



Welcome to LifeX: Immerse yourself in Learning

The LifeX project aims to have a positive impact on European workplaces, contributing to “Personal, Social, and Learning to Learn” competences using a modern virtual reality training programme. Learners will enjoy an Immersive Learning Experience (ILx) designed to support them to “fulfil their dynamic potential, self-regulate their emotions, thoughts and behaviours, build a meaningful life, and cope with complexity as thriving individuals, responsible social agents, and reflective lifelong learners” (LifeComp).

Project Objectives

- › Contribute to human empowerment by increasing the Personal, Social, and Learning to Learn’ competences of the European workforce.
- › Increase VET internal capacity to respond to trainees and market needs through attractive and engaging immersive training offerings.
- › Drive progress in the way soft skills training through VR is evaluated.
- › Support teachers and trainers in implementing VR in soft skills training.



What we hope to achieve in 2022 to 2023

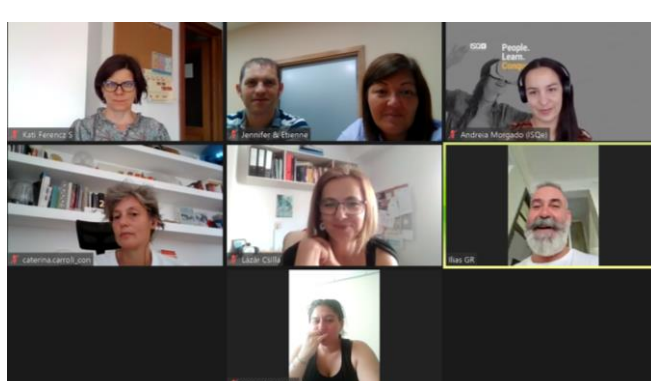
- › **LifeComp ILx Competence Profile**
 - › Using a Learning Outcomes Approach we will define the key skills and competences for each Immersive Learning Experience
 - › We will create the framework for 3 new Immersive Learning Experiences (ILx) using a virtual reality method to train young people on the core skills as set out in the EU’s LifeComp Framework.
- › **LifeComp Immersive Learning Experiences (ILx) training**
 - › Design and develop an innovative training methodology for the virtual reality Immersive Learning Experiences
 - › Each learning experience will offer digital badges that can be used by learners to build their competence credentials
- › **eTools for LifeComp ILx evaluation**
 - › Prepare a set of digital eTools that can be used by educators for the evaluation of the soft skills training gained through the LifeX Immersive Learning Experiences (ILx).
- › **Booklet on VR training pedagogical approaches to soft skills**
 - › Compile a series of rich articles on training and pedagogical approaches to support the implementation of VR training within the workplace or classroom.
- › **LifeX Sustainability Strategy**
 - › Create a specific plan to support trainers to adopt the LifeX approach and the learning package (competence profile, ILx, eTools for evaluation) ensuring that they live on beyond 2023!



News and Updates



Over the next year, the LifeX project team will be working to create and test the training package and eTools to support Immersive Learning Experience and soft skill acquisition in the workplace. It will be an exciting challenge for the team as we will be creating these new learning experiences using VR for the first time. We hope you follow our progress and stay in touch with the project.



Following our first virtual partner meeting in July, the LifeX consortium is busy developing the first project result: the LifeComp ILx Competence Profiles. Tasks have been shared amongst partners drawing on each organisations' experience and strengths. We hope to have the finalised version of Result 1 complete by the end of October 2022, when we will begin work on result 2: The LifeComp ILx Training Methodology and digital badges.



A LifeX project website, Facebook and LinkedIn pages are coming soon, and we will share them with you in early Autumn. This way you can keep in touch with the consortium's progress throughout the life of the project and beyond.

Upcoming Events



On 4th November 2022, LifeX partners will meet face-to-face for the first time at ECOLE's offices in Milan - our Italian partner. By this time, the Competence Profiles will be complete and ready for sign-off. We will use this meeting to plan how we will develop the LifeComp ILx Training Methodology and digital badges. At this meeting, we will be depending on the expertise of ISQE and their technical leadership - wish us luck on our VR journey!

Meet the Project Team

Five partners from five European countries are working together to deliver the LifeX project. The LifeX project is coordinated by Future in Perspective (FIP) and co-funded by the Irish Erasmus+ National Agency, [Léargas](#).

