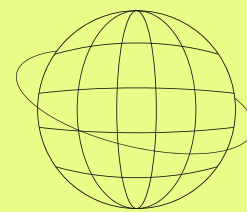
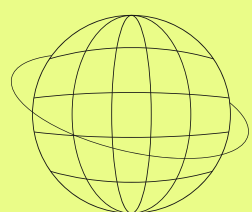


VIRTUAL PRODUCTION FACTORY



I.C PADRE ISAIA
COLUMBO
,Castelpoto,Forglanis
e,Tocco Caudio

SCH-000080913



VPF

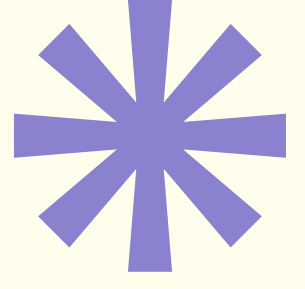
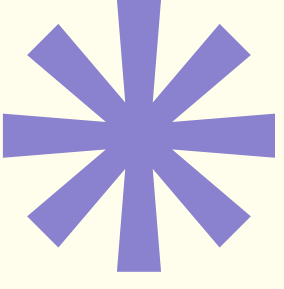
✦ INTRODUCTION ✦

Purposes

The future shows a bright scenario for technology. As years go by, the world evolves through machines and programs meant to help people. Also, it's common knowledge that the educational systems around the world has begun to use technology as a tool for teaching students. It is indeed a tough challenge to implement virtuality in the real life, but fortunately, there are international projects meant to encourage innovation, creativity and collaboration in technology. "Virtual Production Factory" (ERASMUS+) is a great example. The participating countries are Estonia, Italy, Romania and Turkey, and throughout the entire activity, each country each country presented the most important aspects of technology. To make it even more interesting, the students, alongside their teachers, have traveled to the other countries to not just learn about the main topic, but also to discover the world, and to get the chance work in groups with foreign people.



VIRTUAL MEETINGS



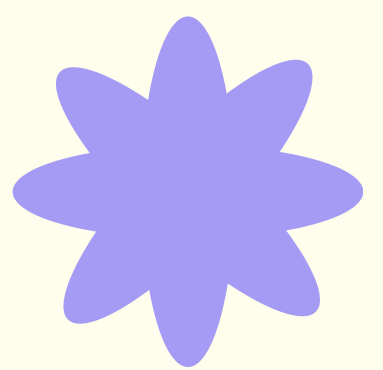
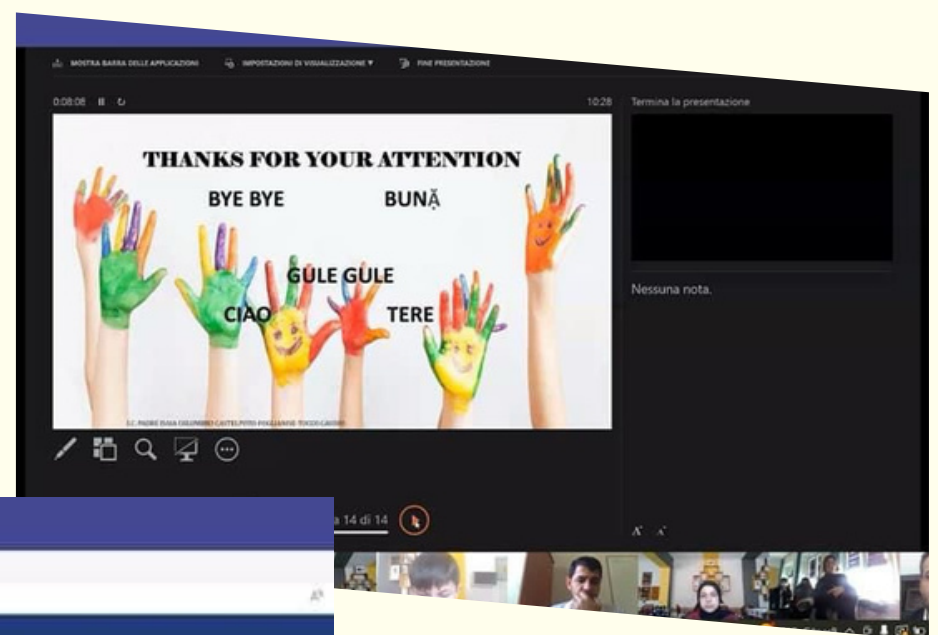
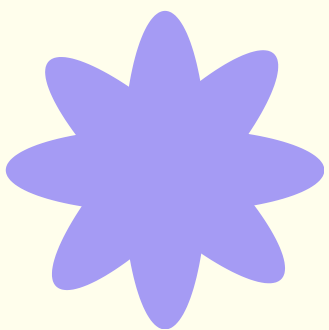
Turkey ~January 9th - 13,2023

