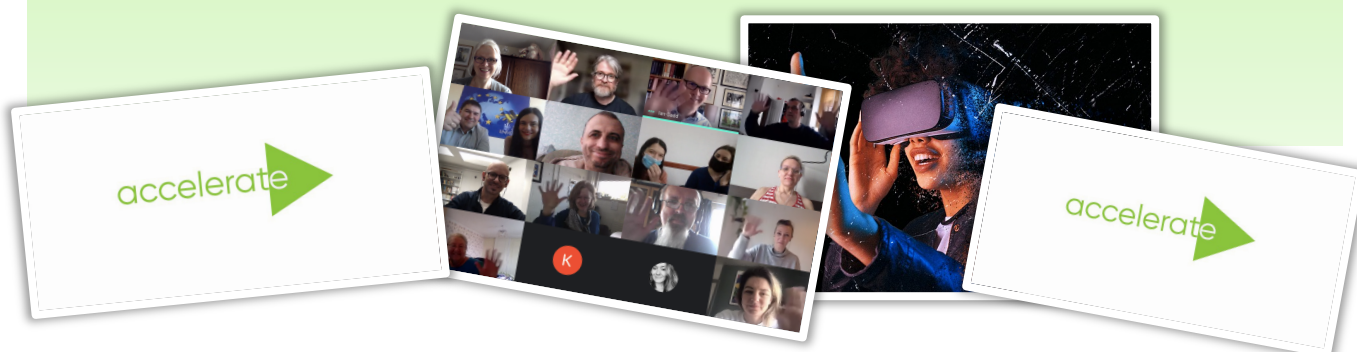


Accelerate Newsletter

May 2022



Case Studies & Exploring Possibilities

One of the project outputs will be five Case Studies.

The aim of the Case Studies is to demonstrate the potential value of accessible immersive learning for art and design. We paired staff at the different partners based on their subject area. Each pairing is a unique investigation with pedagogical autonomy, and it is important the case study reflects the potential of immersive technologies, and the value of sharing approaches and practices between partners in different countries. The pairings will be encouraged to apply practice based and co-creation methodologies to the development of the case study, allowing for experimentation and exploration of the creative possibilities of immersive technology while working within the project's principles of accessible and inclusive learning.

To allow each pair to work at their own pace we will encourage openness and flexibility to develop the collaboration.

The goal of the case studies is to produce something that is valuable, accessible and useful for others to use. We have decided that it is valuable to share both the successes and failures of the process as they all build up a valuable learning resource and will help shape the immersive ecosystem.



“Importantly, we are looking for HONEST documentation that reflects truthful experiences about what worked, and what didn't work, showing what we have learnt.”
Jenny Dunseath, BSU



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Immersive Technology Headsets

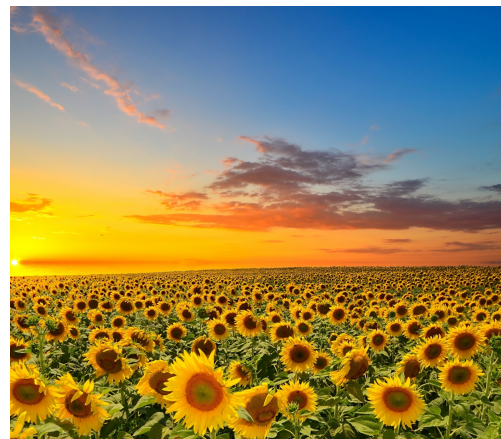
As many of the project partners have not used VR previously we developed a list of considerations when introducing the headsets for the first time:

- starting technical ability and familiarity with the equipment
- time to reflect upon newly acquired skills
- time to achieve any intended learning outcome
- manage expectations.
- use screen casting of one headset to demonstrations, if applicable.
- pace your session. It is recommended to take breaks from using the headset after 15-20 minutes to rest your eyes.

The project budget allows the partners to purchase headsets for use within the project to enable us to explore the possibilities of immersive technology, use at training events and within the final dissemination activity – the Multiplier Events.

Force Majeure

The Accelerate project has two Ukrainian partners, Sumy State University and Yuriy Fedkovych Chernivtsi National University. In the previous newsletter you may remember that we were holding our first in person training session when war broke out. Since then we have worked with our Ukraine partners to ensure that they remain fully involved in the project. However we are aware that they may be limited in their ability to deliver within the project timescale and the effects this will have on project outcomes. We will be declaring a force majeure with the British Council.



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