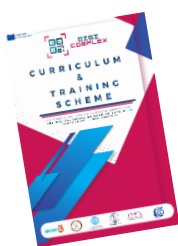


## 4<sup>th</sup> Press Release

April 2023

Welcome to the fourth Press Release of the Erasmus+ Project entitled “The hybrid future of scholar education. The digital skills we need to cope with complexity.” with the acronym **DigiComplex** and Reference Number 2021-1-ES01-KA220-SCH-000027726 aiming to develop digital solutions and training for preparing teachers to the present and future of hybrid education. (Onsite and online).

### Project's Results Progress



The **DigiComplex Curriculum** and the **Training Scheme** are nearing completion and will soon be freely accessible on our website in all partner languages. Five chapters, devoted to topics such as Virtual Reality, Interactive Animations, and 3D modeling, the use of mobile applications in schools, the utilization of Game-based learning, and the use of collaborative tools in education, aim to provide teachers with strategies and techniques for integrating technology into the educational process and changing the way they deliver lessons!

What else?

We are currently working on the second result, the **DigiComplex e-Platform**, and the third result, the **DigiComplex Educational Game**.

The **DigiComplex e-Platform** will provide an online space for teachers to acquire knowledge on new educational technologies in the form of online courses, as well as the ability to modify and expand the developed lesson materials to meet the needs of their students. It will also host the developed Game, which will be freely accessible by all.

The **Educational Game DigiComplex** will have the form of an adventure game, where the students is required to solve several problems to pass each level.

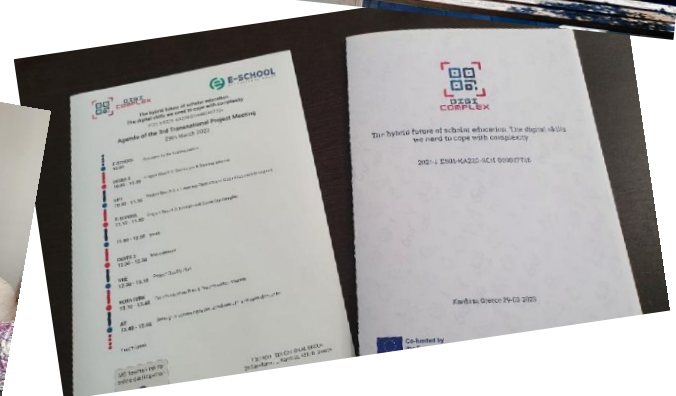
### Technology Corner: Why is the use of Virtual Reality beneficial for students?

In addition to being innovative and entertaining, virtual reality offers several additional advantages that may enrich educational materials!

A history teacher could take his class on a field trip to a museum or even to the pyramids without having to leave the classroom. By using VR, students can explore and interact with the environment as if they were there, providing a more engaging and immersive learning experience. The teacher can guide the students through the virtual field trip and provide information and context about the location, encouraging discussion and questions along the way, bringing the lesson to life!

## Meetings

Apart from the regular online meetings, the partners met in Greece on the 29<sup>th</sup> of March, for the 3<sup>rd</sup> TPM. It was a productive meeting, during which the partners discussed the status of the project, planned their respective duties for the development of Results 2 and 3, and discussed a variety of management issues.



Website: <https://digicomplexity.eu/>

Facebook: <https://www.facebook.com/Digicomplex>

## Meet the DigiComplex partners:

The DigiComplex project, which runs from January 1, 2021, to December 1, 2023, is carried out by seven partners:

ASOCIACION DESES 3  
Spain



Universidade Portucalense  
Portugal



E-SCHOOL EDUCATIONAL GROUP  
Greece



Toroslar Ilce Milli Egitim Mudurlugu  
Turkey



Kocatürk Danismanlik  
Turkey



Urban Research and Education UG  
Germany



BrainLog  
Denmark

