

Enhancing the Quality of VET Education and Training through Innovation with Virtual Reality (VRinVET)



Report on VR Info Day at Azerbaijan State Pedagogical University

On December 12-13, 2024, the "VRinVET" (Virtual Reality in Vocational Education and Training) project Infoday series was held at the Azerbaijan State Pedagogical University (ASPU). The event spanned over two days, during which three separate Infoday sessions were conducted in total: two sessions on the first day and one session on the second day. These sessions targeted different groups of participants, including both faculty members and students. The purpose of these sessions was to introduce the potential applications of Virtual Reality (VR) technology in vocational education and training (VET), with a particular focus on enhancing educational methods and providing immersive learning experiences.



The Infoday series began with an opening speech by Khalida Həmidova, the Head of the Department of the International Projects and Grands at ASPU, who provided an overview of the VRinVET project. She introduced the main objectives of the project and emphasized the significance of VR technology in revolutionizing vocational education by offering realistic simulations and interactive experiences. Her address set the stage for the sessions, providing essential context for the participants regarding the importance of integrating innovative technologies into education.

Following this, the sessions proceeded with a detailed training segment led by experts from ASPU's International Projects and Grants Department. The training was structured to cover various aspects of VR technology and its application in educational settings, ensuring that each Infoday session was tailored to meet the needs of different audiences.

On the info day, Nazrin Abdullayeva, an expert from the department, began by introducing participants to the general rules and guidelines for using VR in education. She highlighted best practices for effectively incorporating VR into the learning environment, giving practical advice on how to maximize its pedagogical benefits.

The training continued with Nigar Mikayilova, who presented on the integration of VR technologies into vocational education and training (VET). Mikayilova discussed the role of VR in enhancing practical learning experiences, especially in fields like healthcare, engineering, and technical training. She explained how VR can bridge the gap between theoretical knowledge and hands-on practice, providing students with immersive learning opportunities. Participants were also introduced to VR headsets and shown how these devices can facilitate engaging, interactive learning experiences.

Afterward, the session became more interactive as Gulnar Damirova led a Q&A session. In this segment, participants were given the opportunity to ask questions and engage in discussions about the practical applications of VR in education. Damirova assigned tasks in a question-and-answer format, encouraging the attendees to consider how VR could be integrated into their own teaching and learning practices. The session fostered an open dialogue about the potential benefits and challenges of using VR in an educational context.

The final part of each Infoday session was a hands-on experience led by Ulkar Abdullayeva. She explained how to properly use the VR headsets, offering step-by-step guidance on setup, device adjustments, and navigation within virtual environments. Participants had the chance to experience VR firsthand, exploring various virtual simulations and learning about the diverse applications of VR in education. These three Infoday sessions, spread across two days, provided a comprehensive introduction to VR technology and its integration into vocational education. The sessions were designed to familiarize a wide range of participants—faculty members, students, and staff—with the immersive potential of VR, as well as to equip them with the necessary knowledge and skills to incorporate these tools into their own teaching and learning environments.

By the end of the two days, participants had gained valuable insights into the possibilities VR offers for modernizing education. The hands-on demonstrations and practical exercises, combined with expert-led discussions, helped to bridge the gap between theory and practice, ensuring that attendees left with a deeper understanding of how VR can be used to enhance vocational training and education.



The VRinVET Infoday series at ASPU marked a significant step in promoting the use of cutting-edge technologies in higher education. The event not only showcased the potential of VR in transforming teaching methods but also helped position ASPU as a leader in integrating innovative educational tools. As the university continues to explore the possibilities of VR, these sessions will serve as an important foundation for further development and experimentation with virtual reality in the classroom.

Event on Social Media:

<https://www.facebook.com/share/1Ei6KnjYSB/?mibextid=wwXlfr>