ENHANCING THE QUALITY OF VOCATIONAL EDUCATION AND TRAINING THROUGH inNOVATION WITH VIRTUAL REALITY (VRinVET)

Tentative Training Schedule
Institute of Technology – Ain M'Lila
University of Oum El Bouaghi
08 – 09 et 10 Avril 2025

📅 3-Day Training Schedule

Trainer: **Prof. Dr. Sacit TOKER, ATILIM University, Ankara, Türkiye**

📅 **Dates:** TBD
🕐 **Training Hours:** 9:00 AM – 18:00 PM (8 hours/day)
🍽 **Lunch Break:** 12:30 PM – 13:30 PM
☕ **Breaks:** 10:30 AM – 10:45 AM & 13:00 PM – 15:15 PM

Event Overview

The **VRinVET Training Program** is designed to equip vocational education teachers (VET) with hands-on expertise in **Virtual Reality (VR)** technologies. Led by **Prof. Dr. Sacit TOKER**, this immersive **three-day** session will focus on **VR hardware configuration, software navigation, and SimLab Composer applications** to enhance teaching methodologies in vocational training institutions. Participants will gain **practical experience**, develop **interactive VR lessons**, and explore **cutting-edge pedagogical strategies** to integrate VR into their classrooms effectively.

The training will include **interactive workshops, live demonstrations, and group exercises**, ensuring that participants leave with a **strong command of VR tools and techniques**. Upon completion, participants will be expected to **apply their VR knowledge** to train students within their respective institutions, fostering a new era of digital learning.

📅 Day 1 : Module 8 – Configuring VR Hardware and Software (Half-Day)

Morning (9:00 – 12:30)
- **9:00 – 9:15 |** Opening Ceremony
- **9:15 – 10:30 |** Training Overview, Introduction to VR Hardware (Meta Quest 3, Insta 360, VR Boxes)
- **10:30 – 10:45 |** ☕ Coffee Break
- **10:45 – 12:30 |** Configuring VR Hardware & Troubleshooting

🍽 Lunch Break (12:30 – 13:30)
🔄 Module Transition : Module 9 Begins in the Afternoon

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📅 Day 1 (Afternoon) – Day 3: Module 9 – Navigating SimLab Composer

Day 1 (Afternoon)
- 13:30 – 15:00 | Get Started: Introduction to SimLab Composer & Interface Basics
- 15:00 – 15:15 | ☕ Coffee Break
- 15:15 – 18:00 | Scene Management: Importing, Organizing, and Optimizing 3D Assets

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📅 Day 2: Module 9 – Advanced Navigation & Interaction

Morning (9:00 – 12:30)
- 9:00 – 10:30 | Creating & Navigating 360° VR Environments
- 10:30 – 10:45 | ☕ Coffee Break
- 10:45 – 12:30 | Building Interactive VR Scenes

🍽 Lunch Break (12:30 – 13:30)

Afternoon (13:30 – 18:00)
- 13:30 – 15:00 | Testing & Optimizing VR Experiences
- 15:00 – 15:15 | ☕ Coffee Break
- 15:15 – 18:00 | Automating VR Workflows with SimLab Tools

📅 Day 3: Module 9 – Problem-Solving & Advanced Applications

Morning (9:00 – 12:30)
- 9:00 – 10:30 | Enhancing Realism with Light & Material Baking
- 10:30 – 10:45 | ☕ Coffee Break
- 10:45 – 12:30 | Exporting Interactive 3D PDFs for Collaboration

🍽 Lunch Break (12:30 – 13:30)

Afternoon (13:30 – 18:00)
- 13:30 – 15:00 | Creating High-Quality Rendered Scenes
- 15:00 – 15:15 | ☕ Coffee Break
- 15:15 – 16:30 | Running Physics-Based Interactions & Object Behaviors
- 16:30 – 18:00 | Group Presentations, Feedback, Q&A & Closing Remarks

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Why Attend?

- Gain hands-on experience with **VR hardware and software**
- Learn from **VR experts** with real-world applications in education
- Develop **interactive VR training modules**
- Receive an **official certification** upon completion

Join us for this immersive VR training experience and revolutionize your teaching methods! 🎓

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