



Co-funded by
the European Union

Metaverse-Based STEM Education for a Sustainable and Resilient Future

Project Number: **2023-1-FR01-KA220-SCH-000151516**

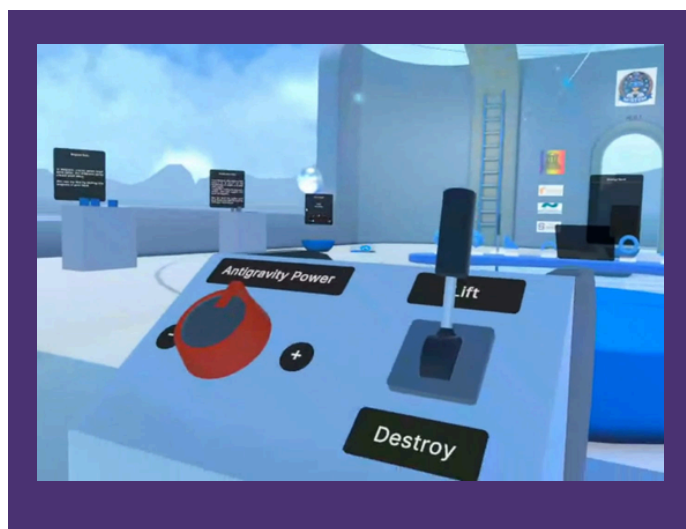
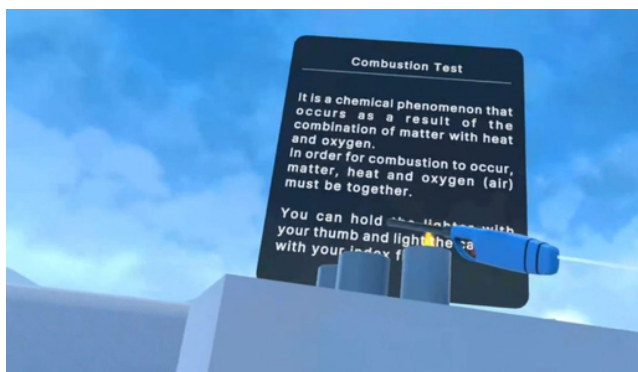


Vol 4.

PROGRESS ON OUR VIRTUAL LAB

Our team has made significant advancements in the development of the Virtual Reality Lab. The lab aims to provide an immersive scientific learning environment, where users can engage with various educational scenarios. Currently, the virtual lab is accessible through VR glasses, allowing participants to explore scientific concepts in a dynamic and interactive way.

To ensure broader access to our virtual lab, we are actively developing versions compatible with laptops and mobile devices. This effort will allow students and educators to explore the lab from any device, making STEM learning more versatile and inclusive.



[Read More](#)

VIRTUAL LAB FEATURES

Our virtual lab is currently in development and promises to offer a rich array of features designed to facilitate interactive learning experiences. This innovative platform aims to engage students in a dynamic environment where they can explore scientific concepts firsthand. By integrating various multimedia elements and interactive tools, the lab will not only enhance understanding but also spark curiosity and foster a love for STEM subjects.

What has been done until now:

Solar System Display: The virtual lab features an engaging solar system model that allows users to interact with orbiting planets. By touching each planet, participants access informative audio clips that provide insights into the planets' characteristics and their roles within the solar system, deepening their understanding of astronomy and celestial mechanics.

Interactive Games: The virtual lab includes two engaging games designed to promote collaboration and critical thinking among students:

- **Climbing Challenge:** Participants work together to navigate virtual walls, encouraging teamwork and enhancing physical coordination while strategizing their ascent.
- **Ball-Throwing Game:** This activity challenges users to improve their aim and accuracy as they throw balls at various targets, incorporating competitive elements to make the learning process more stimulating.



Stay Connected!

Visit mstem.eu for the latest updates and follow our [Facebook page](#) for news on the Virtual Reality Lab and project milestones.

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.