



# NEWSLETTER #4

ACCELERATING

WESTERN BALKANS UNIVERSITY

MODERNIZATION

BY INCORPORATING

VIRTUAL TECHNOLOGIES



Lodz University of Technology

University of Jyväskylä



**PROJECT DURATION:**  
**November 2019-November 2022**  
**Overall Budget: 867,124.00 Euro**

**Vtech@WBUi PARTNERS**

Aleksander Moisiu Univeresity 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



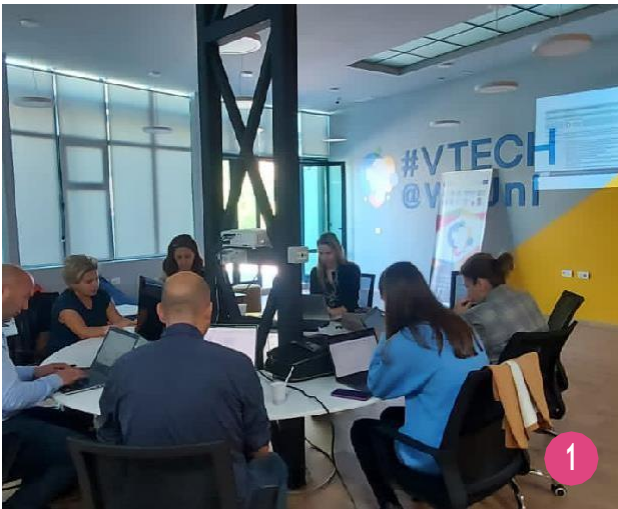
University of Ljubljana



**VTECH IS AN ERASMUS + CAPACITY BUILDING  
 IN HIGHER EDUCATION PROJECT FOCUSING ON:**

1. Capacity building of academic staff to incorporate Virtual Technologies in teaching
2. Developing teaching methodologies availing of technology and/or ICT tools
3. Equipping students with competencies to use/ access tools, software and platforms
4. Increasing interaction between teachers and students
5. Increasing the level of understanding and reducing the grasping time and the effort that students need to learn information by using 3D concepts instead of 2D ones
6. Offering a better delivery of basic knowledge even for complex issues, higher learning efficiency and better learning experience by AR/VR techniques.
7. Establishing Virtual Technology HUB for developing teaching materials for basic learning courses and serve as a HUB for other HEIs
8. Fostering cooperation between academy and industry by organizing open days, joint product developments, thesis supervision etc.
9. Developing capacities for future joint research and innovative ideas with the support of Virtual Technologies.





## WHAT IS THE AIM OF VTECH PROJECT?

The project general aim is to introduce for the first time at Western Balkan universities the concept of virtual technologies as a tool for accelerating university modernization, while contributing on developing knowledge-driven society.

By incorporating Virtual Technologies in academic culture of universities we aim to increase 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.

In the mid and long term, the project will enhance effectiveness of the higher education system in knowledge retention and application. The project direct beneficiaries are universities, schools, teachers, students, regional industries and businesses.

## PROJECT ACTIVITIES

*28 October, 2022*

### 1. Final Project Meeting

Closing VTECH@WBUUni Conference at Universiteti “Aleksandër Moisiu” was concluded with: Steering Committee Meeting; Quality Assurance Committee; and Discussions and farewell.

*27 October, 2022*

### 2. Second day of the Final conference

Closing VTECH@WBUUni Conference was held at Universiteti “Aleksandër Moisiu” and the main focus of the conference was: Presentation of the outputs at each programme country partner. EU invited lecturers & Administrative staff training





26 October, 2022

### 3. First day of the final conference

First day of Closing VTECH@WBUi Conference took place in UAMD and the main focus of the first day of the conference today was the presentation of the outputs at each partner university.

