JULY 2025 – MARCH 2026

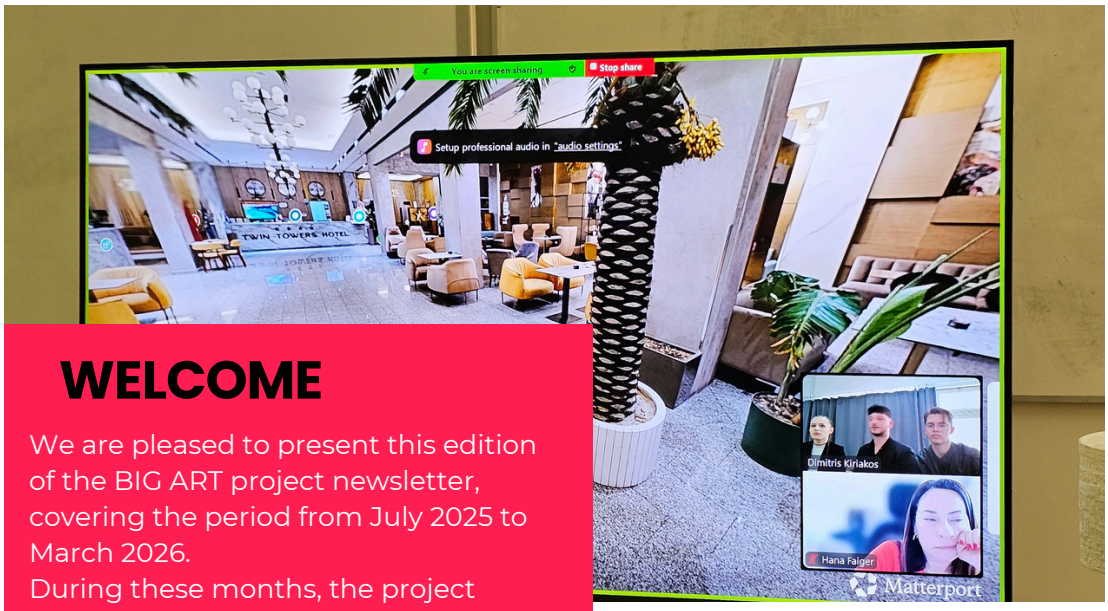
BIG ART
AUGMENTED REALITY TECHNOLOGIES

Funded by the European Union

bigart-vet.eu

EUROPEAN PROJECT

NEWSLETTER



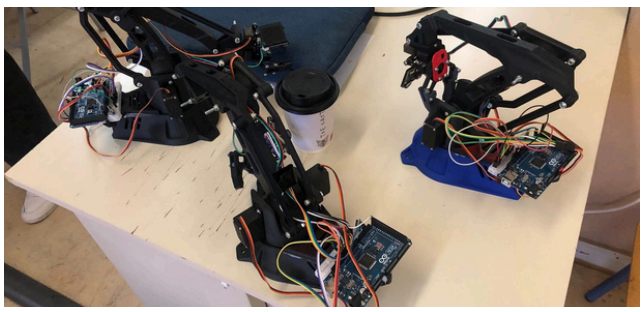
WELCOME

We are pleased to present this edition of the BIG ART project newsletter, covering the period from July 2025 to March 2026.
During these months, the project entered a key implementation phase involving teachers and students from Greece, Albania, and Israel.
The period began with the completion of the online mentoring sessions led by AR expert Stratos Labrinos, followed by the successful implementation of the pilot training course and Project-Based Learning (PBL) activities in all partner countries, while in February and March 2026 the National Bootcamps were organised and concluded with the BIG ART International Bootcamp and Student Competition in Athens (9–13 March 2026), bringing together participants from all partner institutions.
These milestones highlight the strong collaboration between partners and the enthusiasm of students and teachers in exploring innovative digital learning approaches.

Warm regards,
Sharon

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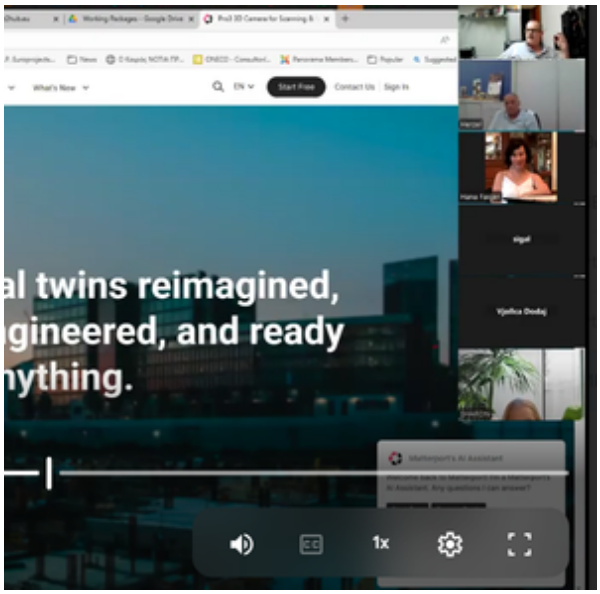
TSAEK Egaleo Thematic School of Advanced Vocational Training
MEDITERRANEA Web Applications S.r.l.
VTI Israel's Leading Science and Technology Educational Network
SHKOLLA PROFESIONALE KOLIN GJOKA

