



**Ministerul Educației**  
**Colegiul Național „Onisifor Ghibu” -**  
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KA220-SCH - Cooperation partnerships in school education

**" VR&AR- CLASSROOM TRANSFORMERS"**

2024-1-FR01-KA220-SCH-000245724

**“Hands on Virtual Reality- exchange of good practices”**

Students exchange in Oradea, Romania, Colegiul Național “Onisifor Ghibu”

5<sup>th</sup>-9<sup>th</sup> May 2025

MONDAY- 5th May	TUESDAY- 6 <sup>th</sup> May	WEDNESDAY 7th May	THURSDAY- 8 <sup>th</sup> May	FRIDAY- 9 <sup>th</sup> May
<p><b>9 o'clock, at school</b></p> <ol style="list-style-type: none"> <li>1. Official welcome of guests.</li> <li>2. Presentation of our school.</li> </ol> <p>School tour</p> <ol style="list-style-type: none"> <li>3. Meeting guests from Bihor County School Inspectorate, Oradea City Hall and other local authorities</li> <li>4. Power point presentations of our city and county</li> <li>5. A trip through my country- all partners</li> <li>6. International Breakfast</li> <li>7. Interview to the local TV station /media/school blog- LogoPaper</li> <li>8. Presentation "Widespread deforestation, pollution of rivers, water bodies, and urban sprawl"</li> <li>9. Online conference on VR &amp;AR- Vlad Ionescu “Virtual learning using VR”</li> </ol> <p>Didi Dzițac “AR impact on education”</p>	<p><b>8 o'clock, at school</b></p> <p><u>Workshops on VR&amp;AR</u></p> <ol style="list-style-type: none"> <li>1. Realistic presentation practice through 360-degree videos and VR</li> <li>2. From Reality to Virtuality (Introducing 3D animation design)</li> <li>3. 3D landmarks of Oradea</li> <li>4. Creating the mobile application</li> <li>5. Printing 3D items</li> <li>6. First part of the VR film</li> <li>7. First part of the VR escape room (open the door by solving riddles)</li> <li>8. First 5 VR activities for the guide</li> <li>9. Reading task using 360-degree videos</li> </ol> <p><i>Visit to a local IT company (QuBiz)</i></p>	<p><b>8 o'clock, at school</b></p> <p><b>Field trip- Romanian Mountains</b></p> <p>-Route: Oradea- Lacul Vida- Chișcău (Peștera Urșilor)- Beiuș</p>	<p><b>8 o'clock, at school</b></p> <p><u>Workshops on VR&amp;AR</u></p> <ol style="list-style-type: none"> <li>1. Creating the mobile application</li> <li>Șerban Pîrvulescu</li> <li>2. Printing 3D items</li> <li>3. First part of the VR film-Șerban Pîrvulescu</li> <li>4. First part of the VR escape room (open the door by solving riddles)</li> <li>5. First 5 VR activities for the guide</li> <li>6. Reading task using 360-degree videos</li> <li>7. Creating the community heatmap (later to be posted on the project website)</li> </ol>	<p><b>8 o'clock, at school</b></p> <p><u>Workshops on VR&amp;AR</u></p> <ol style="list-style-type: none"> <li>1. Creating the mobile application</li> <li>2. Printing 3D items</li> <li>3. First part of the VR film</li> <li>4. First part of the VR escape room (open the door by solving riddles)</li> <li>5. First 5 VR activities for the guide</li> <li>6. Reading task using 360-degree videos</li> <li>7. Creating the newsletter with QR codes presenting all the mobility activities</li> <li>8. Feedback and evaluation for students and teachers</li> <li>9. Writing the minutes.</li> <li>10. Preparing the news report.</li> <li>11. Coordinators organizational meeting</li> <li>12. Final evaluation session.</li> <li>13. Certificates of attendance</li> </ol>