Plan of Approach

TRNL20230914016 - A Dutch developer and designer of VR and AR learning tools is looking for partners for their consortium who can support them to create, monitor and validate biometric datasets their VR and AR learning and training tools

Project Objective:
The aim of our project is to develop an innovative VR and AR learning environment focused on energy transition. We aspire to enhance the learning process through biometric measurement devices integrated with VR learning modules. To achieve this, we are seeking committed partners who wish to collaborate with us in realizing the development of these tools and jointly apply for grants.

Project Phases:

Phase 1 - Development of Biometric Measurement Devices and VR Learning Modules:
- Together with our partners, we will develop high-quality biometric measurement devices.
- Simultaneously, we will design VR learning modules that can run independently on VR headsets, eliminating the need for expensive PCs.

Phase 2 - Implementation and Data Collection:
- We will test the developed tools in a pilot program, collecting biometric data from students.
- These data will serve as the foundation for further optimization of the learning modules.

Phase 3 - Continuous Improvement:
- We aim for continuous improvement of both the measurement devices and the learning modules based on collected feedback and data.

Partnership Benefits:
- Active involvement in creating innovative educational solutions.
- Access to the latest VR and AR technology.
- Opportunity to jointly submit grant applications and secure funding.

Target Audience:
Our collaborative efforts focus on improving the learning process for students, particularly within the domain of energy transition.

Collaboration:
Sustainable collaboration is crucial for the success of this project. We invite potential partners to work with us across various stages, from development to implementation.

Grant Application:
- Joint submission of grant applications to support the development and implementation of this project.
- Collaborative efforts to secure funding for further refinement of the tools and their broader utilization.

Potential Revenue Models post-Implementation:
- Rental of VR headsets and learning modules.
- Sale of software licenses for learning modules.
- Hiring of trainers for on-site lessons.

Next Steps:

We invite interested partners to contact us for further discussions on how we can jointly realize this project and submit grant applications together. Together, we aim to revolutionize the educational landscape using advanced VR and AR technologies.