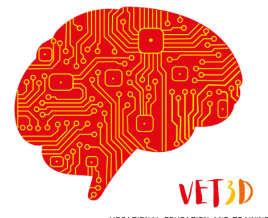




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# **3D LEARNING DIMENSIONS IN VOCATIONAL EDUCATION**

## **WHAT IS THE PROJECT ABOUT?**



### **Mapping**

Project maps the current situation and challenges of VET sector in 4 European countries



### **Creating innovative courses**

Experts will develop platform offering new courses with aim to empower learner's transversal skills



### **Validate the outputs**

Through seminar held in Prague, Czechia, experts will validate the courses from content & user interface points of view.

*Because we react on the current challenges of European VET through mapping the situation in EU countries and design specific programmes focusing on merging formal, non-formal and work-based trainings with the overall aim to provide upskilling of current VET students considered as future labour force.*

Find out more: [www.vet3dproject.eu](http://www.vet3dproject.eu)



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## **The Project Results and Their Objectives :**

### **1. DIGICOMP 3D**

Identify the existing barriers and challenges in project partner countries in the VET sector.

### **2. 3 Dimension Learning Model for VET**

Define a framework for the development and practical implementation of effective and meaningful 3-D learning practices for VET providers.

### **3. VET 3D SKILLS INTELLIGENCE DATABASE**

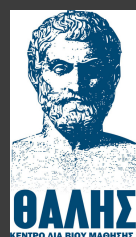
Produce a database (platform) for VET students that support the empowerment of transversal skills, useful for employability in the frame of a customized path lasting from the first to the last year of VET training.

### **4. VET 3D app**

Create an app offering students the opportunity to find existing and new courses aimed at developing soft skills in all dimensions of VET education.

### **5. 3D training module for VET teachers**

Train VET teachers to enable them to teach the VET Students the new skills that are required in the real labor market.



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