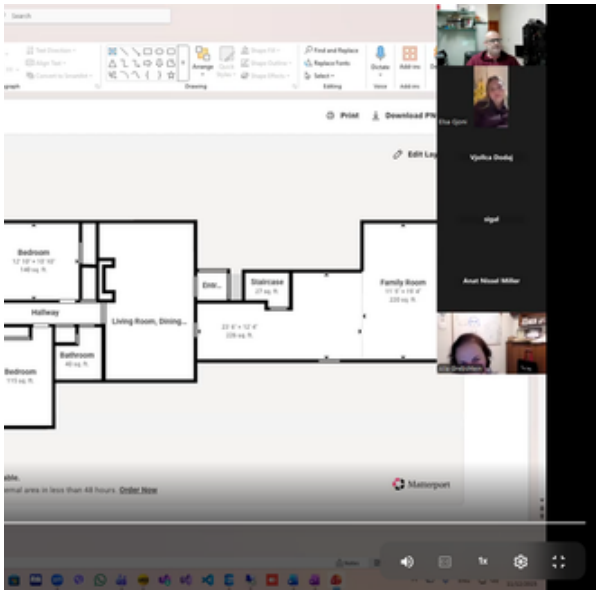
Online Mentoring Sessions for Trainers

Between October and December 2025, the BIG ART project organised a series of online mentoring sessions for the teachers participating in the programme.

The sessions were led by AR/VR expert Stratos Labrinos (MWAPP) and aimed to support educators in implementing Augmented Reality and 3D digital twin technologies in their teaching practice.

During the sessions, teachers from Greece, Albania, and Israel had the opportunity to discuss technical issues related to the use of Matterport tools, exchange experiences from their classrooms, and receive guidance on designing Project-Based Learning (PBL) activities for their students. The meetings also strengthened collaboration among partners and created a supportive community of practice among the participating educators.



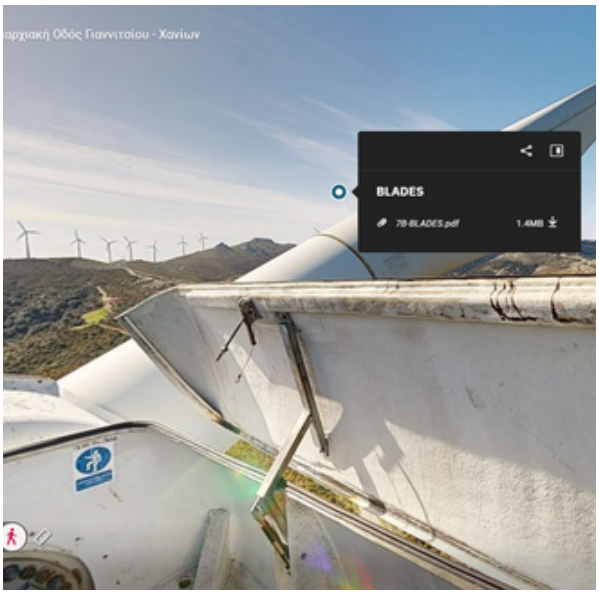


The online mentoring played a key role in preparing teachers for the pilot training courses and student projects that followed in the next phase of the project.

Pilot Training Course and Project-Based Learning Activities

During the winter semester (October 2025 – January 2026), the BIG ART pilot training course was successfully implemented in the three partner countries: Greece, Albania, and Israel. During this period, students were introduced to the basic concepts of Augmented Reality (AR), Virtual Reality (VR), and Digital Twin technologies, as well as the use of Matterport tools for capturing and visualizing real environments.





An important part of the training was the implementation of Project-Based Learning (PBL) activities. Students worked in teams to apply the knowledge they had acquired by creating virtual tours of real environments, such as laboratories, industrial facilities, and educational spaces. Through this process, they developed not only technical and digital skills but also important transversal competences such as teamwork, problem-solving, and project management.

The pilot activities provided students with hands-on experience using immersive technologies and demonstrated how digital tools can support innovative learning approaches in Vocational Education and Training (VET).

