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accelerate

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ALSA's Feedback on the Erasmus+ KA226 project Strategic Partnerships for Higher Education: Partnerships for Digital Education Readiness 2020-1-UK01-KA226-HE-094684 Accessible Immersive Learning for Art and Design (Accelerate) and the Accelerate platform developed by UAL
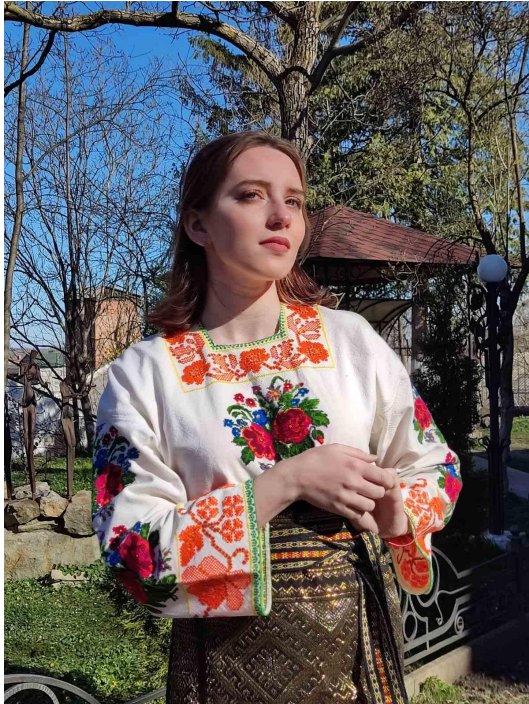
Angela Mandzuriak

The project opened up new opportunities for designing and creating forms for me. This is a new, important experience that will give me the opportunity to fully realise myself as an artist from a technical point of view. I mastered the stages of creating, formatting, importing and exporting my projects. I learned to create a visual environment and demonstrate 3D models.

The convenience of using a wireless headset is impressive. It lends comfort in communication with simultaneous collaboration and an affordable opportunity to study remotely and in war conditions. I believe the project has become a starting point in my professional development and has given me an opportunity to grow professionally.

Accelerate platform

In conclusion, the Accelerate platform is a powerful development and learning tool that has helped me achieve new goals and grow professionally. In fact, it is very important in today's world where technology is developing rapidly and we have to learn new things to be competitive.

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Stanislav Nakay

For me as a second-year student, the project opened up a new world of artistic creation. I really liked working with VR headsets. Being able to work in an open space is amazing. It is much more comfortable for an artist to draw with an

outstretched hand than on a small working area of a graphic tablet. I hope it will become a starting point in my professional growth.

I would like to note that I discovered a new and interesting experience for myself, which I hope will be useful in the future. I am interested in developing my skills in this field and discovering new things for myself. 3D modelling in VR headsets allows me to better feel the work I do, and this, in turn, has a better effect on its final result. The environment (room) in which we work allows several participants to connect remotely, this makes work more fun and allows you to exchange experiences with others, even at a distance. I should mention the ease of use of the headsets, and their ergonomics (the only drawback is that the language of the interface is English). Immersive technologies are becoming more and more part of the visual arts, I hope that in the future it will develop and become available to everyone.

Accelerate platform

In general, mastering a new programme is cool and progressive. New tools, new feelings of confidence and development in a professional direction - this is a new life. The tools are simple and affordable. You can create plots of children's illustrations, which I definitely plan to do in the course "Computer Design".

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Anastasiia Hordey

The novelty and relevance of research within the project is important nowadays. Such opportunities for the realisation of creative potential in our nation are now very valuable. Having mastered the course of modelling with the help of a VR headset, it is possible to analyse any future project as qualitatively as possible avoiding errors and unplanned costs. The project expands the worldview and contributes to the improvement of digital literacy of students.
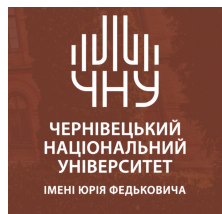
Accelerate platform

- adapted to the average user. It is not necessary to have advanced knowledge in programming;
- however, some understanding of programming is still required;
- you need a fairly powerful computer to work with the programme

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Anastasiia Horodynska

Positive aspects of the project:

• new impressions;
• experience working with immersive technologies;
• headsets are helpful at the stage of turning your idea into a real object (they help to better understand certain constructive points, in terms of decorative and applied art. They develop spatial thinking);
• from the point of view of fine art, we have unlimited possibilities in experimenting with colour, etc., we are not afraid to make mistakes because those can be easily corrected);

• new acquaintances and experience in communication (it is necessary to leave the comfort zone of communicating only in the native language, which I also consider a good impetus to development);
• mobility of headsets (no dependency on the computer and its performance);
• new acquaintances and development of communication skills.

Disadvantages:

• minor dizziness after the first use of the headset (however, the adaptation was easy and after that there was no problem);
• connection of the headset to WiFi (we just have an unstable connection, so I don't know if this can be attributed to the disadvantages of the headset itself).

Accelerate platform:

• versatility of the programme: you can create an object in this programme and present it at the same time;
• the ability to create unlimited space;
• no need to download or install the programme.

• the interface has not yet been fully developed, but the programme is still in the development stage, so I believe it is planned to be done in the future;
• lack of the Ukrainian language;

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Mykhailo Kushnir

I personally liked the very organisation of the project. Project managers and curators paid a lot of attention to us. The material was presented in an accessible form. Everything was accompanied by a visual demonstration. I am grateful to everyone for the opportunity to participate in a project of this level.

The Accelerate platform became a huge advantage for me. It is not demanding in terms of computer resources and it is visually responsive with a lot of editing tools.

In my opinion, the developers of this project did a good job, they managed to improve their work in terms of 3D design and 3D modelling, now it has become much easier to develop projects and various art objects, the author can now not only present their works, but also show them in their original size where a person from anywhere in the world can view and evaluate the author's work in a separately created virtual space.

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Iryna Tkachenko

Thanks to the project, I discovered a lot for myself in the field of fine arts, new prospects and plans have arisen for the future, gradually each time I have mastered new skills in the process of learning. I can say that my awareness of modern digital art has expanded several times due to the Accelerate project.

At first, everything was unclear and scary, but after the first attempt it was impossible to tear myself
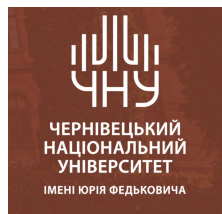
away from the headsets, the programmes are quite convenient to use, you can create and develop a lot with them. The main advantage is that you can study remotely, and the programmes are easy for self-learning.

The Accelerate platform has become a revelation for me. It is quite convenient for displaying and editing 3D objects. Having mastered the import and export tools, you can easily use it for training and professional activities.

Dmytro Dasevych

The internationalisation strategy is an integral component of the general strategy of the university and a tool for ensuring its competitiveness in the national and international educational and scientific space. Therefore, scientific information and pedagogical experience with scientific and pedagogical workers of foreign universities is extremely useful.

I recommend that all students participate in international projects. Every student can be sure that they will get the best experience and spend an amazing time in a very friendly team all the time!

Ivan Danyliuk

It was a long-awaited project that fully lived up to my expectations. The experience gained during the creation of 3D objects and working with the VR environment will be an invaluable basis for work and further development. The programmes themselves are convenient, easy to use and allow you to immediately visualise your ideas. And I am sure that this is the future of the digital industry.