

# TRiPGiFT Project



## TripGift through Virtual World

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# Our role in the project..

UCY is responsible for the development of a virtual world (VW) environment where the produced learning content (learning material, the related scenarios and the self-assessment tests) is going to be displayed.



# ALIVE project

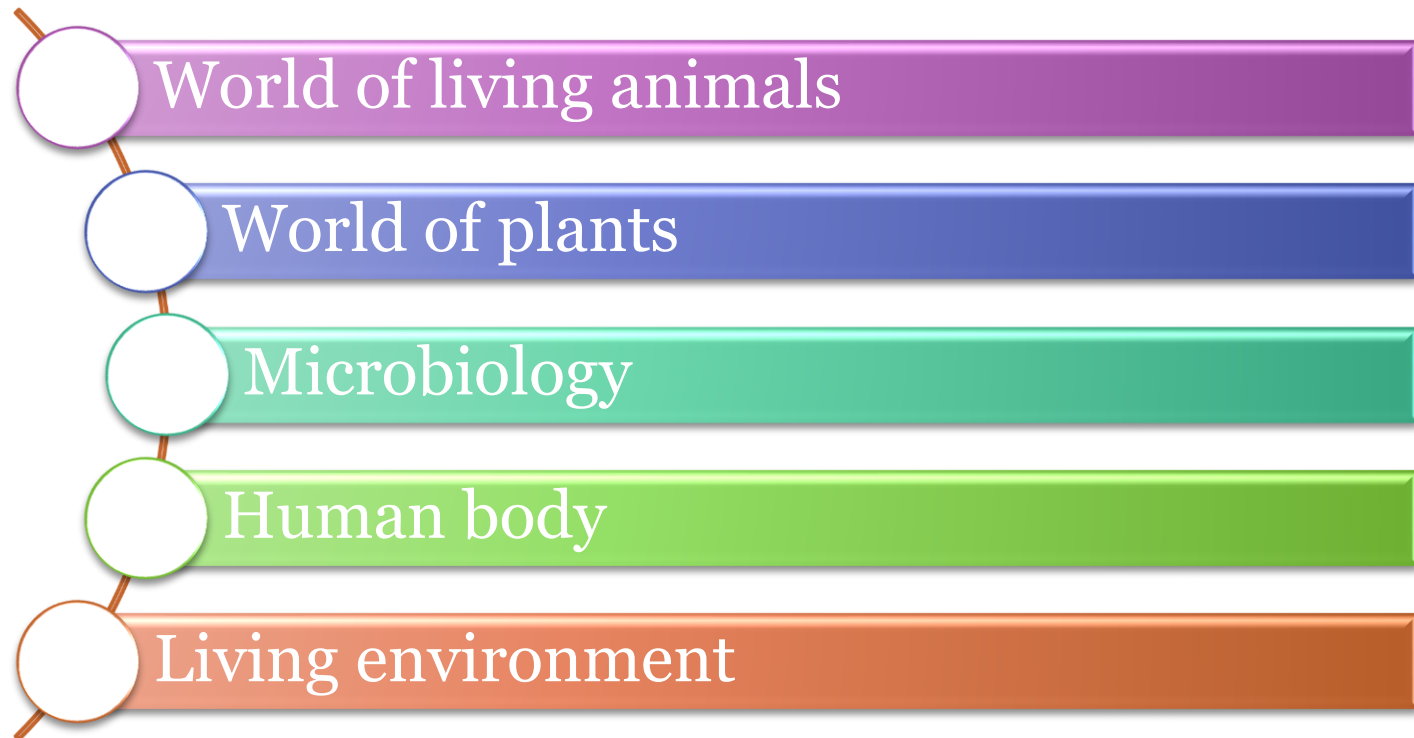
To develop a virtual learning environment focusing on the biology domain with the utilization of innovative technologies (virtual reality):

- A 3D virtual reality educational environment will be developed possessing innovative educational infrastructure.
- Offering immersive and efficient learning opportunities.
- Engaging pupils in various educational activities, learning scenarios.
- Offering students an attractive, entertaining and efficient way to learn various topics of the challenging domain of biology.



