



VRIN

Virtual Reality for Migrants
Social & Cultural Orientation
and Inclusion



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Welcome to our VRIN project!



VRIN – Virtual Reality for Migrants Social and Cultural Orientation and Inclusion is an Erasmus+ KA2 project that runs from February 2022 to February 2024. The innovative project promotes the effective integration of TCNs (Third Country Nationals) through targeted trainings to both actors who are involved in TCNs' integration as well as TCNs themselves, as a two-way method to enhance integration in local communities.

The VRIN project visualizes to encourage the effective integration of TCNs in local communities by providing intervention tools for training, as a means of making the process of familiarity with the local context more interesting. The target groups will undertake a participative learning path or the development of their skills. Through mutual cooperation we are aiming in TCNs' integration in the society and the labour market.

Objectives:

- To establish a two-way integration model through training to both actors involved in TCNs' integration and TCNs themselves.
- To help TCNs overcome obstacles towards a smoother access to services like health care, labour market, vocational training, social security benefits, housing, financial procedures, lifelong learning.
- To enhance TCNs ability to access useful information which will help them improve their everyday life and communication.
- To provide TCNs with the opportunity to develop targeted language skills addressing the every-day communication and designed to their practical needs
- To boost service providers and integration assistants' capacity to deal with TCNs needs and different cultural backgrounds, thus boosting their intercultural skills.
- To prioritise the inclusion for diversity in all fields of education and training.

Target groups:

- TCNs
- Actors of TCNs' integration (trainers, facilitators ,mentors ,public servants, educators, etc)
- Key professionals working in areas relevant to TCN
- Stakeholders in the field of TCNs' integration

Project Results:

- PR1:** Interactive Training Curriculum
- PR2:** Online Platform
- PR3:** Interactive Guidebook



Our 1st TPM!:

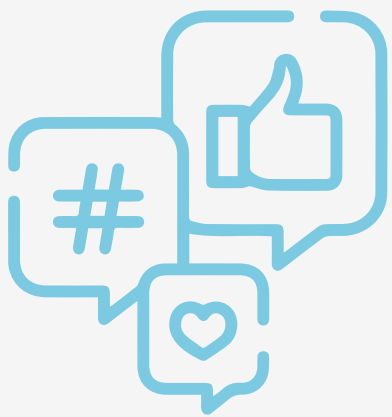
The consortium of the VRIN project has met in person for the first time in Cyprus on the 10th and 11th of May 2022 in order to discuss the importance of the project, its overall progress as well as to plan the next steps of the VRIN project.






Next Steps:



The partners of the VRIN project are currently working on the development of PR1; the development of the Curriculum. Focus groups were conducted in order to collect relevant feedback from experts regarding the Learning Outcomes the consortium has developed. Following that, the two Cypriot partners, CSI and Silversky3D, will join their forces together to develop a template for the smooth transition of what has been developed so far to an online version.



Our Social Media!

-  **Website:** vrin-project.eu
-  **Facebook page:** VRINproject
-  **Instagram:** [vrinproject_](https://www.instagram.com/vrinproject_)



The consortium:

