



XR2Learn Concludes After Advancing XR Innovation, Education and Training Across Europe

After supporting 17 innovative projects with €4.2 million in funding, building a community of more than 300 members and developing a lasting portfolio of XR technologies, applications and educational resources, XR2Learn concludes its journey – but its impact continues.

Brussels, 30/06/2026 – After several years of collaboration, innovation and experimentation, the **XR2Learn project has officially come to an end**, marking the completion of an ambitious European initiative dedicated to accelerating the development and adoption of Extended Reality (XR) technologies for education and training.

Throughout its lifetime, XR2Learn brought together XR developers, educators, researchers, SMEs, technology providers and other stakeholders to bridge the gap between technological innovation and real-world learning needs. The project supported the development and validation of new XR solutions, created technological and educational resources, and fostered a European community around the future of immersive learning.

From vision to impact

XR2Learn set out to make XR technologies more accessible, relevant and effective for education and training while strengthening Europe's wider XR ecosystem.

A central part of this mission was supporting external innovators in developing and validating their own XR learning solutions.

Through **two competitive Open Calls**, XR2Learn received **more than 200 applications** and selected **17 innovative projects**, distributing a total of **€4.2 million in cascade funding**.

The funded teams brought together SMEs, startups, universities, research organisations, training providers and industry partners from across Europe. Their solutions demonstrated the potential of XR across a diverse range of sectors, including **manufacturing, occupational safety, healthcare, aerospace, forestry, ports, automotive, agrifood and vocational education**.

The projects explored technologies and approaches ranging from **virtual and augmented reality and artificial intelligence to adaptive learning, digital twins, holographic communication, remote collaboration and immersive simulation**.

More than financial support, the Open Calls enabled external innovators to become part of the XR2Learn ecosystem, providing opportunities to integrate and build upon XR2Learn technologies and enablers and to test new approaches in real-world learning and training contexts.

Building an ecosystem for XR learning

Technology development was only one part of the XR2Learn journey.

At the heart of the project was the **XR2Learn Platform**, created as a shared digital environment where XR developers, educators, SMEs, researchers and innovators could access resources, exchange knowledge and connect with others working at the intersection of XR and learning.

Together with the XR2Learn Forum, the Platform helped establish a community that today counts **more than 300 members**, creating connections that can continue beyond the formal lifetime of the project.

The Platform also provides access to XR2Learn technologies, learning resources and other outputs, helping ensure that the knowledge generated by the project remains discoverable and reusable.

Turning XR innovation into learning opportunities

XR2Learn also placed a strong emphasis on building the knowledge and skills needed to make effective use of emerging XR technologies.

Throughout the project, **more than 15 open online courses and learning journeys** were developed, addressing learners with different backgrounds, experience levels and professional needs.

The available learning opportunities range from foundational knowledge about Extended Reality and spatial computing to practical applications of XR in areas such as manufacturing, holographic collaboration, virtual product disassembly, defect inspection and cleaning and disinfection in the agrifood sector.

By combining technological innovation with educational resources, XR2Learn sought to ensure that advances in XR are accompanied by the knowledge and competencies required to apply them effectively in real learning and training environments.

The XR2Learn legacy continues

While the funded project has now concluded, its results remain available to the wider XR and education communities.

The **XR2Learn Results** provide access to the project's technological enablers, Beacon Applications and other reusable resources developed throughout the project. These outputs offer developers, researchers, educators and innovators a foundation upon which new XR learning solutions can continue to be developed.

Alongside these technological results, the **XR2Learn Educational Framework** brings together knowledge and guidance generated throughout the project to support the meaningful and effective integration of XR technologies into education and training.

Together with the XR2Learn Platform, community and open learning resources, these outputs form a lasting legacy that extends beyond the formal end of the project.

The XR2Learn project may have reached the end of its funded journey, but the technologies, knowledge, resources and community it helped create remain available for others to explore, reuse and build upon.

Continue exploring XR2Learn

Explore XR2Learn Results:

[Enablers](#) | [Beacon Applications](#) | [Other Resources](#)

Discover the [XR2Learn Educational Framework](#)

Explore the [XR2Learn Platform](#) and [Open Online Courses](#).

About XR2Learn

XR2Learn was a European project dedicated to strengthening the XR ecosystem for education and training by bringing together technological innovation, educational expertise and real-world experimentation. Through the development of XR technologies and enablers, support for external innovators, educational resources and community-building activities, XR2Learn worked to accelerate the uptake and effective use of Extended Reality for learning and training across Europe.

Visit the project website: www.xr2learn.eu

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