The very first meeting of the project was held online, hosted by the Turkish teacher and students. They presented the concept of metaverse and how it can help the students and the teachers during the learning process.



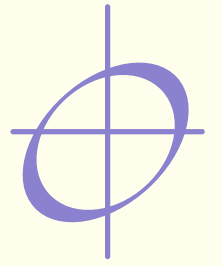
ITALY ~February 21th - 25nd 2023

During the meetings, the Italian students and teachers brought to our attention the importance of technology in their educational activities. The presentations managed to make not just the students, but also the teachers aware of the way technology improves and works inside of an institution.





MOBILITIES

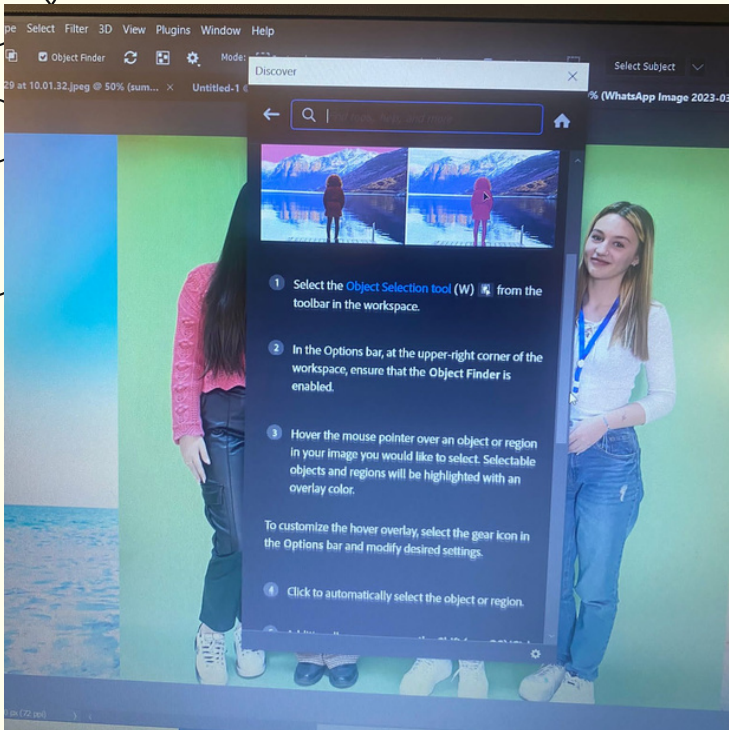
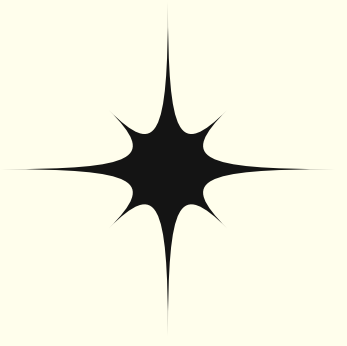


**ROMANIA ~ MARCH 27TH -
31ST 2023**


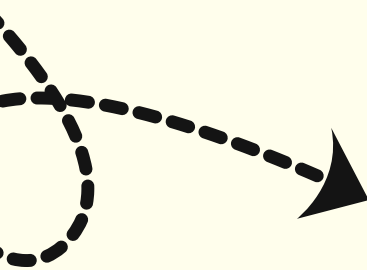
Romania was the first country to host physically the foreign students and teachers for a week. The Romanian students and teachers created activities based on the advantages of the green screen.

