary are VR trainer, composition of methodology guides for trainers and mentors and on-line assessment tools (eqavet-outline. eu), I-Content.

Do you want to know about the progress of the project? You can follow us in our social media where you will find all the news related to CoViR project and its investigation.

🌐 covir.eu

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The strict social distancing measures implemented in Europe due to the pandemic affected a multitude of social activities. Traditional learning and training was one of them. According to a recent **CEDEFOP's analysis** there is a clear and sudden rise in searches for **'e-learning'**, **'online course' and 'online training'** in 2020 that coincides with the outbreak of the coronavirus pandemic.
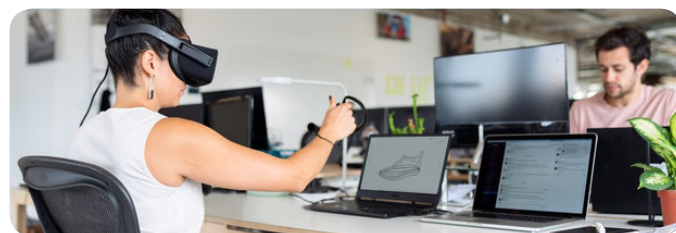
CoViR project proposes the development of a **pioneer multiuser e-learning platform** embedding **virtual reality collaboration** rooms that will simulate class training while offering innovative tools (inside the 3D environment) that will allow for different kind of interaction between the trainer and the trainees. All participants in the **virtual classroom** will be able to hear each other and see their avatars moving as they move wearing the VR headset. At the same time, they will be able to change their avatars facial expression at real time and select body movements at will (**non-verbal communication**). Each participant will be able to load his own materials in the presentation board of the room (slides, video, images,sound), will be able to talk to each other, will be able to answer questionnaires, to vote, to change roles with the trainers and make a presentation, applause, stick virtual post it nptes to virtual boards, drink or eat something and more activities that will be decided during the project as adequate for the proposed platform.