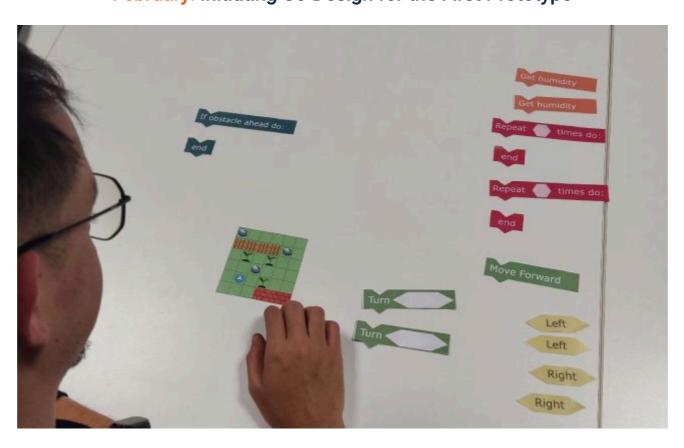


### e-DIPLOMA: Feb-Sept 2024 Highlights

Welcome to the latest edition of the e-DIPLOMA newsletter! In this issue, we recap the exciting developments and activities that took place from February to September 2024. From hackathons to consortium meetings and capacity-building events, the e-DIPLOMA project continues to explore the innovative use of immersive technologies in education. Here's a summary of what we've achieved together during this period!

### February: Initiating Co-Design for the First Prototype



## Prototype 1, a groundbreaking programming learning experience:

We combined block programming with immersive virtual reality and augmented reality to create an interactive environment for hands-on learning. During this phase, we focused on refining the experience and invited participants to test it, gathering valuable feedback. Their input has helped us improve and move closer to delivering a cutting-edge tool for tech education. We also invited participants to get involved in the testing phase, gathering valuable feedback that helped us refine the experience. Thanks to their input, we've made significant strides in ensuring this innovative learning tool meets expectations.

## April: 1st European Social Innovation Forum - Brussels

The 1st European Social Innovation Forum in Brussels on April 16, 2024, co-organized by CSI-Cyprus, PwC, and NESEI, was an excellent opportunity to connect with fellow innovators, exchange ideas, and explore new collaborations in social innovation and research. From engaging discussions to forging new partnerships, the forum provided a fantastic platform for networking and collaboration.

We are grateful to have partners like the **Center for Social Innovation (CSI)** in our team, who consistently organize inspiring events.



May: Another Great Year at Pint of Science 2024



We had the pleasure of participating once again in **Pint of Science 2024, Castellón**, with our very own PI leading an engaging talk on how **light shapes our perception of images in digital environments**. The presentation sparked lively discussions and curiosity about the role of light in shaping our digital experiences.

We're already looking forward to next year's event and can't wait to share more exciting insights with you. Stay curious, and see you in 2025!

#### July: Time flies, and so does innovation!

We recently gathered at the **Budapest University of Technology and Economics** for our **2nd transnational meeting**.

Over two productive days, partners presented progress, tested prototypes, and discussed key topics related to the

Day 1, focused on the effectiveness of immersive technologies, policy co-creation, and communication strategies, with two innovative courses tested.

**Day 2**, showcased the third prototype developed by Delft University of Technology, which was tested with excellent results. The activities carried out during the second year of the project were also summarized, providing an overview of the progress made in co-design efforts.

To close the day, a workshop was held using a specially designed card game, the **e-DIPLOMA Ethics Agent**, where partners discussed how the prototypes could be adapted to incorporate ethical values. This exercise raised awareness of the importance of integrating human-centered perspectives in technology development.



# September: A Month of Innovation and Collaboration for e-DIPLOMA

September was a bustling and exciting time for the e-DIPLOMA project, filled with key events that showcased our progress and engaged diverse audiences.

The month began with the **4th Cyprus Network Forum** on **September 5**, 2024, in Nicosia. This esteemed event provided a platform for e-DIPLOMA to present its latest tangible results as we enter the final year of the project. With over 300 participants, the forum aimed to establish e-learning at an upper-quality level through the use of Augmented Reality, Virtual Reality, and Artificial Intelligence. Attendees had the opportunity to **experience our prototypes** firsthand, use VR glasses, and **gain a deeper understanding of the project's goals and outcomes**.



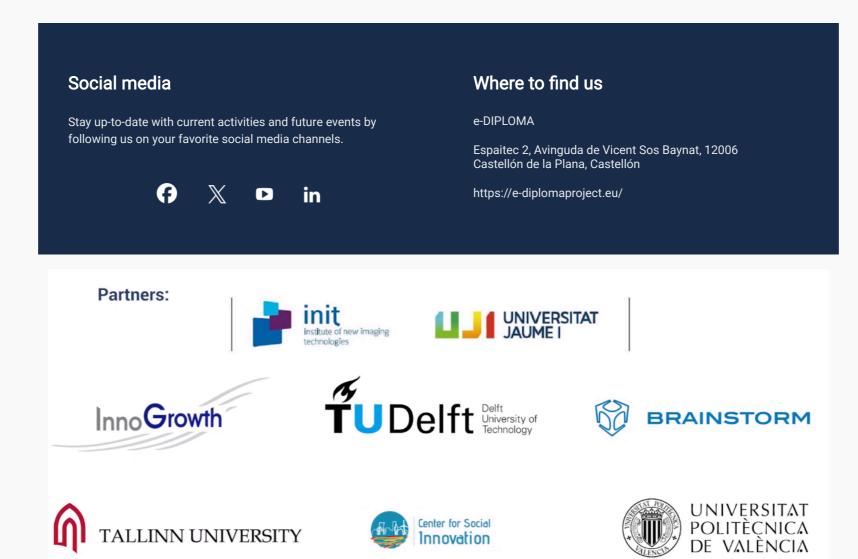
The momentum continued with a **Capacity Building** event on **September 13**, 2024, hosted by EfVET "*Utilizzo e vantaggi della realtà virtuale in ambito formativo e sociale*" (Use and Benefits of Virtual Reality in the Educational and Social Field). During this event, Aris Formazione shared valuable insights from the e-DIPLOMA Project, while speakers discussed the project's innovative contributions to training in Social Entrepreneurship. The event featured expert presentations on the potential of Virtual Reality in education and social work, sparking discussions on the transformative power of these technologies for future learning.



# **UPCOMING EVENTS**









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