Also, they presented short tutorials on how to edit pictures and to change the background of them. Besides the activities based on the topic, Virtual Production Factory unites all the different aspects of the countries.

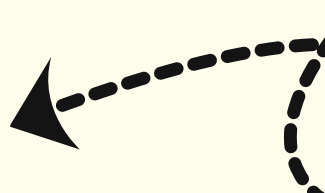
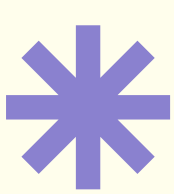
Therefore, the guests discovered few of the most beautiful places of the country, from caves to churches and to Palace of the Parliament.



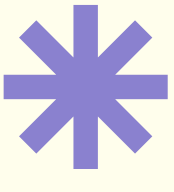
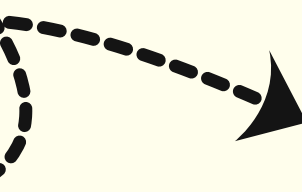
ESTONIA ~May, 22nd - 26th 2023



Estonia is one of the most spectacular countries we have visited. Together with partners from other countries we visited different locations for example Narva or Hermann Castle from where we could see the Ivangorod fortress in Russia. Afterwards we visited the Victoria Bastion and took a city tour. We went to Tartu, the second largest city in the country, and on the last day we went to Narva-Joesuu, a seaside resort on the Baltic Sea.

