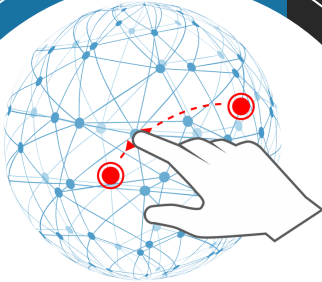


# Integrating Virtual and Augmented Reality in Higher Education Curricula

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**VRinHE**

VIRTUAL REALITY IN  
HIGHER EDUCATION



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## PROJECT STAKEHOLDERS

- Higher Education institutions (teachers, students, other university supporting staff)
- Research centers and associations
- SMEs
- IT companies
- Public authorities and policy makers at a local, regional or national level

## PROJECT RESULTS

- eToolkit with open educational resources for VR/AR implementation in higher education
- Training package for academics and learning designers
- eLearning platform and MOOC
- Policy and practice guidelines for higher education institutions

