Accelerate Newsletter

November 2022

Immersive Pedagogies, Training Event

Our third training event took place in November 2022 at the Institute of Art, Design and Technology, Dublin. We were joined by partners from Bath Spa University, Institute of Art, Design and Technology, Dublin, SWPS University, Warsaw and Chenivtsi National University, Ukriane. Sumy State University were unable to travel so joined us online.

The three day event included sessions on lesson planning for VR teaching, the Irish context for online teaching and learning and discussions on online pedagogy.

The training explored questions around:
- what is 'immersive teaching', and how does it differ from other forms of teaching (whether in person or 'traditional' online)
- how might immersive teaching be incorporated into a blended or wholly online course?
- how can immersive teaching foster inclusivity?
- what are the accessibility challenges?

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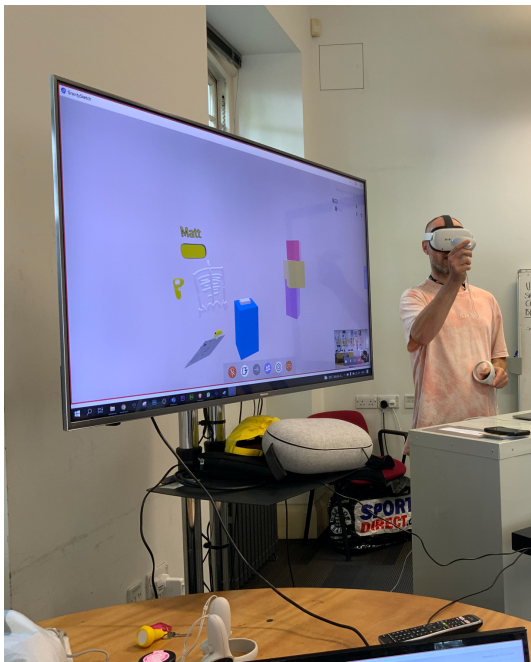https://www.youtube.com/watch?v=iq_tDig8mnM

"We were genuinely overjoyed with the success of the work done…Incredibly encouraging - we're becoming excited by the evolving creative and imaginative potentials of the project!"
David Quin, IADT

Co-funded by the European Union

Gravity Sketch

Gravity Sketch is one of the 3D software tools that the ACCELERATE project has been actively exploring. Gravity Sketch ran training sessions for the project as part of the London and Dublin training events; they also generously donated extra headsets to our Ukrainian partner, Chernivtsi National University, and provided dedicated training sessions to help their staff and students learn how to use the software. Many of the Gravity Sketch models produced by students at Chernivtsi National University and the other partners will feature in the final Multiplier Event in May 2023.

Immersive Ecosystem

Partners at UAL are making good progress on the development of the 'immersive ecosystem' that will be an accessible, robust, and creative space for lecturers and students to explore the opportunities of immersive technology in supporting the teaching of art and design.

It has involved the creation of a new prototype open-source XR platform to support the development of accessible immersive learning experiences for the broadest range of users possible.

Our training sessions, case studies, ALSA groups and the diagnostic report are all feeding into the development of the ecosystem.

We are very grateful to Gravity Sketch for their support of the project.

Students at Chernivtsi National University

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