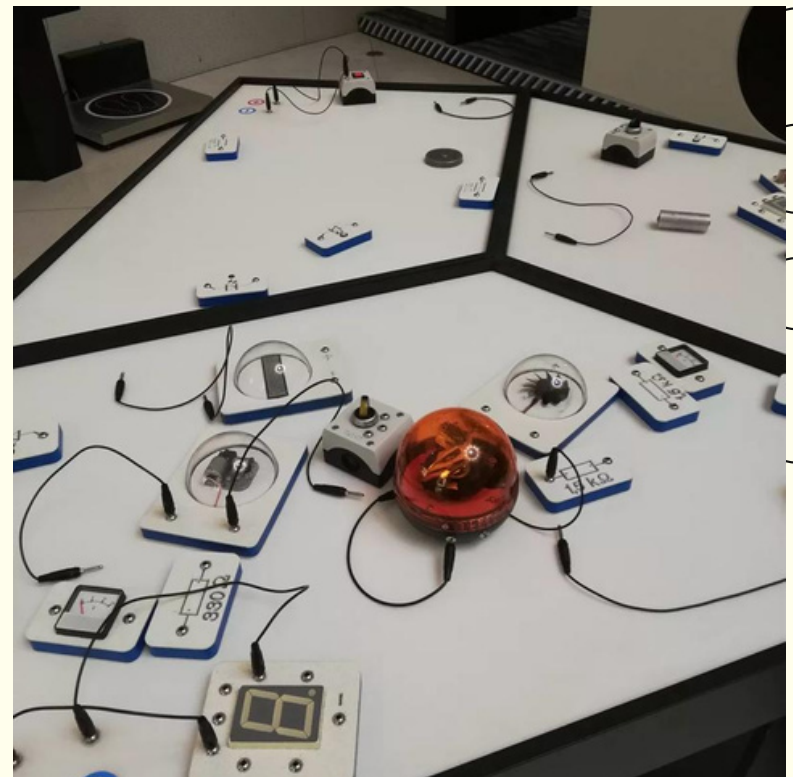
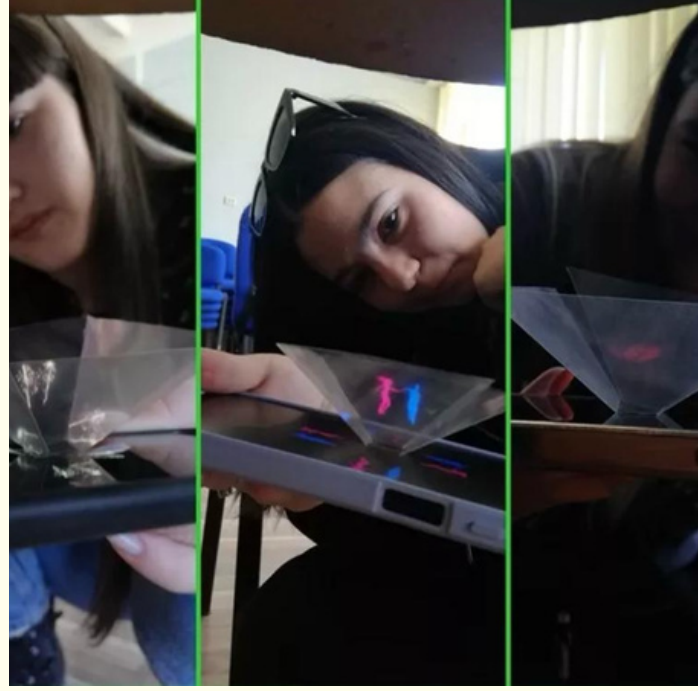
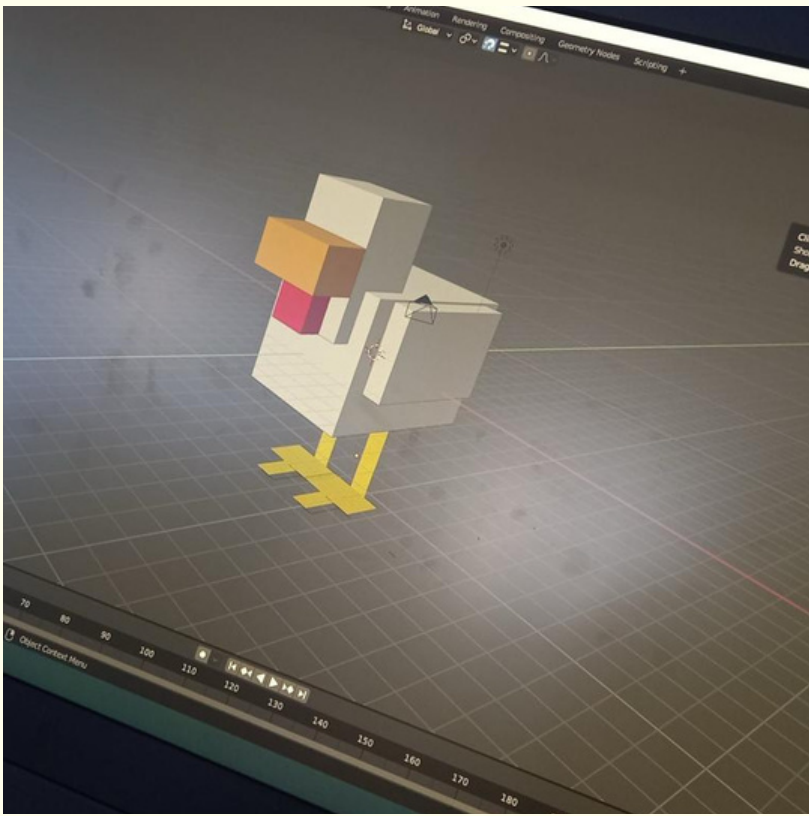
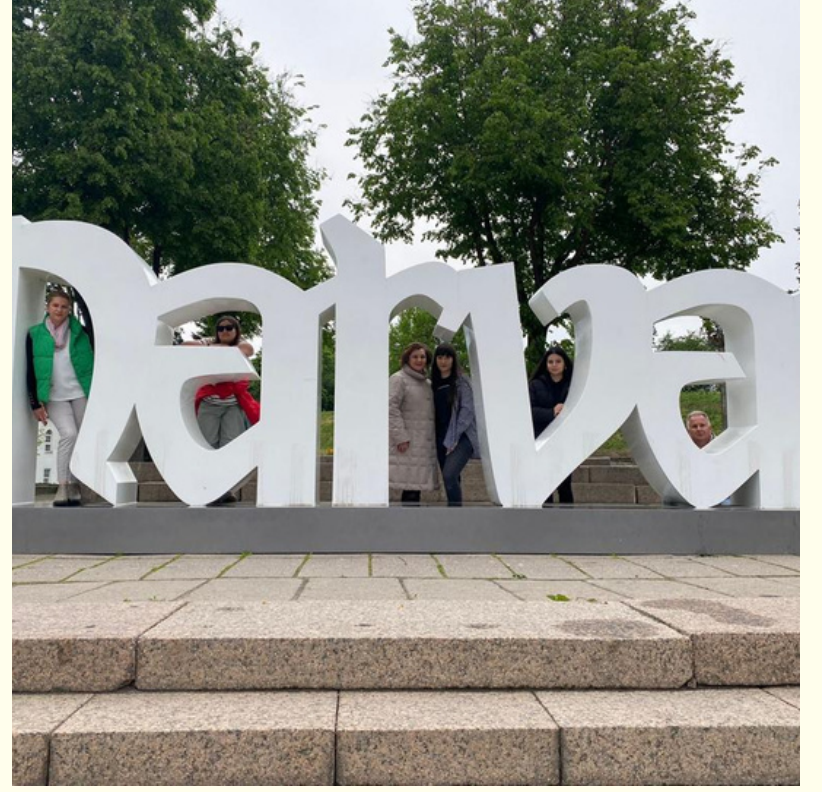


