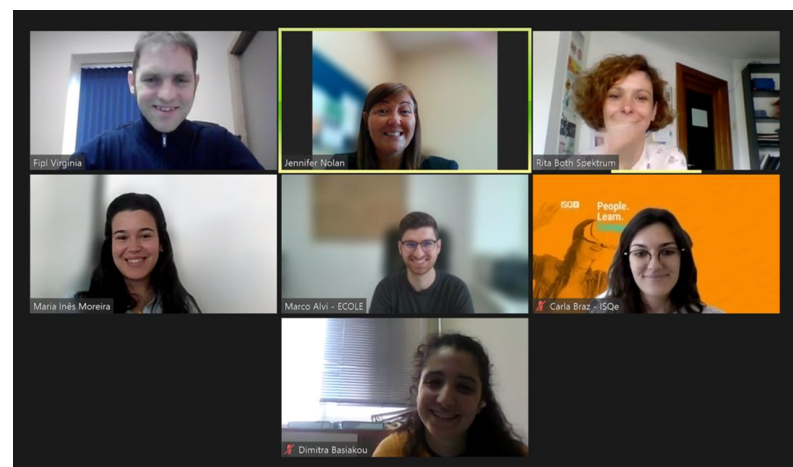


Latest News and Updates on the LIFEx project

Last week, the project team met online to see the first images of the LIFEx Immersive Learning VR scenarios created by the talented VR developers at ISQe, our project partner from Portugal. They have taken our initial learning scenarios and transformed them into slick, professional and highly impactful 3D images, and we are very excited to test out this new VR experiences in Ireland in June as part of the planned transnational training activity.

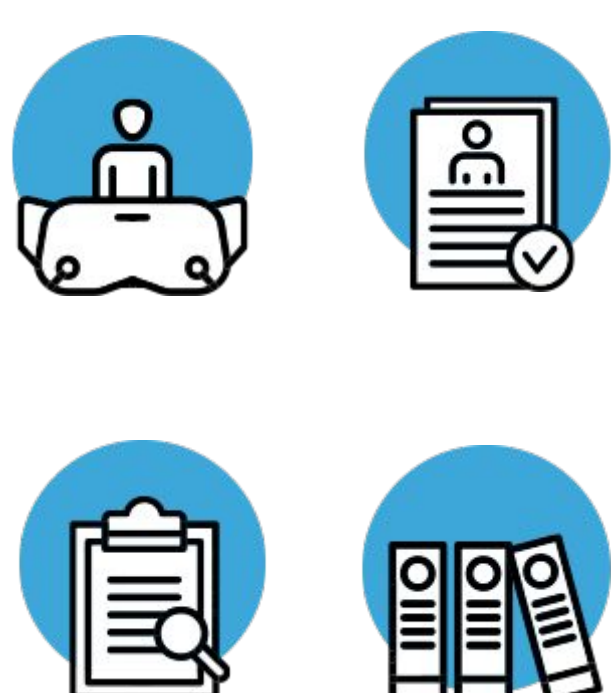


At this event, trainers from Ireland, Romania, Portugal, Greece and Italy will get to test and play with these new VR experiences that can be used in the VET classroom to build the soft skills of future employees.



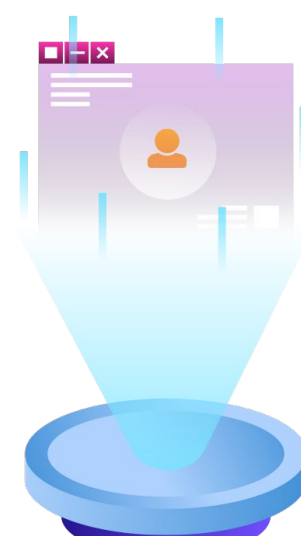
The e-Tool for LifeComp ILx Evaluation

Research has shown, that HR departments often have difficulties with sizing the soft skill gap in their workforce, as they don't really have a framework that codifies soft skills and defines evaluation criteria. As part of the LIFEx project we are aiming to develop evaluation tools that help them in this aspect, by developing e-Tools for soft skill training through the Immersive Learning Experience. Trainees will be able to complete an evaluation online via the LIFEx website, before and after the VR experience and they will get their scores in percentages and graphically. This way the trainers and the trainees can compare their results before and after the training session, highlight competences in the soft skills areas.



Booklet on VR training pedagogical approaches to soft skills

To support education and training providers, corporate training departments, and VET teachers to implement the LIFEx immersive experiences, the project partners have been busy working on a new training booklet that will present, through a series of articles, the approaches to using VR technology in VET education. Articles have been written on topics such as using VR technology in education, technical requirements for VR use, ethical considerations, possible challenges and much more. We will have the first draft of the booklet in June of this year and will test it at the transnational training event in Ireland also.



Upcoming Events

The partnership is preparing to have one of the most exciting events in the project's lifetime: the **LIFEx Immersive Learning Experience Pop-up Session for Trainers**. This training, along with a project meeting, will take place between the 19th and the 22nd of June 2023, in Virginia, Ireland, at the headquarters of project coordinator FIP. Members of the partner organizations will take part in the training along with trainers from each partner country, to test the LIFEx immersive learning experiences. They will provide feedback to the developer ISQe, so the VR scenarios can be finetuned in order to exploit its full potential through local training actions in September 2023.

Follow our progress

Follow our [website](#) and social media pages to get news about this exciting event and catch a glimpse of the VR experience itself!



Contact 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](#).

