WELCOME TO THE 1ST EDITION OF THE XR2LEARN NEWSLETTER

Funded by the European Commission's Horizon Europe Programme, XR2Learn aims to establish cross-border creation of human-centric XR applications in education. The project will deliver its one-stop-shop platform, organised as a Digital Innovation Hub, for all actors involved in the XR-based educational applications supply chain, aimed at enhancing training in manufacturing and distance learning scenarios.

By leveraging the European XR industry technologies to empower immersive learning and training, XR2Learn platform will bring XR technology providers, application designers, education experts, application developers, end-users and decision makers in direct access to communicate, collaborate and matchmake interests enabling also bottom up innovation creation.
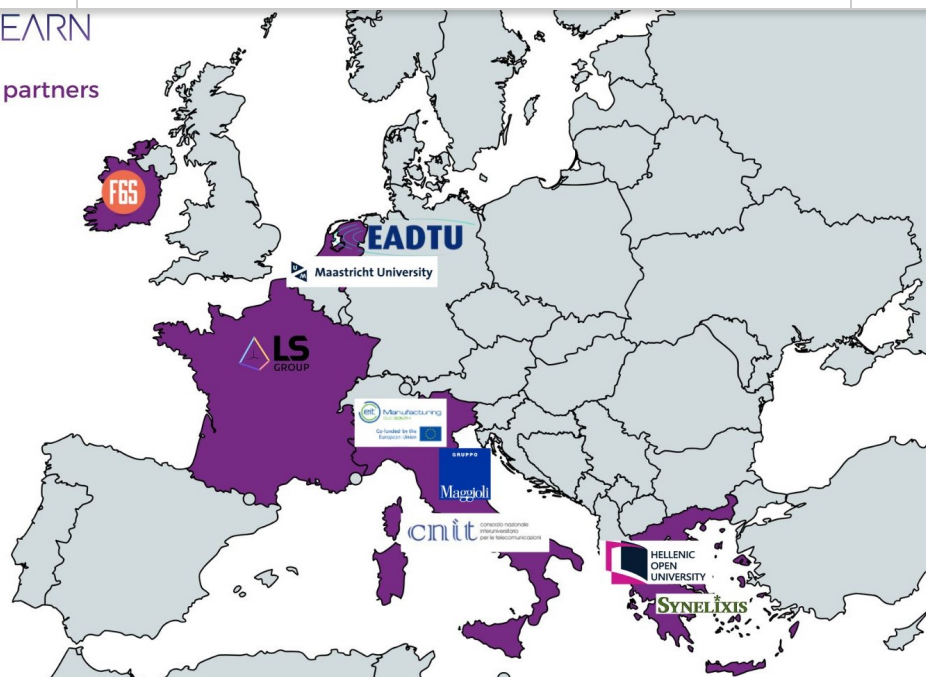
Take a look at our website to learn more

Meet the XR2Learn consortium

Meet the XR2Learn Consortium, a dynamic assembly of industry leaders, technology experts, and visionary educators united in the pursuit of revolutionizing education through Extended Reality (XR) technologies.

XR2Learn Kick-off meeting

The XR2Learn journey began with a significant milestone as industry pioneers convened at the kick-off meeting in Rome, orchestrated by our coordinator CNIT - Consorzio Nazionale Interuniversitario per le Telecomunicazioni. This inaugural gathering set the stage for collaborative innovation, marking the first step towards realizing our shared vision of revolutionizing education through Extended Reality (XR) technologies.

Fostering Synergy Among XR Projects: A Path to Innovation

eXtended Reality Learning is a collaborative initiative between XR2Learn, and two sister projects - XR4ED, and MASTER, funded by the EU under the topic 'eXtended Reality Learning - Engage and Interact'. eXtended Reality Learning aims to enhance understanding and awareness of extended reality (XR) applications in education and training. With a shared LinkedIn channel and periodic networking sessions, the initiative fosters interaction between XR developers, professionals, and educational communities. Catch the recording of our inaugural Community Meet Up on June 30th at 10:00 CET on the video below and stay tuned for upcoming initiatives.

XR2Learn Open Call 1 is now open!

Embark on a transformative journey with XR2Learn Open Call 1, a groundbreaking initiative that invites companies to unlock the potential of Extended Reality (XR) technologies in education. This call offers an unparalleled opportunity for innovators to shape the future of learning, with grants of up to **€300k per company** paving the way for the development of cutting-edge XR applications. Join us in redefining education and pioneering the next generation of immersive learning experiences.

XR2Learn Open Call Info Webinar #1

Missed our XR2Learn Open Call #1 Webinar? Don't worry, you can now catch up on the enlightening discussions about integrating XR technology in education. Discover how you can secure grants of up to €300k and explore the future of immersive learning experiences. Explore the XR2Learn Project's vision, delve into Open Call details, and learn about streamlined applications. Don't miss this chance to propel your XR education journey!

XR2Learn Open Call Info Webinar #1

Save the Date for the XR2Learn Open Call Info Webinar #2

Mark your calendars for XR2Learn's second informative webinar on Open Call 1, scheduled for **September 7th, 2023, at 10:00 CEST**. Stay tuned for more details and updates as we delve deeper into the opportunities and insights this Open Call has to offer. Don't miss out on this chance to explore the future of XR education with us!

SECURE YOUR SPOT!

XR2Lern | Leveraging the European XR industry technologies to empower immersive learning and training is an Innovation Action project co-funded by the European Union - European Health and Digital Executive Agency (HADEA) under the Horizon Europe programme (topic HORIZON-CL4-2022-HUMAN-01-19) through the Grant Agreement number 101092851.

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