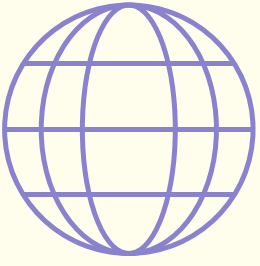
Estonian students and teachers taught us how to create a hologram by following a tutorial and Anna's instructions. We had the opportunity to go to the Ida-Virumaa Vocational Education Centre (IVVEC) which is a public institution, located in the north-east of Estonia, offering initial and further vocational training and retraining for young people and adults.



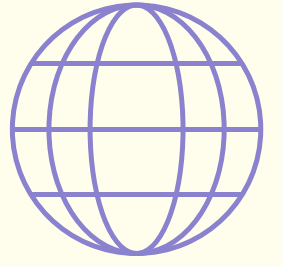
We visited the AHHAA Science Museum. Science Center AHHAA is a science center located in Tartu, Estonia, and is currently the largest science center in the Baltic States. There they showed us some experiments with liquid nitrogen.







TURKEY~SEPTEMBER 18TH - 22ND 2023



The last destination brought every teacher and student to Turkey, in Gediz, to be exact. The host country presented different activities, experiments, programs and presentations about A.I..

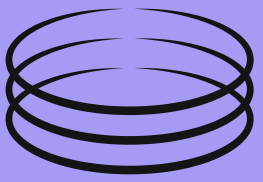
The students got the chance to work in pairs, to learn more about technology and the metaverse and, of course, to build friendships. The hosts impressed the guests with their work and implication.

As mentioned earlier, Virtual Production Factory is not just about learning how technology works, but it's also about discovering the virtual and the real world. This is why the guests have presented us the city Gediz, the historical points from around the city and Pamukkale.

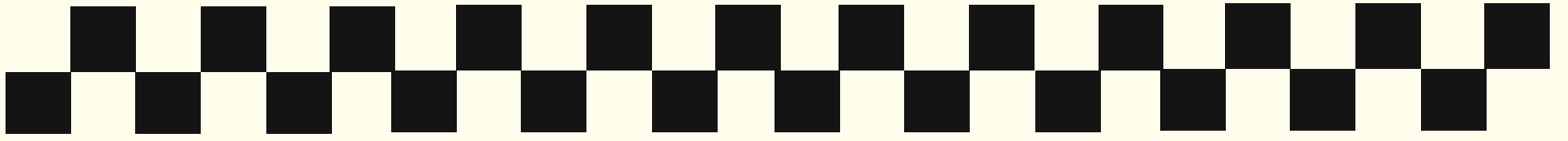
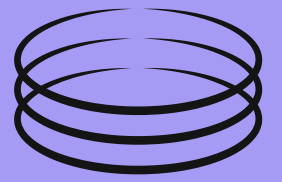
Without any doubts, the most interesting parts of the week were the moments the students learned new skills in technology, guided by the teachers.







