



Life Skills VR

Project Conference and VR Exhibition Report

Project Acronym:	LIFE SKILLS VR
Full Title:	Life skills VR – Life skills for employment in covid-19 era through vr innovation
Project no.:	2019-1-UK01-KA203-062136
Version:	1.0
Status:	Final
Start date of the project:	01-05-2021 Duration: 24 months
Dissemination level:	Internal, project consortium only

1. INTRODUCTION

This report refers to intellectual output 5 - Project Conference and VR Exhibition that took place in Coimbra, Portugal, under the title “Metaverse – Life Skills VR”.

1.1 Planed event description

According to the proposal, the E1 Multiplier Event should be organized by INESC TEC in Portugal. The objective was to present the Life Skills training platform developed within the scope of the project to the target audience. After presenting the methodology and the various stages of creating the platform, the public was invited to test it. Eight virtual reality devices were made available for this purpose.

The results of the event helped in validating the platform, pointing out ways for improvements.

The expected number of participants was 60 participants, 55 national and 5 international.

The organization of the event was in charge of INESC TEC and the content planned in cooperation with the entire project consortium.

1.2 Intellectual Outputs Covered

The workshop was planned to cover the following IO:

- Need Analysis Report
- Development of VR System
- Curriculum
- Pilot Testing
- Project Conference and VR Exhibition

2. EVENT PREPARATION

The public session of the multiplier event was scheduled for April 13, 2023, from 10 am to 1 pm at the Escola do Turismo de Portugal in Coimbra, Portugal.

To be held in an auditorium for students of the institution, teachers, employees, institutional partners and the community in general. In addition to the physical session, transmission by videoconference is also planned.

A specific area in the auditorium was made available for the experimentation session of the system developed in the project, with tables, computers, and virtual reality devices, one of the devices being projected on a screen.

A specific area in the auditorium was made available for the Coffee break to be served to all face-to-face participants.

2.1. Dissemination and Registration

The preliminary program was announced and publicized by all partners. The poster was prepared for both print and digital dissemination (Figure 1).

The event was announced internally for students of the institution *Escola de Hotelaria de Portugal - Coimbra*, and the poster was publicized on the social networks of the institutions involved and on the official page of the LifeSkills project (Linkedin, WhatsApp and Facebook).

Prior registration was not mandatory and could be done on the day of the event at the entrance to the auditorium using a printed form (Annex 1 – registration form) containing the participant's name, institution, country and signature. After the session started, the forms would be collected, but the doors would remain open to the public.




 LifeSkills VR

PLAY YOUR WAY TO THE
 CAREER OF
YOUR DREAMS

LIFESKILLS VR IS AN **IMMERSIVE EXPERIENCE**
 THAT BRIDGES GAPS IN USER EMPLOYABILITY SKILLS
 USING GAME PLAY AS A FACILITATIVE LEARNING TOOL

LIFE SKILLS
METAVVERSE
 VIRTUAL REALITY

GET YOUR GAME ON

ESCOLA DO TURISMO DE PORTUGAL | COIMBRA

13 APRIL 2023

[HTTPS://LIFESKILLSVR.COM/](https://lifeskillsvr.com/)

Figure 1 – event poster

3. EVENT REALIZATION

The face-to-face event was held at the *Escola de Hotelaria de Portugal - Coimbra*. The place (auditorium) was easily accessible, located at the entrance of the institution. The final agenda is shown in Figure 2.



Life Skills for Employment in COVID-19 Era through VR Innovation (Life Skills VR)

Project number: 2020-1-UK01-KA226-HE-094705

Venue: Coimbra, Portugal

Date: 13-14.04.2023

Day 1 – 13/04/2023

Time 10:00 – 14:00 PT Time

- 10:00-10:10 : *Opening – Dr. José Marques, Director - Escola do Turismo - Coimbra, Portugal*
- 10:10-10:30 : *Life Skills for Employment through VR Innovation – Dr Lakhvir Singh, C4FF, UK*
- 10:30-10:40 : *Introductory Remarks – Mr Demetrius Lacet Silva, Inesctec, Portugal*
- 10:40-10:50 : *Speaker – Dr. Leonel Morgado, Inesctec, Portugal*
- 10:50-11:20 : *Curriculum - Mr Aris Chronopoulos, IDEC, Greece*
- 11:20-12:00 : *Life Skills VR Game Demo – Mr Luca Lusuardi, ARTES, Italy*
- 12:00-14:00 : *Hands On Workshop*

Figure 2: Final agenda

Partners received badges indicating their name, institution, and country (Figure 3).



