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What is VR4LL?

Virtual Reality for Language Learning (VR4LL) is a transnational cooperation project co-funded through Erasmus + KA2 grant, no. 2019-1-HR01-KA204-060781. It is being carried out as a joint project between institutions in Croatia, Spain, Bulgaria and Romania.

VR4LL aims to enhance the learning experience of foreign language learners through the use of innovative technologies. Virtual reality provides the opportunity for learners to immerse themselves in authentic environments that would otherwise be inaccessible to most people. Our objective is to increase communicative competences in foreign languages while increasing digital competences of language teachers.

Through a series of intellectual outputs, we aim to develop Virtual Worlds filled with language tasks, providing our students with a fully immersive experience. We are excited to embark on this ambitious and challenging journey, and are looking forward to implementing our technology in classrooms worldwide.

VR4LL

Welcoming a new era of educational possibilities

Powered by Oculus Quest

VR4LL is brought to you by:

Early stage activities

During a 2-day kick-off meeting in October 2019, our partners met in Split, Croatia to get to know each other, discuss the project objectives and draw up action plans. During the meeting, partners presented a comprehensive overview of their organizations, early drop-outs from educational programs and use of technology in language learning in their respective countries. All the preparations were made to develop our first intellectual output: Virtual Worlds.

What's next?

Molehill will start the development of Virtual Worlds – a future virtual environment in which language tasks will take place. Development starts in December 2019 and is expected to be completed by July 2020. All partners have obtained Oculus Quest headsets, the latest and most advanced platform for VR technology. As our Virtual Worlds start taking form, we will keep you updated with photos and videos of our results on our website and social media.

Meet the team

Frank del Aguila Espejo

Frank is an IT professional specialized in developing serious games with virtual reality and augmented reality for education, training and health. He also organizes different events in Spain on innovative technologies and methodologies applied to training and health areas.

He is in charge of the technological development within the VR4LL project. In his free-time he loves being with his children, his cats and cooking.

Josip Sobin

Josip is a CEO of Jantar - International House Split, one of the largest language schools and teacher training centers in Croatia. The combination of his education and training in the field of research, and entrepreneurial experience, means he participates in many projects and grants in the field of innovation.

He is now working as a coordinator for the VR4LL project, which he feels has been an amazing experience so far. He is very proud of the entire VR4LL team and believes they will accomplish great things together.

For information about the rest of our team or any news related to VR4LL project visit us on www.vr4ll.com

or follow our Facebook page @VR4LL