National Bootcamps

In February and March 2026, the BIG ART project organised National Bootcamps in the three partner countries: Greece, Albania, and Israel. These events represented the final stage of the pilot training phase, giving students the opportunity to present the virtual tour projects they had developed during the course.

During the bootcamps, student teams showcased their digital twin projects created using Matterport technology and explained the process of scanning, editing, and designing their virtual environments. The projects covered a variety of real-world spaces, including industrial facilities, laboratories, and infrastructure installations, demonstrating the practical applications of immersive technologies in vocational education.

At the end of each national event, the projects were evaluated by national committees, and the highest-ranked teams were selected to represent their country at the BIG ART International Bootcamp and Student Competition in Athens.





BIG ART International Bootcamp & Student Competition – Athens 2026

The BIG ART project culminated with the International Bootcamp and Student Competition, held in Athens from 9–13 March 2026. The event brought together the winning student teams from Greece, Albania, and Israel, who had been selected during the National Bootcamps.

During the five-day event, students presented their digital twin and virtual tour projects developed using Matterport technology, demonstrating how immersive technologies can be applied in real environments such as industrial facilities, laboratories, and educational spaces. The projects were evaluated by an international jury composed of representatives from all partner countries and an AR/VR expert.



Beyond the competition, the bootcamp also provided an opportunity for students and teachers to exchange ideas, share experiences, and explore the future potential of AR and digital twin technologies in Vocational Education and Training (VET). The event highlighted the creativity, collaboration, and technical skills developed by students throughout the BIG ART training programme.

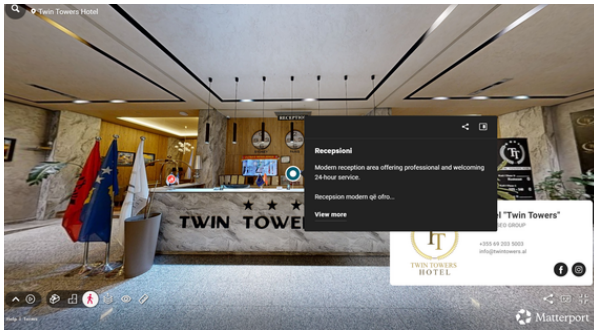


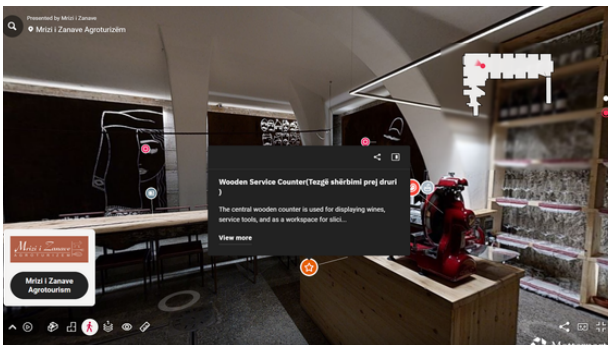


Winning Projects of the BIG ART International Competition

The BIG ART International Bootcamp and Student Competition concluded with the evaluation of the student projects by the international jury. The teams were assessed based on the technical quality of the virtual tours, pedagogical value, creativity, collaboration with companies, and teamwork.
After a thorough evaluation process, three projects stood out for their innovative use of digital twin technologies and immersive virtual environments.

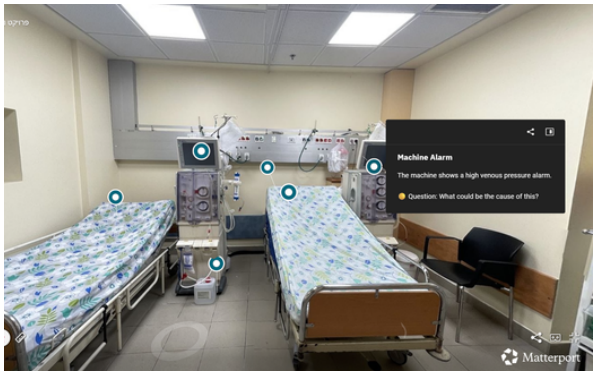
1st Place: Twin Towers Scan – Kolin Gjoka School, Albania





2nd Place: Mrizi i Zanave – Winery Production – Kolin Gjoka School, Albania

3rd Place: Dialysis Room – ORT, Israel



Stay Connected with BIG ART

Follow the BIG ART project on our social media channels to stay updated on the latest activities, project results, and upcoming events. Through our platforms, we share news, student projects, photos from events, and developments related to AR, VR, and Digital Twin technologies in Vocational Education and Training.

📣 Follow us on social media:

Stay connected and be part of the BIG ART community as we continue promoting innovation and immersive technologies in vocational education.