



## ABOUT XR4CRAFTS

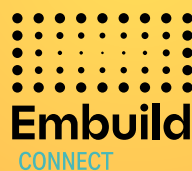
The EU project "XR4CRAFTS - Extended Reality (XR) for crafts (manship)" is developing customized content and concepts for the use of augmented reality, virtual reality and VR haptics in the practical training of bricklayers, carpenters, painters and varnishers and parquet layers.



Technical Research  
Centre of Furniture and  
Wood of the Region of  
Murcia



**SCP**  
School of  
Certified  
Professionals



# CAPTURING YOUR PRECIOUS MOMENTS

Every day, the significance of digital skills in educational programs is growing. Through collaboration with five partners, this project is crafting specialized scenarios designed for seamless integration into teachers' curricula. These tailored resources are exclusively tailored to cater to the specific needs of the sector.

Initiated in October 2022, this project is slated to span a two-year duration

Responsibility for different professions is distributed among specialized entities:

- SBG Germany oversees project management for general tasks, while painters' needs are catered to specifically.
- SCP, based in Cyprus, manages software development.
- CETEM, located in Spain, takes charge of carpenters' requirements.
- BTP CFA Aquitaine, operating from France, provides scenario proposals for masons.
- Parquet installers receive supervision from Embuild Connect in Belgium.

Each organization's logo and website link can be seamlessly integrated.



## ABOUT US

XR4CRAFTS develops, tests, evaluates and transfers teaching and learning scenarios enriched with digital media. Trainers and vocational school teachers receive pedagogic and methodological training in the use of augmented reality (AR), virtual reality (VR) and VR haptics in practical training. The focus of the two-year project (10/22-09/24) is on the following professions: Bricklayers, carpenters, painters and varnishers, and parquet layers.

If you desire updates on the project's advancements and its final outcomes, we invite you to express your interest. Comprehensive details will be unveiled and shared during the concluding conference in 2024.

For additional information about the project, please visit our [website](#) where you can find more comprehensive details."

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