Figure 3: Partner badges

3.1. Opening session

The opening session was chaired by the director of the Portuguese Tourism School in Coimbra, Dr José Marques in Portuguese, since almost the entire audience spoke this language (Figure 4).

This communication can be seen at the following link:

<https://youtu.be/O7vuul9Cg2I>



Figure 4: Opening session, Dr. José Marques - Director of the Portuguese Tourism School in Coimbra.

3.2. Presentation sessions of the project stages

The partners were arranged at a table on the stage and the pulpit placed to the side. Between the stage and the audience, the space for the workshop was configured (Figure 5 and Figure 6).



Figure 5 and Figure 6: Arrangement of partners and guests

Professor Lakhvir Singh from C4FF presented (in English) the context of the project and the steps that were followed (Figure 7).

At the next session, Mr. Demetrius Lacet from INESCTEC provided a contextualization (in Portuguese) of the system regarding the themes addressed at the Escola do Turismo de Portugal (mainly the public present) and thanked the people who collaborated with the event and with the translation of the system into Portuguese. Professor Dr. Leonel Morgado from INESCTEC then spoke about the importance of research and initiatives like that (in Portuguese and English) (Figure 8 and Figure 9).

At the next session, Mr. Aris Chronopoulos from IDEC spoke about the curriculum theme and how it was included in the project (Figure 10).



Figure 7: Professor Lakhvir Singh - C4FF



Figure 8: Mr. Demetrius Lacet from INESCTEC



Figure 9: Professor Dr. Leonel Morgado from INESCTEC



Figure 10: Mr. Aris Chronopoulos from IDEC

Videos of these session that can be seen, respectively, using the following links:

Lakhvir Singh (C4FF)

<https://youtu.be/8lXQzF2ahOA>

Demetrius Lacet (INESCTEC)

<https://youtu.be/dk9m3aAYSVA>

Leonel (INESCTEC)

<https://youtu.be/M-wQmunlXOw>

ARIS (IDEC)

<https://youtu.be/uCYCdmSS5Zk>

3.3. LifeSkills VR Game Demo

In this session, Mr. Luca Lusuardi from ARTES demonstrated the use of the virtual reality device, the metaverse and the possibilities of interaction and presented the system created by the project. While he was using the equipment, the system image was being projected onto a screen (Figure 11, Figure 12, Figure 13 and Figure 14).





Figure 11 and Figure 12: Mr. Luca Lusuardi from ARTES demonstrating the use of virtual reality equipment.



Figure 13: Mr. Luca Lusuardi from ARTES presenting the metaverse and the possibilities of interaction.



Figure 14: Mr. Luca Lusuardi from ARTES presenting the LifeSkills VR system.

3.3.1 Hands On Workshop

At this stage of the event, the public was invited to experience the system. Eight virtual reality devices (Oculus quest 2) were made available and alternated between participants. In addition to being monitors, the partners present helped streamline the experience, which continued until a little later than the established closing time (Figure 15, Figure 16, Figure 17, Figure 18, Figure 19).







Figure 15, Figure 16, Figure 17, Figure 18, Figure 19: Hands on workshop

3.3.2 Promotional videos

A team of video makers made promotional films and photos of the event.



Figure 19 – Promotional video

This video can be seen using the following links:

<https://youtu.be/5AcBSbelPsU>



Figure 20 – Promotional video adapted for social media

This video adapted for social media (vertical) can be seen using the following links:

<https://youtube.com/shorts/hoHTx5nGGXk?feature=share>

Photos can be seen at this link:

https://drive.google.com/drive/folders/1NdwNxWt9rY45v41iaoQmShgLht4-gUDG?usp=share_link

4. PARTICIPANTS

The public event had 88 face-to-face and 4 online participants from 9 countries distributed as shown in Table 1 and Figure 21. These were the ones who signed the list available at the entrance to the auditorium (Annex 1). However, teachers, collaborators and people who arrived after the beginning of the session did not sign the list.

Participants (all)	online	presential	Total
Portugal			
Escola do Turismo de Portugal INESC TEC		71 2	73
Brazil			
Escola do Turismo de Portugal		6	6
Spain			
Escola do Turismo de Portugal		3	3
UK			
C4FF	1	2	3
Italy			
ARTES Fondazione Polo Universitario	1 1	1	3
Greece			
IDEC		1	1
Malta			
MaritimeMT	1		1
Angola			
Escola do Turismo de Portugal		1	1
United Arab Emirates			
Escola do Turismo de Portugal		1	1
Total	4	88	92

Table 1 - participants by country institution and mode of participation.

