

## VRinVET Algeria

# An Immersive Training for the Future of Vocational Education

From April 8 to 10, 2025, the Institute of Technology of Aïn M'lila, affiliated with the University of Oum El Bouaghi (UOEB) in Algeria, proudly hosted an intensive training session as part of the VRinVET – Virtual Reality in Vocational Education and Training project.

This initiative, funded by the Erasmus+ Programme of the European Union, aims to strengthen innovation in vocational education by integrating immersive technologies into teaching practices across partner countries.

The session brought together vocational teachers, technical trainers, and institutional representatives, offering them the opportunity to discover, test, and create educational content using virtual reality tools. Guided by international experts and supported by the Turkish project team, participants explored practical applications of VR in pedagogical environments, discussed challenges related to integration, and envisioned the future of digital learning in the Algerian context.

This training marked an important milestone in Algeria's participation in the VRinVET project and laid the foundation for future collaboration, experimentation, and scaling of immersive education methods nationwide.

### Objectives of the Training

Building on the strategic goals presented at the opening of the session, the training activities were specifically designed to equip participants with hands-on skills and digital teaching strategies using immersive technologies.

Led by Prof. Dr. Sacip Toker and supported by the Turkish project team, the program introduced Algerian vocational educators to the pedagogical potential of virtual reality (VR) tools as a means of modernizing teaching and learning practices.

Over the course of three intensive days, participants engaged in a dynamic combination of theoretical instruction, guided workshops, and collaborative content creation to:

- Explore core principles of virtual reality applied to education,
- Learn to operate SimLab, a platform for developing interactive VR learning environments,
- Design and test educational scenarios reflecting real-world use cases in technical and scientific fields.

## Training Schedule

### *Day 1 – Introduction to VR and technical demonstrations*

- Official presentation of the VRinVET project by Dr. Abdelhakim Haddoun (national coordinator),
- Opening session with local authorities and press,
- Introduction to VR fundamentals,
- Hands-on session with SimLab and Meta Quest headsets.



### *Day 2 – Creating immersive educational content*

- Group workshops: design of virtual learning scenes,
- Examples: lab simulations, guided visits, industrial environments,
- Personalized mentoring from the trainer.



### **Day 3 – Presentations and forward outlook**

- Project presentations by participants,
- Roundtable discussion on technical and institutional VR integration,
- Certificate ceremony and official closing.



### **Engaged Participants for the Future of Immersive Learning**

The training brought together 20 participants from diverse institutions, including universities and technical institutes, all actively involved in vocational education. Their profiles ranged from experienced instructors seeking to modernize their teaching methods to young educators eager to explore the frontiers of digital pedagogy. Throughout the three-day program, participants demonstrated a high level of engagement and curiosity, actively contributing to discussions, experimenting with tools, and collaborating on innovative educational scenarios. Their enthusiasm, creativity, and adaptability clearly highlighted the strong alignment between the VRinVET methodology and the real needs of the Algerian vocational training ecosystem.

Many participants expressed a strong interest in continuing to explore immersive technologies and acting as local ambassadors for VR-based learning within their institutions.

## Evaluation & Feedback

- 100% participant satisfaction
- 90% praised content quality and tools
- Strong demand for advanced training and pilot projects

## Media Coverage & Visibility

The event received visibility through social media platforms, with several videos and posts shared by the university and participants:

<https://www.facebook.com/reel/699146336016431>

<https://www.facebook.com/share/p/1GED34h29X>

<https://www.facebook.com/share/v/16Rduciw1B>

<https://www.facebook.com/share/v/16RT3ynefN>

These posts helped amplify the reach of the event and showcase the active involvement of educators in integrating immersive technologies into vocational training.



## Outlook

This training session marked not just a learning opportunity, but a **foundational milestone** in Algeria's broader integration of immersive technologies into vocational education.

It laid the groundwork for several long-term objectives, including:

- The **emergence of a national community of VR-enabled educators**, capable of sharing practices, resources, and pedagogical innovation across institutions,
- **Strengthening institutional capacities** through efforts to equip training centers and universities with **sustainable VR infrastructure**, supported by appropriate digital tools and training,
- The **design and implementation of pilot projects** that incorporate virtual reality into real teaching programs, both in academic and vocational contexts, to test, adapt, and scale immersive learning models.

By fostering these ambitions, the session confirmed the **strategic role of the University of Oum El Bouaghi (UOEB)** and its partners in leading educational innovation nationally. They reaffirm their strong commitment to promoting a model of education that is **inclusive, learner-centered, technologically enhanced, and aligned with the demands of the 21st-century digital economy**.