



Work Package 3: Quality Plan

(Lead partner – South East European University)

WP 3 aims at a high quality of deliverables of the project and to ascertain the quality of the process and the commitment to develop a sound framework for devising, implementing, and reporting internal and external evaluation activities.

Work Package 4: Dissemination & Exploitation

(Lead partner - European University of Tirana)

WP 4 aims to gather key stakeholders around VTech@WBU agenda and ensure that all project outputs and results are transferred beyond the partnership as well as disseminated and used in most efficient way, following the European regulation on communication and visibility.

Work Package 5: Management

(Lead partner - Aleksandër Moisiu University of Durrës)

Within this WP the lead partner, Aleksandër Moisiu University of Durrës, will ensure smooth and efficient management and implementation of the project.

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PROJECT DURATION:
NOVEMBER 2019-NOVEMBER 2022
OVERALL BUDGET: 867,124 EUR

VTech@WBU PARTNERS

Aleksander Moisiu University of Durrës (lead partner)



European University of Tirana



Polis University



Epoka University



University of Prishtina



University for Business and Technology



Mother Teresa University



South East European University



University of Tartu



Lodz University of Technology



University of Ljubljana



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ACCELERATING

WESTERN BALKANS UNIVERSITY

MODERNIZATION

BY INCORPORATING

VIRTUAL TECHNOLOGIES

BUDGET: 867,124.00 EUR

DURATION: 15.11.2019 – 14.11.2022



Vtech@WBUni is an Erasmus+ CBHE project, led by the 'Aleksander Moisiu' University of Durrës, Albania.

The consortium has 11 partners out of which 6 are HEIs from Albania and Kosovo, and 5 program country partners from: Estonia, Poland, Slovenia and the Republic of North Macedonia. The project is envisaged to last for 3 years and the total budget is €867,124.

Vtech@WBUni project's general aim is to introduce for the first time at Western Balkan universities the concept of Virtual Technologies (VT) as a tool for accelerating university modernisation, while contributing on developing knowledge-driven society. By incorporating VT in the academic culture of universities, this project aims at increasing the quality and level of efficiency in teaching and knowledge retention through interactive learning methods, thus contributing on skills enhancement and further building of digital society at WB countries.

PROJECT SPECIFIC OBJECTIVES

- Capacity building of academic staff to incorporate VT in teaching;
- Develop teaching methodologies availing of technology and/or ICT tools;
- Equip students with competencies to use/access tools, software and platforms;
- Increase interaction between teachers and students;
- Increase the level of understanding and reduce the grasping time and the effort that students need to learn information by using 3D concepts instead of 2D ones;
- Offer a better delivery of basic knowledge even for complex issues, higher learning efficiency and better learning experience by AR/VR techniques;
- Establish Virtual Technology HUB for developing teaching materials for basic learning courses and serve as a HUB for other HEIs;
- Foster cooperation between academy and industry by organizing open days, joint product developments, thesis supervision etc.;
- Develop capacities for future joint research and innovative ideas with the support of Virtual Technologies.

PROJECT OUTCOMES

- +10 academic staff from each university will be trained to develop and use VT in their daily university work.
- Administrative staff at each HEI will be trained to support VT teaching at their universities;
- VT supported courses will be introduced at partner HEIs equipping students with transferable skills in innovative and critical thinking;
- Creative spaces and VT labs will be established at each partner HEI and will be open to other HEIs in region, contributing this way in the regional higher education capacity building;
- Joint academy - industry thesis supervision, open days and round tables with industry will be organized as affective tools in establishing and strengthening the links among students, alumni, industry and academia and producing sustainable future networks that will contribute effectively to objectives of both Higher Education sector and industry in partner countries.



WHAT DO WE DO?

Work Package 1: Preparation

(Lead partner – Polis University)

WP1 will focus on determining the current state and gather up to date on the institutional level in the areas within the project scope by doing a gap analysis. The gap analysis will be carried out as questionnaires develop specifically to identify on institutional level specific need and gaps to improve and increase knowledge, skills, and competencies and more specifically to obtain data that will identify and analyse the level of efficiency of traditional teaching methods and level of use of ICT tools.

Work Package 2.1: Development

(Lead partner - University of Tartu)

WP 2.1. aims at developing institutional capacities and modernize them by introducing VT in teaching and learning processes. Within this WP academic and administrative staff as well as students will be trained on VL deployment and use. Additionally, a report will be prepared about ethics on the use of Vtech@WBUni in universities teaching and learning processes.

Work Package 2.2: Development

(Lead partner - University for Business and Technology)

WP 2.2. aims at building and strengthening the capacities of lecturing staff concerning the use of latest tech in VR that will carry on the knowledge to the new generations. The capacity building activities will focus on trainings, visits, staff exchanges between partner and program partner HEIs.

Work Package 2.3: Development

(Lead partner - University of Prishtina)

WP 2.3. aims at integrating VT in teaching and learning as a mean to foster HEIs modernization. Introducing AR, VR and mixed reality will create compelling learning experiences across the offered curriculum. Therefore, the first step will be to identify content examples, emerging practices, and strategies that can be used to kick-start VT projects in individual courses, curriculums, and institutions.



Work Package 2.4: Development

(Lead partner – University of Lodz)

WP 2.4 aims at increasing awareness of opportunities presented by modern technologies (e.g. VR, AR) in context of education among students and educators.

Work Package 2.5: Development

(Lead partner – Mother Teresa University)

WP 2.5. aims at establishing bridges of collaboration between academia and industry as means to ensure the proper usage of VT at Western Balkan HEIs.

Work Package 2.6: Development

(Lead partner – University of Ljubljana)

WP 2.6. aims at developing guidelines that will provide best user experience in educational content consumption, with an emphasis on VR environments. These will include obtained knowledge and expertise from state-of-the-art approaches and project partners own expertise. Additionally, train-the-trainers' modules and programs will be developed at each partner HEI.