



Train the Trainer

VR-PLC: TRAIN-THE-TRAINER

In 2023, building upon the success of last year's initiative, the VR-PLC project will continue to redefine industrial education, delivering interactive courses and programming exercises on Programmable Logic Controllers. Join us in harnessing the power of virtual learning to drive the digital transformation and propel companies into the forefront of Industry 4.0.

MOTIVATION AND CONCEPT

The VR-PLC project in 2023 builds upon the remarkable achievements of the previous year, driven by the pressing need for a competent workforce capable of handling Programmable Logic Controllers (PLCs) and embracing the digitalization of factories. With the rapid proliferation of edge devices and the Internet of Things, it has become increasingly imperative for small and medium-sized companies, often lacking access to PLC experts, to equip their workforce with the necessary knowledge and skills.

The fundamental concept behind the VR-PLC project revolves around delivering an immersive and interactive learning experience. Through cutting-edge virtual reality technology, learners are transported into simulated environments where they can manipulate virtual PLCs and witness the real-time effects of their programming decisions. This hands-on approach fosters a deeper understanding of PLC functionality and nurtures essential problem-solving capabilities.

Expanding the scope of the project in 2023, the VR-PLC focuses on train-the-trainers in EIT Labeled workshops. There, aspiring VR trainers learn how to communicate and collaborate with learners in VR, as well as the influence of communication and leadership styles in VR trainings. This makes the workshop interesting for VET trainers from all disciplines.



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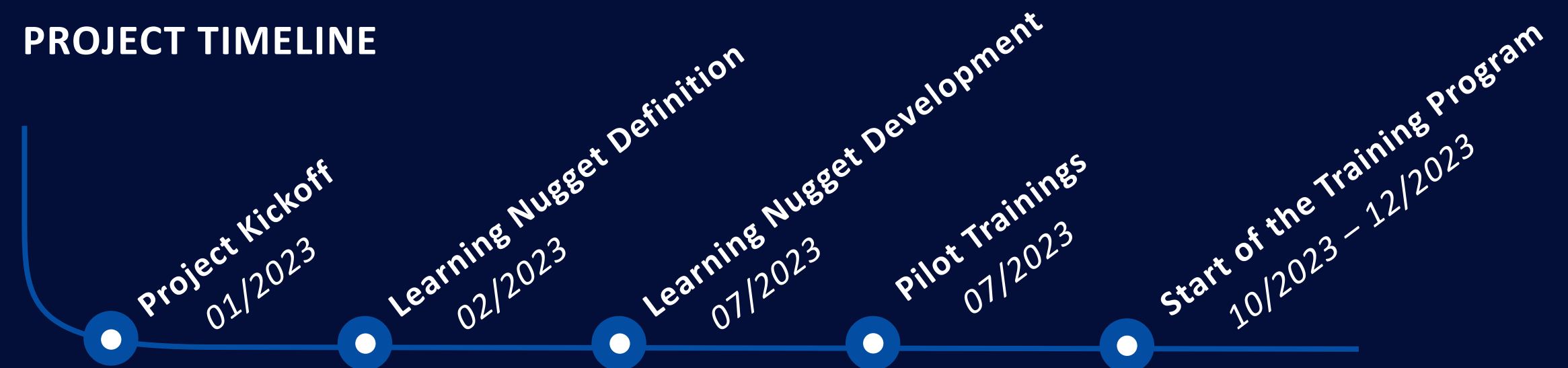


MAIN PROJECT RESULTS

- 6 Institutions
- 2 workshop programs
- over 100 learners

“Thanks to EIT we can offer practical E-Learning courses with VR directly in Skills.Move.”

PROJECT TIMELINE



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