# ALIVE project

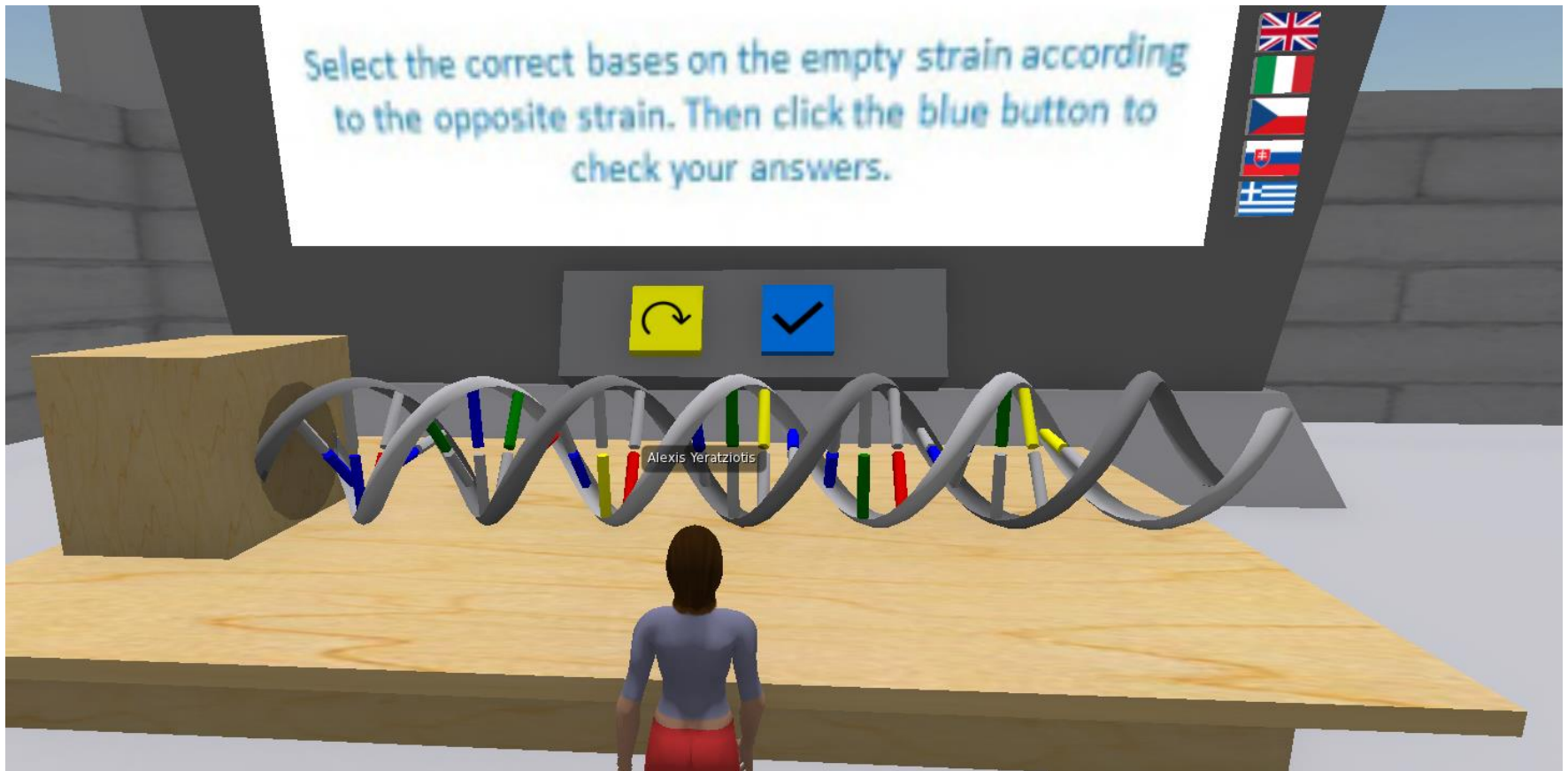
The main courses



# ALIVE project



# ALIVE project





Watch video here:

<https://shorturl.at/oIJL4>







Watch video here:

