VRVET
Non-Destructive Testing



Virtual Reality (VR) environments have the potential to assist and enhance user's learning experience.

The VR-VET project aims to enhance the training of **Welding Inspectors**, specifically focusing on **Non-DestructiveTesting** with **penetrating liquids**, using Virtual Reality technology.

vr-vet.eu

Enhance the training of technical personnel by developing a Virtual Reality platform that delivers essential information and skills:

The project purpose is to **facilitate training of technical personnel** by creating a platform of resources powered by Virtual Reality technology and establishing Living Labs to facilitate the hands-on training of non-destructive testing.

The project will develop **innovative educational materials** for VR training of specialists in liquid penetrant testing, supporting the green and digital transitions in the NDT sector.

Duration:
- *36 months*

Partnership:
- *8 partners*

Website:
- *vr-vet.eu*

Fields:
- *VR NDT Training*

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Virtual Reality (VR) environments can enhance learning experiences by **allowing users** to interact with computer-generated models, reducing the need for **physical training** that requires extensive planning and safety measures.

The VR-VET project aims to develop a VR-enabled training program for **non-destructive testing**, fostering innovation, creativity, and collaboration, with a focus on **practical training** using VR technology.

Training methods in fields like welding are transitioning **towards digital** and blended learning approaches, including **e-learning** and **work-based learning**, which improve accessibility and align with the demands of a modern, digital society.

VR-VET Project encourages innovation, creativity and transnational cooperation through the transfer of innovation.

Project Partnership:

ISIM TIMIŞOARA
inteliform ENGINEERING SOLUTIONS
IIS
CESOL
BIBA
EWF
walter tosto
ipunto ENSAYOS NO DESTRUCTIVOS, S.L.

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