



Transforming Education: Integrating AI, AR, VR, and 3D Printing for Effective Learning

By Ayşe Merve Süt

Course details

- 🕒 One week course
- € Starting from 480€ (Cultural activities included)*
- 👥 Min. 4 - max. 14 participants
- 📄 Certificate of attendance included (80% of attendance required)
- 📍 Available in Florence, Dublin, Berlin, and Valencia

* A 60 € late registration fee will be applied if you register less than 8 weeks before the course start date.

Course description

Current developments in technology are deeply affecting education. Artificial Intelligence (AI), Augmented Reality (AR), Virtual Reality (VR), and 3D Printing are all drastically modifying students' behavior and expectations in approaching learning and education.

Although we feel trapped in technology, sometimes, it also offers a positive and useful side to our lives. Having overcome the learning curve, technology allows for saving time, effort, and money, thereby helping teachers focus more on the students and their personal development.

This course will demonstrate how educational technologies connected to AI, AR, VR, and 3D-printing can help promote learning while lightening the working load on teachers' shoulders.

Participants will be introduced to AI technology and related tools including ChatGPT. They will discover ways to exploit Artificial Intelligence for their aims in contrast to the media showing them as a threat to the traditional educational system.

In addition, participants will learn how to benefit from AR/VR technologies. As the devices for AR/VR are becoming cheaper and widespread among the young generations, these technologies are also increasing their popularity, and offer several app integrations for education.

Furthermore, participants will meet with 3D printing technology and have an opportunity to design their 3D models and print them.





All these innovative technologies will be presented using classroom implementations and examples from different levels: primary, middle, high school, and higher education. In short, teachers will see both theories behind these technologies and practice them through workshops.

By the end of the course, participants will be able to recognize different technologies and their use in education. They will update their teaching and keep up with the new trends by combining them with their classroom experience.

Learning outcomes

Participants in the course will learn to:

- Exploit AI (Artificial Intelligence) tools in their classes;
- Distinguish AR and VR technologies and use them effectively to create engaging lesson plans;
- Use AR tools to connect real life with computer-generated content;
- Get benefits from VR tools to visualize places, living things, life in the past, etc;
- Recognize the 3D Printers and how they work;
- Get familiar with the 3D Modeling websites and experience prototyping a 3D object;
- Generate projects, activities, and lessons enriched with 3D Modeling and Printing.

Tentative schedule

Day 1 – Introduction to the course

- Introduction to the course, the school, and the external week activities;
- Icebreaker activities;
- Presentations of the participants' schools.

Technology & Education

- Using educational technologies to facilitate a lesson, motivate students, and enhance success;
- Sharing and discussions about the current technologies;
- How technology has changed education and teaching;
- The SAMR Model.

Day 2 – AI (Artificial Intelligence) Revolution in education

- How to exploit AI tools for educational purposes;
- How AI can be useful for teachers;
- Meeting with ChatGPT;
- Apps with AI-integrated tools.





Day 3 – AR (Augmented Reality) & VR (Virtual Reality) for your classroom

- Understand the technology behind AR and VR;
- Recognize AR tools for schools;
- Discover how VR tools can be used in education;
- Experience different apps using AR/VR technologies;
- Practical Workshop.

Day 4 – 3D modeling & printing to cultivate maker culture at schools

- Learn how to design 3D models (basic designing tools)
- Create your first 3D model (keychains, Xmas ornaments, etc.)
- How to prepare models to print (slicing process)
- Explore readymade 3D objects, download, and customize;
- Practical Workshop.

Day 5 – 3D printing Day II

- Discover the 3D printing technology; how it can be utilized in education;
- How 3D printers work, parts of a printer, kinds of printers, etc;
- Adjust printing settings;
- Print your model;
- Practical Workshop.

Day 6 – Course closure & cultural activities

- Course evaluation: round-up of acquired competencies, feedback, and discussion;
- Awarding of the course Certificate of Attendance;
- Excursion and other external cultural activities.

*The schedule describes likely activities but may differ significantly based on the requests of the participants, and the trainer delivering the specific session. Course modifications are subject to the trainer's discretion. If you would like to discuss a specific topic, please indicate it at least 4 weeks in advance.

Our courses usually include two cultural activities. Further information is available on the webpage of each course location.





About the provider

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