



Leverage from  
the EU  
2014–2020



# FutureEdu- Future Technologies in Education

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# FutureEdu - In a nutshell

- Funded by European Social Fund (ESF)
- Duration: 1.1.2019 – 31.12.2021
- Total Budget 755 862 €,
- Savonia-UAS is coordinating the project
- Project partners
  - Savo Vocational college (SAKKY)
- Other partners
  - Kuopio University hospital (KUH)
  - South Karelia Social and Health Care District (Eksote)
  - Yatrus Foundation and Private professional college on social activities and security Ltd (Bulgaria) → TCA-agreement



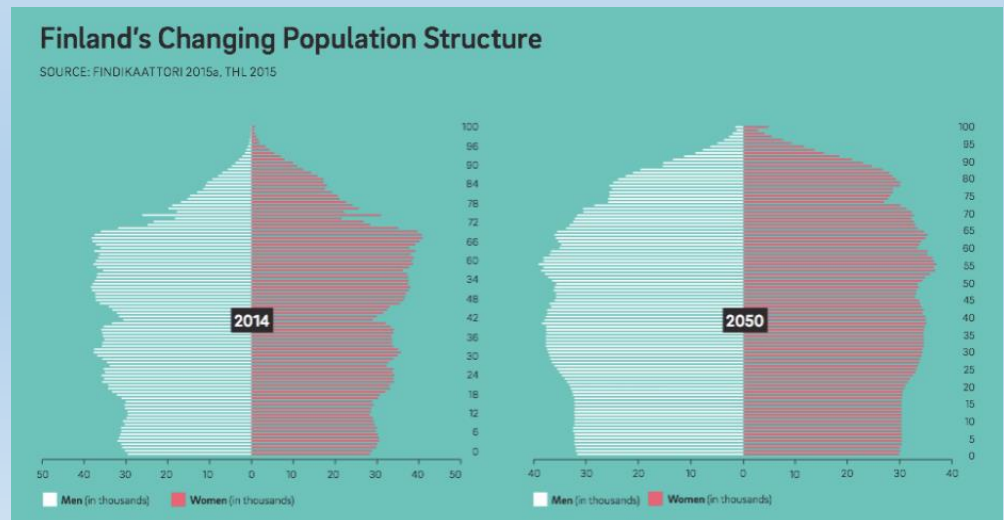
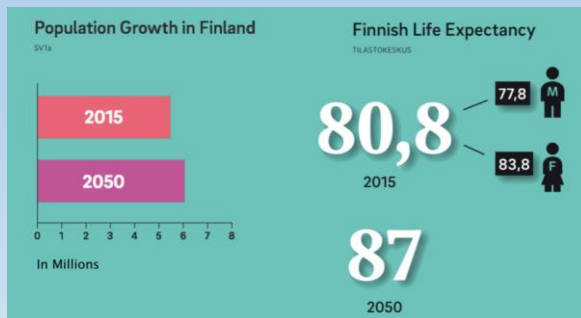
# Main objective of the project

- Improve the availability, diversity and quality of healthcare education
- Utilize authentic learning environments together with virtual technologies (VR, AR, XR)



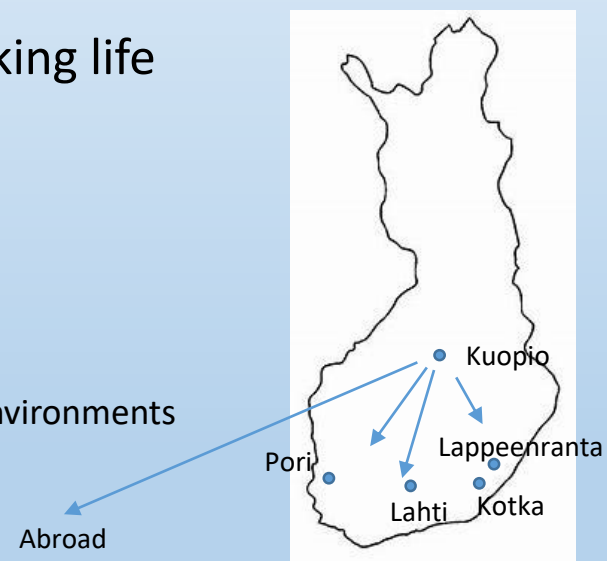
# Background

- Changes in Finnish healthcare service structure
- Future and ongoing changes in healthcare such as aging, increasing service needs and retirement
- → improve and renew education and training in social services and health care
- Learning environments were development constantly → virtual learning environments, flexible learning, time and place independent learning...
- Internationalization
- Target groups: students, representatives of working life, job-seekers,



