



## 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

# CETEM



**SCP**  
School of  
Certified  
Professionals



## Can you feel it?

### A FAMOUS QUOTE SAYS: "ANY NEW TECHNOLOGY IS INDISTINGUISHABLE FROM MAGIC"

It becomes even more magical if it is easy to use and solve real-world problems today. That is the approach of "Extended Reality for Craftsmanship" (XR4CRAFTS) to get hands-on with the latest technological development to solve current pedagogical problems in craftsmanship.

The close and fruitful partnership between training practitioners from bricklaying, carpentry, parquet laying, and painting trade as well as software programmers resulted in tailor-made use cases for training apprentices. The educational technologies of choice are: Augmented Reality (AR), Virtual Reality (VR), and for the first time in craftsmanship training in der EU, VR haptics. This enables to focus expensive or dangerous tasks or procedures. Feedback is provided audio-visually and by haptics. The users wear a haptic glove, which looks like as common safety glove which allows to feel in VR.

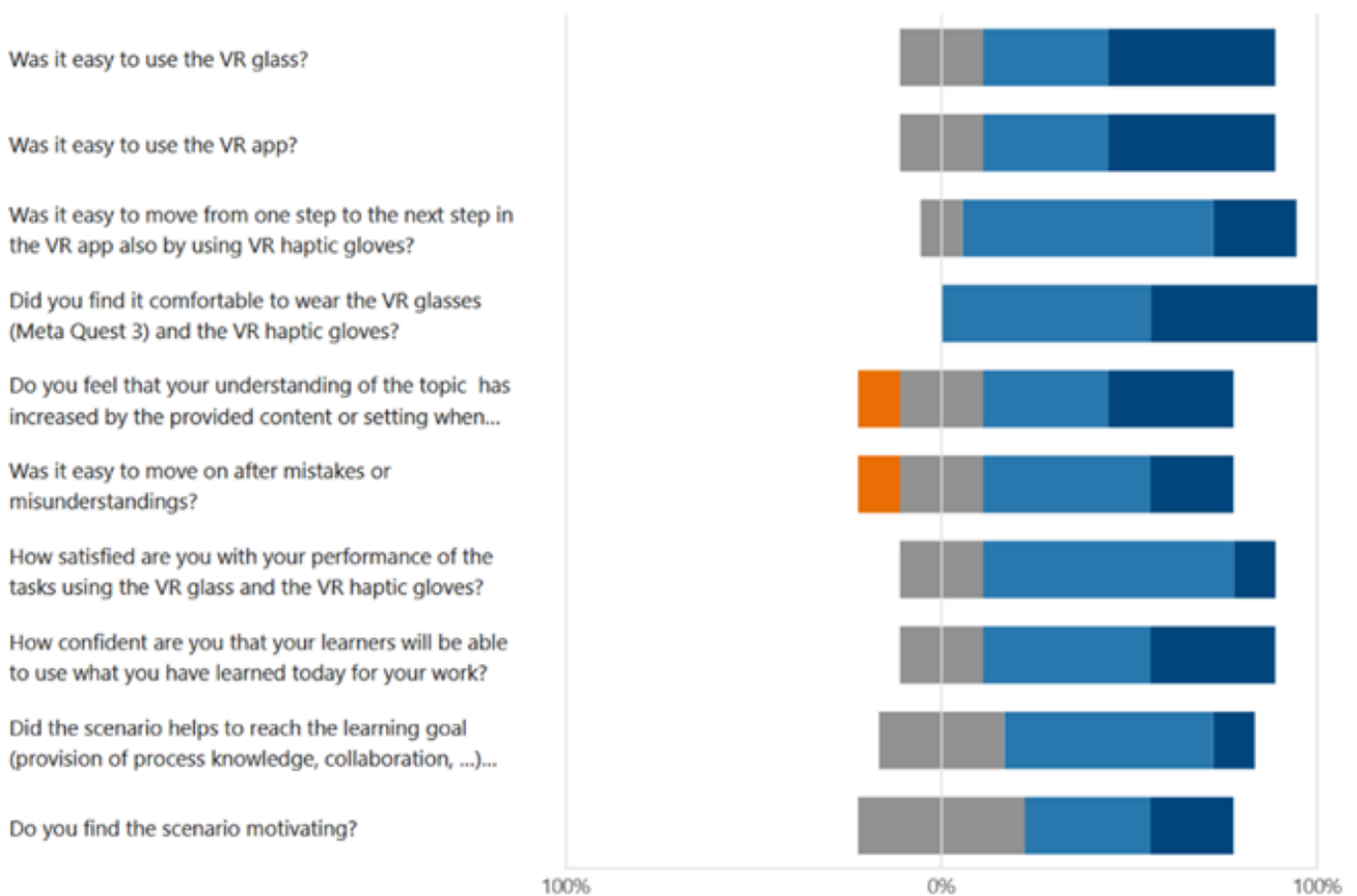
Below the current state of the use cases. What do you think? Let us know in the comments in YouTube.



## EXPERTS HANDS-ON

From 22-24.04.2024 training experts from bricklaying, carpentry, parquet laying, and painting trade tested the developed programming in-depth provided feedback concerning possible integrations in the existing practical training. The highlight was the testing of the router in carpentry.

Strongly disagree Disagree Neutral Agree Strongly agree



The feedback received for all four scenarios will be integrated in the final version of the VR and VR haptics programming. Stay tuned.





04.-05.07.2024

## INVITATION

On 04.-05.07.2024 the final conference will take place in Bordeaux at ... (street). There you can experience live the final versions of the AR, VR and VR haptics programs for bricklaying, carpentry, parquet laying, and painting. We also will present further insights in correct use in training and provide insights in our learning to get XR work in your organization. Don't miss it out.



## 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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