

NEWSLETTER #4 OCTOBER 2023

ABOUT THE PROJECT

IN.HAPTIC VET aims to develop and transfer to VET teachers and trainers an innovative teaching approach and tools for students with learning difficulties, exploiting the potential offered by Haptic training not yet applied to the VET system.

AIMS OF THE PROJECT

- ❑ Developing cognitive-haptic learning paths applied to vocational training, with the description of pedagogical models and cognitive learning strategies based on tactile experiences.
- ❑ Developing highly innovative and quality digital tools and content for instructional design and teaching of students with disabilities in different modalities (traditional, blended and distance learning).
- ❑ Identify and describe the VET teacher competency profile using instructional methods, materials, aids, tools, and content targeting VET students with sensory and learning disabilities, based on the use and enhancement of tactile perceptions for inclusive learning.
- ❑ Train teachers/trainers/support staff for the use of digital tools in didactic design and teaching students with disabilities with particular reference to visually impaired/blind students and students with intellectual disabilities or autism.
- ❑ Develop a pathway to assess VET teachers and trainers' competencies by adopting a performance-based approach.

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PARTNERS



Akademia
Humanistyczno-Ekonomiczna w Łodzi



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Between the 19-22 September 2023, at EELI - European Education & Learning Institute in Crete took place the staff training event for the Erasmus+ IN Haptic project. This project is aimed at defining methods and tools for training VET teachers working with students with disabilities and, in particular, with the visually impaired ones.

The project, coordinated by Akademia Humanistyczno-Ekonomiczna in Łódź (Poland), involves European partners such as: EELI (Greece), Academia de Formação do Norte (Portugal), Innetica (Spain), training body Studio Risorse (Italy) and the research centre iinformatica (Italy).

On this occasion, the Competence Profile of the VET Expert Professor in Baptist Didactics was developed and presented by Studio Risorse, on the other hand, the application Haptic.VET, was developed by iinformatica, a company specializing in haptic technologies; this tool is available for free in Google and Apple stores and it allows any user to experience the potential of haptic technology for visually impaired audiences.

The project confirms the great potential, at international level, of synergies created between companies and entities in our territory.