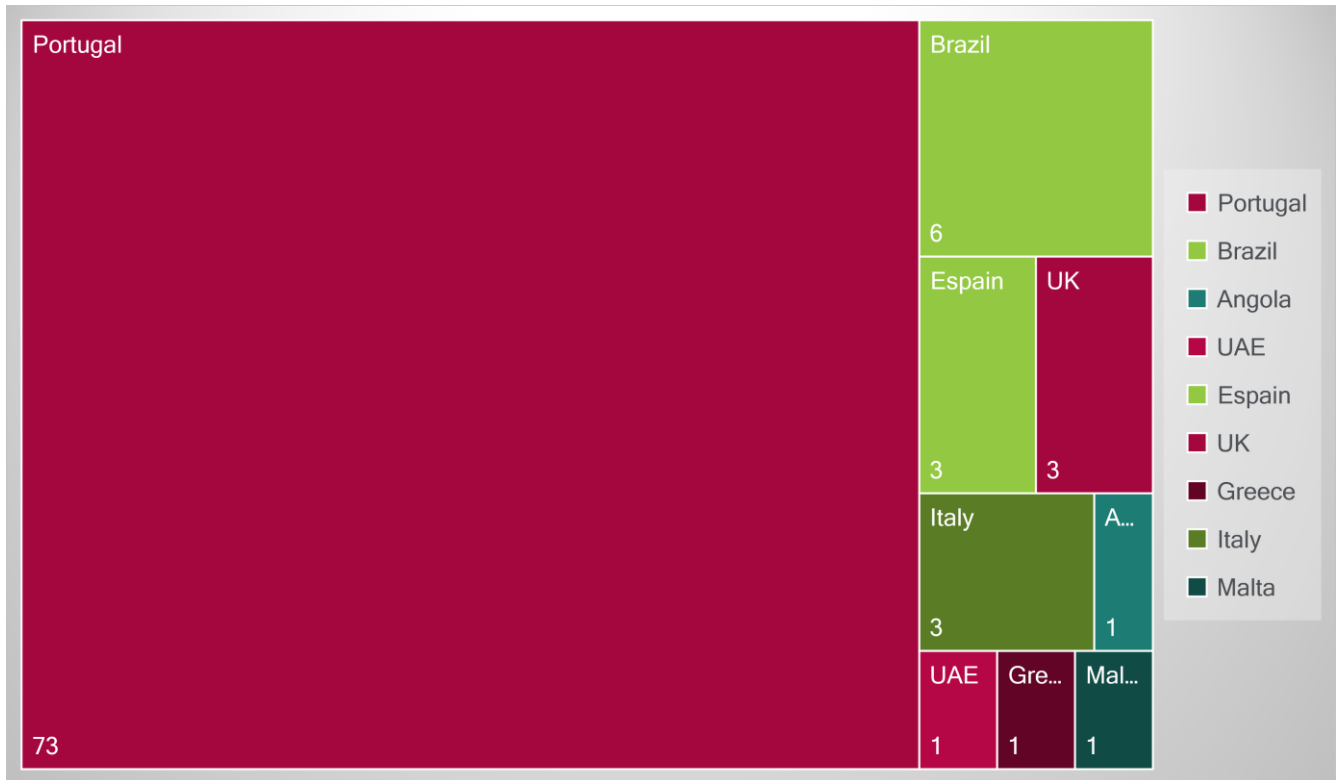


Figure 21 - Participants by country

Excluding the participants involved in the project, the distribution of the public in terms of nationality is described in Table 2.

Presential	
National	73
International	11

Table 2 participants excluding project team

5. SURVEYS

In order to obtain feedback from users, an online survey was prepared and presented to all participants during the workshop through a QRCode. This survey can be accessed at this link:



<https://forms.gle/SVSyfZTi1wT9wSr4A>

The summary of responses for each survey is presented in Annex 2 - Survey summaries.

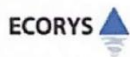
6. Concluding Remarks

O5 - Project Conference and VR Exhibition ran according to plan.

The objectives were achieved and additional feedback from potential users with different profiles was collected. The actual number of participants was 11 internationals and 73 nationals, excluding people who are the project's main affiliation partners.

- Annexes

- Annex 1 – registration form



Life Skills VR Project Final Conference

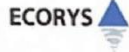
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Date: 13.04.2023

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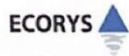
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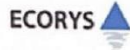
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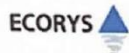
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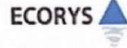
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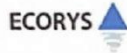
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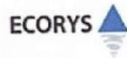
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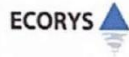
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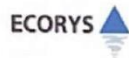
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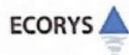
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