CONCLUSION




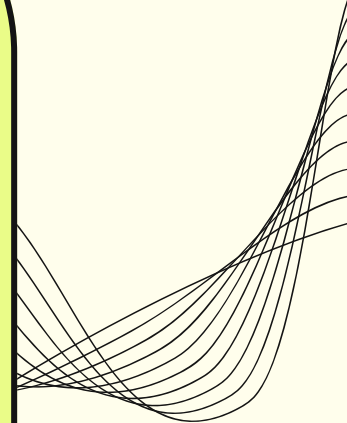
**“Virtual Production Factory”
achieved its goals, and at the very
end, the students improved their
skills in technology, making friends
and seeing the world as it is, with its
beauty in every country.**


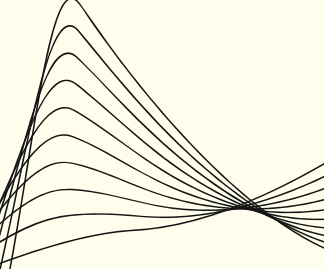


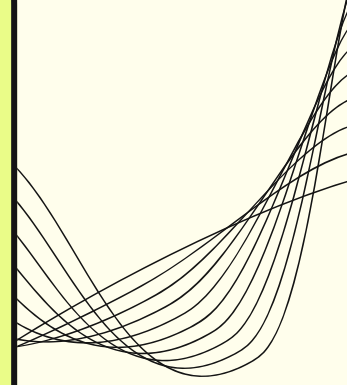


PROJECT OBJECTIVES

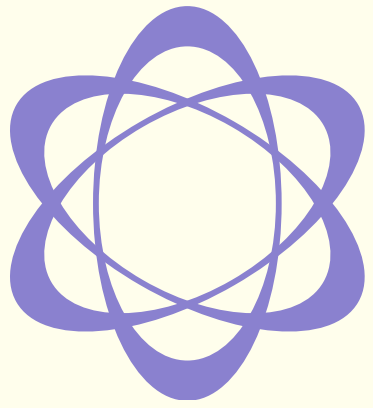


- 
- the effective use of digital technologies in the teaching-learning process
 - developing the skills to make comments, find solutions or make decisions
 - presentation and familiarization with the notions of augmented
- 

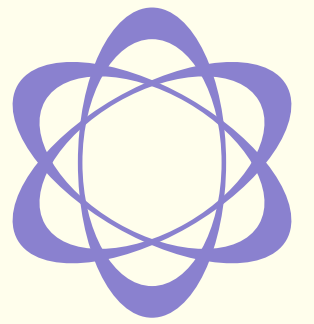
- 
- virtual reality and artificial intelligence, in teaching-learning
 - the ability to change technology to produce solutions to its own problems in accordance with its purpose
 - the ability to use without problems educational technological materials currently used in schools
- 

- the development of digital skills
 - ability to produce original designs and 3D modeling when needed
 - the ability to make active observations during learning processes and formulate hypotheses
- 





THANK YOU



**PROJECT ERASMUS + VIRTUAL PRODUCTION
FACTORY 2022-1-KA210-SCH-000080913
KA210-SCH - SMALL-SCALE PARTNERSHIPS IN
SCHOOL EDUCATION VIRTUAL PRODUCTION
FACTORY.**

Virtual Production Factory – mobility plan:

2 virtual / 3 trips

1. Mobility (Virtual) Metaverse Applications in Education (TURKEY-BALIKESİR) – 9-13 January 2023;

2. Mobility (Virtual) Google Glass Technology in Educational Environments (ITALY) – 21-25 February 2023

3. Mobility (Physical Mobility) We Use Green Screen Technology in Education (ROMANIA) – 27-31 March 2023

4. Mobility (Physical Mobility) Visual Learning with Hologram Technology (ESTONIA)-- 22-26 May 2023

5. Mobility (Physical Mobility) Education with Artificial Intelligence Tech. (TURKEY-KÜTAHYA) 18-22 September 2023.