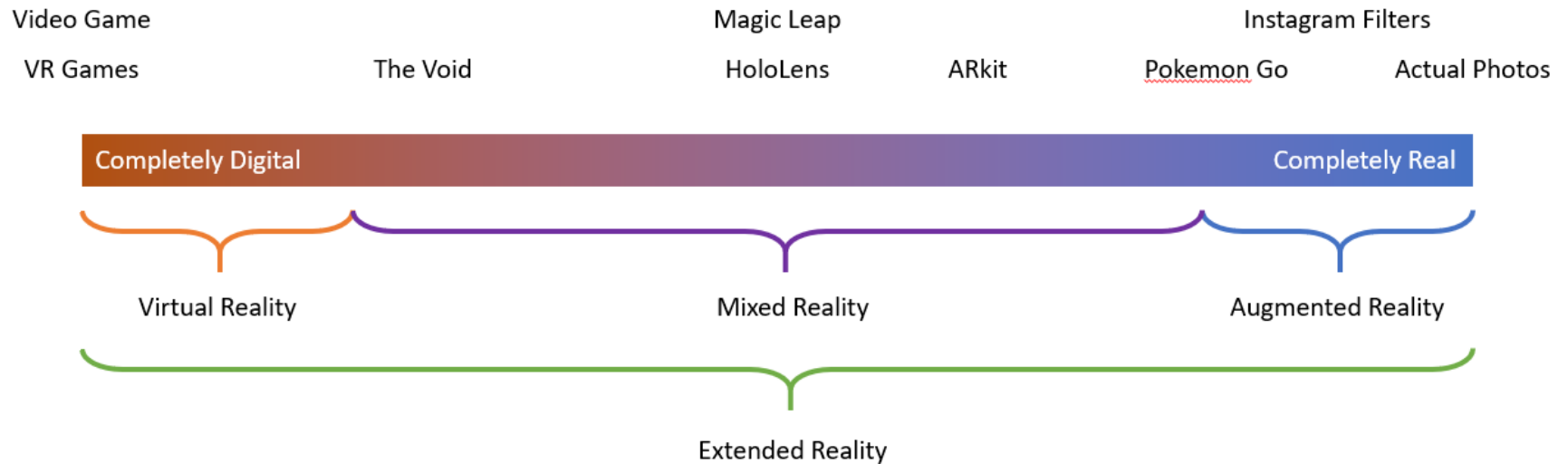
# Specific Objectives of the Project

1. Cooperate with working life
  - Develop and implement virtual learning environments (VLEs) in the context of working life
  - two working life based VLEs: Clinical Laboratory and Perioperative Nursing
2. Familiarize the students of health care for working life
  - Train our students in the developed VLEs
3. Improve and strengthen professional skills in working life
  - on-the-job learning, lifelong learning, 24/7 learning
4. Develop further the satellite education model
  - developed VLEs will be part of satellite education model
5. Internationalization
  - Develop transnational cooperation with Bulgarian Partner
  - Create an international operating model for building virtual learning environments



# Technologies used in FutureEdu

## Reality – Virtuality Spectrum



# Technologies used - VR

VR = virtual reality

= is a fully immersive computer simulated environment that gives a user the feeling of being in that real environment

- One of the most popular ways to experience VR is through a headset
- VR has been used for training simulator for soldiers, pilots, doctors..

