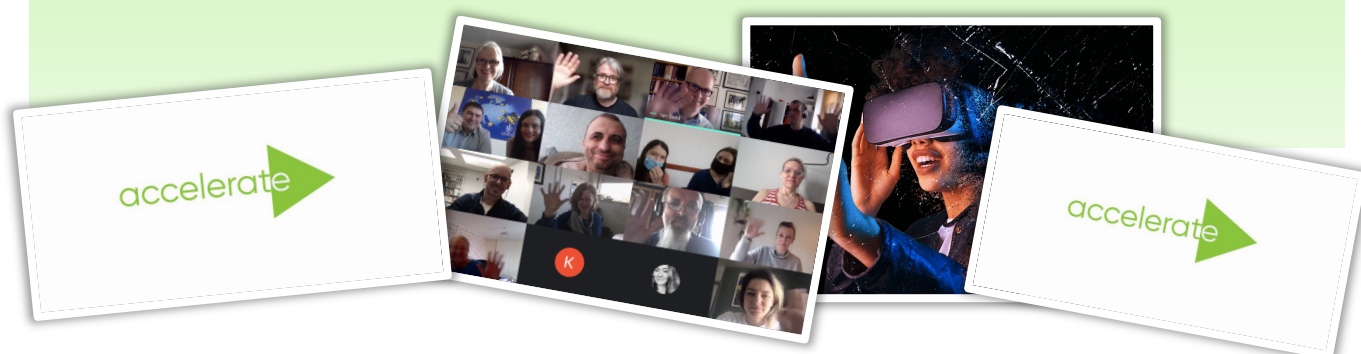# Accelerate Newsletter

February 2023

Project Update

With the project finishing in May this year we are starting to finalise some of the outputs, ensuring that they form a comprehensive package to help others work with immersive technology in teaching art and design.

The website has had more resources added, so if you have not looked at it recently we recommend that you drop by.

https://www.immersiveartdesign.net/

We are also planning our final meeting that will take place in April at SWPS University, Warsaw.

The Accelerate Platform, developed by UAL, has also been undergoing further testing, with feedback provided during the project incorporated in the most recent iteration of the ecosystem.

We have also been exploring augmented reality via the Sumy State University ULAB.

Find out more about the project on YouTube https://www.youtube.com/watch?v=iq_tDig8mnM

"Despite the challenges of COVID and the Russian invasion, the ACCELERATE project is on track to deliver a wide range of tools and resources that will support the use of immersive technology in the teaching of art and design"

Ian Gadd, Project Coordinator, BSU

Co-funded by the European Union

3D digital work by ChNU students

Can Immersive Technology help prepare students in Decorative and Applied Arts for the modern labour market? A case study exploring the use of graphic tools in 3d modelling of Fashion Design & Accessories.

Glossary of Terms

One thing that has become apparent during the project is the large amount of technological terminology that we have come across for the first time. This sits alongside pedagogical terminology that is more familiar.

We have developed a glossary to help give meaning to a range of technical and field-specific terms used throughout the project. These definitions are specific to this project. It is by no means an exhaustive list, but the definitions are intended to provide insight into how these terms have been understood and used by project partners, specialists, and participants throughout the ACCELERATE project.

Case Studies.

The case studies have been central to the learnings from the project and have helped form the backbone of the Methodological Guide. Each case study has explored a question, that in turn has shaped how immersive technologies have been used by students within partner universities.

The question (to the left) that was explored by Chernivtsi National University provided important insight into the transformative opportunities for immersive technology; the distinctiveness of their Fashion Design & Accessories course and institution; and the complex situation of teaching and learning through a pandemic and war. Please visit the website to read more about their findings.
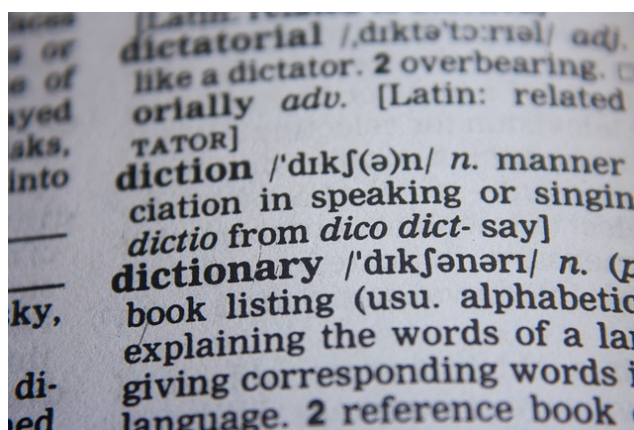
How can you participate?

18 May 2023 — Simultaneous one-day events in will be held in London and Bath in the UK, in Dublin, Ireland, Warsaw, Poland, and Ukraine. The purpose of these meetings will be to disseminate the outputs of the projects to a wide audience in all the partners' countries.

Please visit the website in April 2023 to sign up for one of these events