24 October, 2022

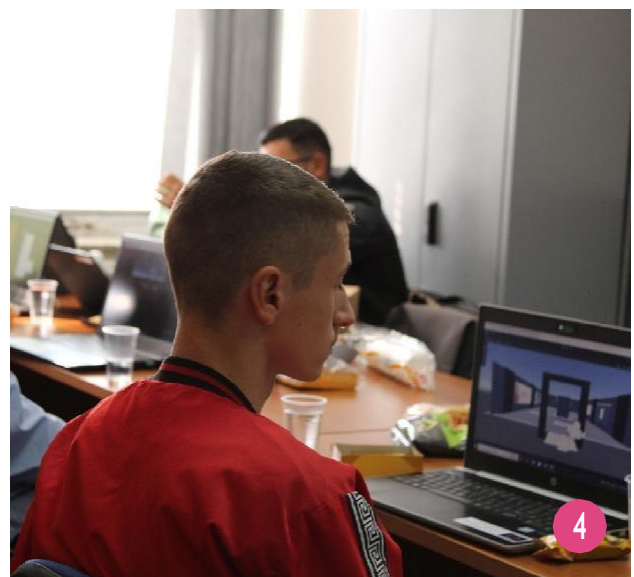
### 4. VR/AR hackathon held at UMT, North Macedonia

The host of the HACKATHON was Mother Teresa University (UMT), Skopje, North Macedonia,

that in collaboration with ERASMUS + and all partner Universities in this project, organized the event with host organizer Prof. Dr. Bekim Fetaji, Faculty of Informatics, UMT.

The HACKATON in VR / AR was open to all students from partner Universities and also other Universities. Also, other interested individuals, or employees of companies from the region had the right to participate as well.

The Jury commission selected the 3 most successful projects and determined the winner and distributed prizes. All participants received a Certificate from ERASMUS + and the winners received the respective awards.





21 October, 2022

### 5. Presentation of Vtech to the students

The first-year students of Faculty of Electrical and Computer Engineering in University of Prishtina were introduced with the Vtech project and the innovations that students will benefit from using the project equipments within the different courses during their studies. Also, some promotional materials were delivered to the students



06 September, 2022

### 6. University of Prishtina freshmen students introduced to VTech

During the application process of new applicants in the Faculty of Electrical and Computer Engineering at the University of Prishtina, students of this faculty delivered promotional materials and informed the new potential students for the new laboratory that is established in this faculty as part of the Vtech project.





27 July, 2022

### 7. VTech Open Days at UBT, Prishtina

In the framework of VTECH Erasmus+ Project, open days were held on July 18-21, 2022, at the premises of the University for Business and Technology, Kosovo. In these open days, a presentation was made by UBT on the EON-XR platform within a demonstration of assets and library creation, the days continued with basic navigation and functionalities also User experience with Virtual Reality content, and the attendees were introduced to the way of creating new courses and add annotations, voiceovers, videos, and activities, as well as how to best use interaction recording and collaborative sessions.

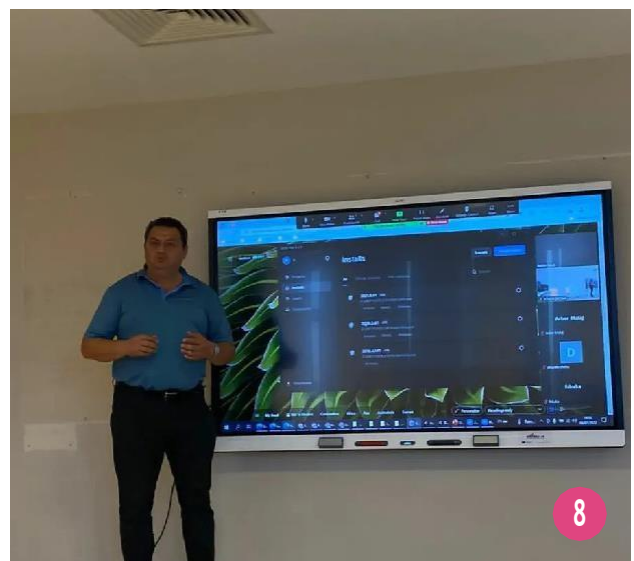


In the end, the partners had a discussion about VR content creation with the EON-XR platform.

09 July, 2022

### 8. VTech Training held at Epoka University

Epoka University academic and administrative staff had open lectures and training hosted by the University of Tartu (Open lecture) and Mother Theresa University (Training). The staff consisted of people who are dealing with the implementation of subjects in VR. The open lecture was about an overview of recent 3D/VR technologies and VR equipment, and the training about configuration and programming virtual reality apps for education using UNITY.



**CONTACT:**

Marsida Ibro  
Aleksander Moisiu University  
Tel: + 355 052 239 161  
Mobile: + 355 67 200 12 44  
E-mail: marsidaibro@uamd.edu.al



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University of Igarka