<https://shorturl.at/hvRUo>



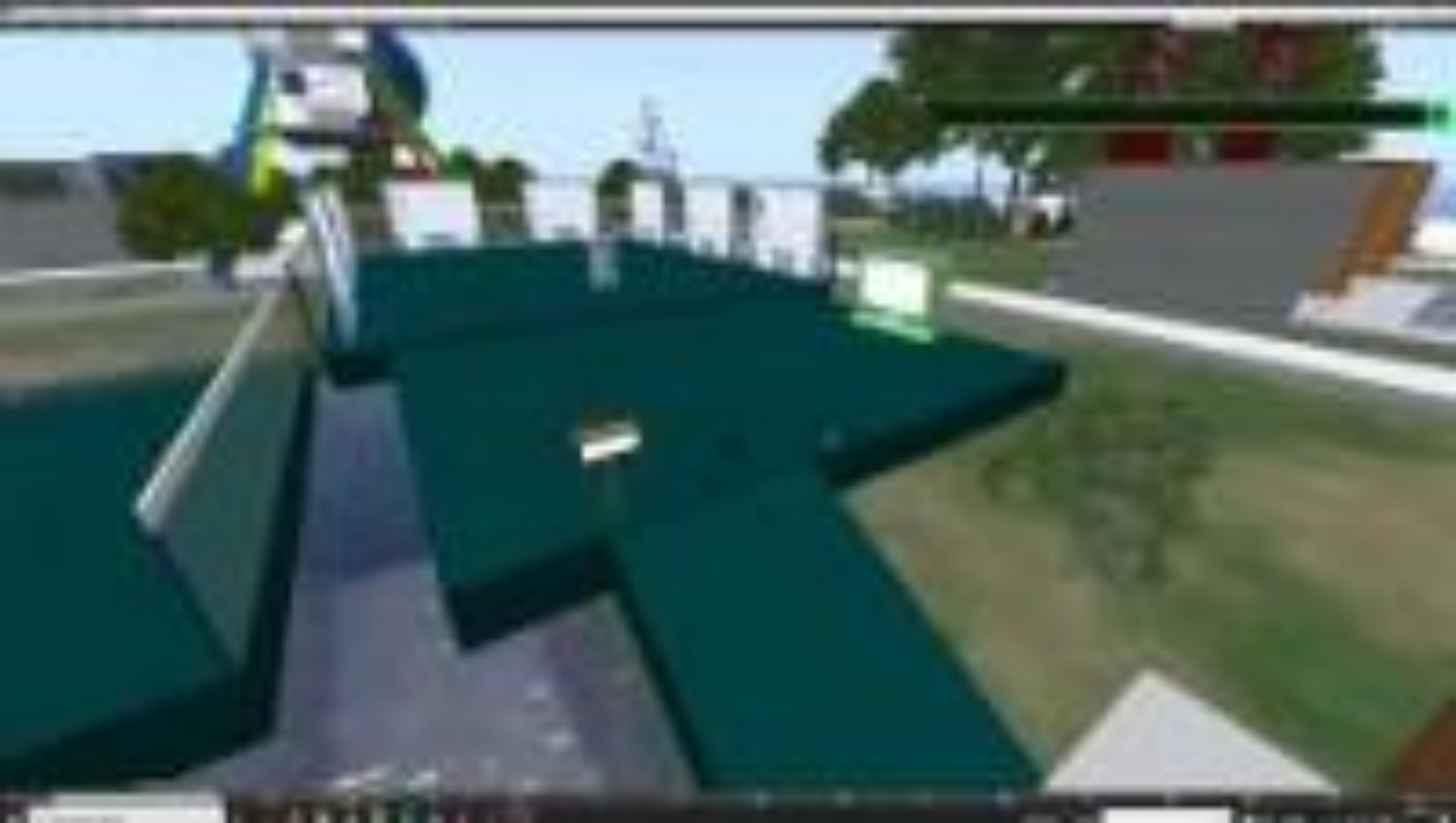




Watch video here:

<https://shorturl.at/bity9>





Watch video here:

<https://shorturl.at/cfkyz>





Watch video here:

<https://shorturl.at/kmM58>



# ISSA – “INTERNATIONALIZATION FOR SOCIAL AND INNOVATIVE START-UPS AND ENTREPRENEURS”

ISSA, Internationalisation for Social and Innovative Start Ups and Entrepreneurs, is designed to identify core and innovative learning methods that encourage success in international activities for social start-ups and entrepreneurs.

[http://issaproject.eu/?page\\_id=197](http://issaproject.eu/?page_id=197)





Watch video here:

<https://shorturl.at/gDKM1>





# ISSA – “INTERNATIONALIZATION FOR SOCIAL AND INNOVATIVE START-UPS AND ENTREPRENEURS”

Summary of how to play ISSA 3D VW scenarios

The players arrive in the WELCOME AREA in where they have to choose their language. Then they can go next to the WELCOME area in where they find the information signs / kiosks – to inform the players about technical features like navigation, avatar customization, etc.

The scenarios take place inside dedicated buildings:

- The Scenario cultural awareness takes place inside a coffee shop





# ISSA – “INTERNATIONALIZATION FOR SOCIAL AND INNOVATIVE START-UPS AND ENTREPRENEURS”

Summary of how to play ISSA 3D VW scenarios

- The Scenario mobilizing resources takes place in the Social Enterprise company called WeRcakes Ltd
- The Scenario identify social problems takes place in the Social Enterprise company called ECORAISE
- The Scenario spotting opportunities takes place inside a house



# VELOCITY project

The aim of the VeLoCiTy project is to facilitate the individuals that try to find a job in another country by making them familiar with the diversity in the theories and practices of the interviews, partially as a result of the culture and ethnics differences among the European countries through an innovative 3D virtual world learning environment that will include scenarios simulating the most representative interview processes.





Watch video here:

<https://shorturl.at/puyCS>



# World of Physics project

The main objective of the project is to help students to better study and learn physics by using new educational technologies.

Specifically, a 3D virtual reality educational environment was developed which features innovative educational infrastructure and offers interventional and effective learning opportunities, engaging students in various educational activities, learning scenarios and providing students with a fun and effective way to learn various topics from the challenging field of physics.

<http://aigroup.ceid.upatras.gr/wop-oer/>

# Thank you!



[www.cs.ucy.ac.cy/seit](http://www.cs.ucy.ac.cy/seit)

