



VIRTUAL & AUGMENTED REALITY TOOLKIT TO ENGAGE SENIORS BRAIN WITH
INTER-GENERATIONAL UNDERSTANDING

ERASMUS+ PROJECT

WORKSHOPS FEEDBACK

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OVERVIEW OF THE IMPACT OF IO2 IN THE PARTNER COUNTRIES

ROMANIA

SENIORS:

The seniors in Romania positively perceived using VR/AR applications to improve their skills and overcome fears and doubts related to trust in the VR/AR technologies.

They were thrilled to review essential moments of their childhood and youth in the VR format. So naturally, this generated a nostalgic feeling for them.

The seniors considered the AR very useful and suggested the improvement of recognizing household devices by applying smaller recognizing elements or directly recognizing devices through AI.

They found it useful for therapy, medical recovery, and memory improvement with elements from their past, and using VR when they are in depression, nostalgic, or stressed.

The seniors emphasized the possible risks associated with using VR and AR: addiction, reluctance to wear VR devices/glasses, etc.

TEACHERS:

The Romanian teachers were enthusiastic about the project's development and outcome, stating that these applications can be very useful in education and other fields, for example, learning a new language.

Using templates is very easy, practical, and easily configurable.

They suggested using these technologies in interactive courses and virtual field excursions inside the classroom that do not need costs.

The teachers suggested developing tutorials using VARTES application architecture in technical fields like chemistry and physics without the risks implied by using real tools, devices, and substances.

STUDENTS:

Romanian students learned a lot by interacting with seniors about developing VR and AR applications through which they can improve seniors' lives.

In the project workshops, the IT students have developed skills in designing and implementing VR / AR applications for senior support.

Students also interacted with teachers and business companies to develop future VR / AR-based projects.

BUSINESSES:

The companies suggested developing joint projects with teachers, students, and care centers to assist seniors in virtual travels, improving memory, and reducing depression.

In addition, it would be very practical and helpful in e-commerce and developing VR/AR projects in logistics, construction, tourism, and videogames in which seniors should be involved.

We had positive feedback regarding the development of collaboration based on this project with the NOKIA company, one of our partners.

IMPACT ON WUT:

The impact on WUT has been positive through the development of intergenerational relationships between students, teachers, and seniors. In addition, both in the workshops and during the multiplier event, collaboration relationships were created.

Our students have had access to VR and AR applications and have been involved in customizing and applying VR / AR technologies to support seniors.

Through this project, WUT has developed its educational concerns in using VR / AR in courses and projects in collaboration with companies.

Also, by disseminating this project in the business environment, we initiated possible collaborations on this subject with local and multinational companies such as Nokia and other companies.