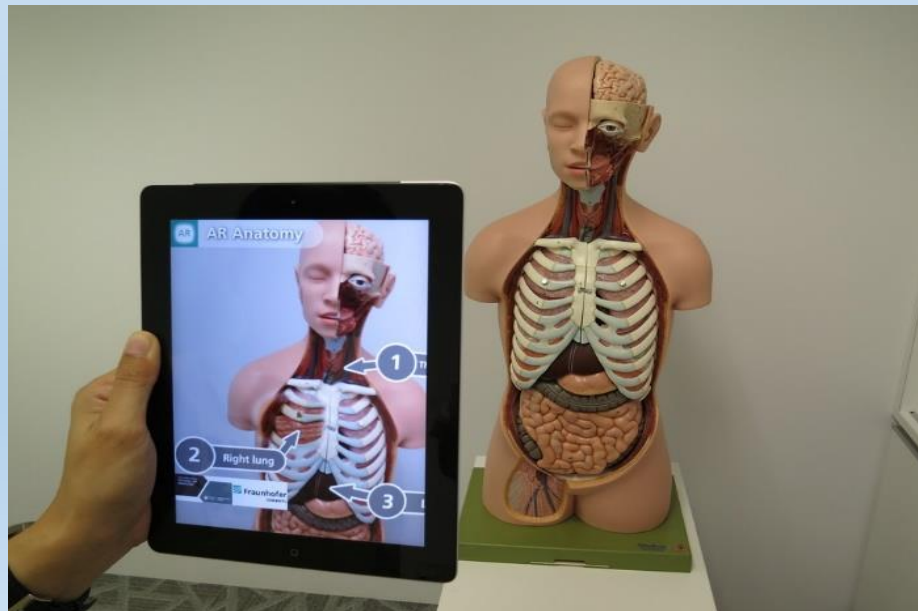


# Technologies used- AR

AR = augmented reality

= in AR you look at the real world which is augmented with additional information or graphics in your view

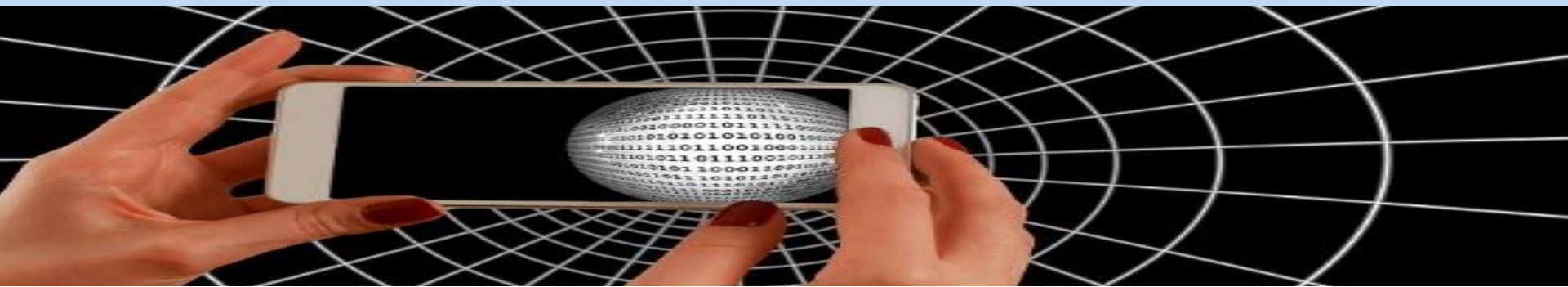
- Allows people to add digital elements into their actual environment
- AR can be seen via mobile phone with a specific apps or AR glasses
- e.g. Pokemon Go, Ikea Virtual reality store...



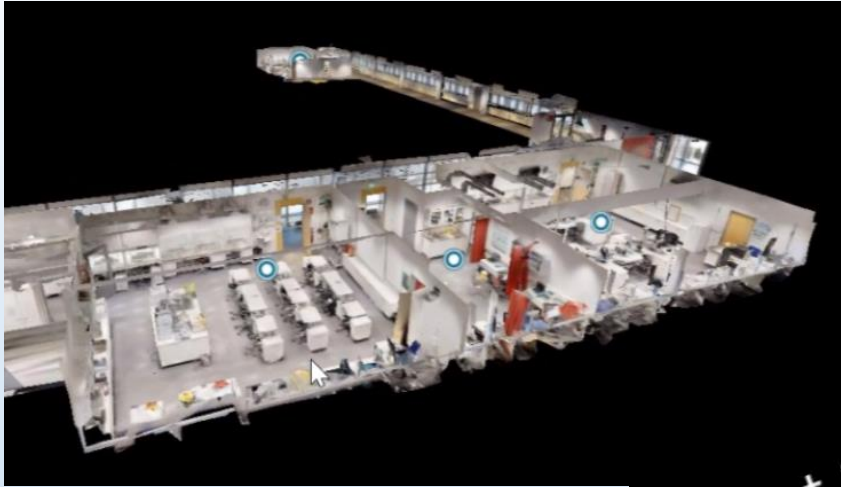


# The outcomes of FutureEdu

1. A working life based virtual learning environment to serve biomedical education (hospital laboratory)
2. A working life based virtual learning environment for perioperative health care (operating theatre)
3. A model how to create virtual learning environments
4. An international virtual study module (5 ECTS)



Future Technologies in Education



Matterport 3D 360  
Thinglink 360  
iSpring Suite  
Moodle

# Sotevi

## SISÄLTÖ

### Ohjeet

1. Materiaalit
2. Testialue
3. Käsikirjoituspohjat/suunnittelu

## Vedä laboriotyössä välttämättömät suojaruusteet laboriokuvan päälle

