

ID4EXCELLENCE project intends to meet Europe 2030 growth strategy priorities on employment and education. The project also considers the EU Roadmap Opening up Education (04/2013) enhancing education and skills development through new technologies and underlining the "insufficient supply of quality digital contents across languages, subjects and needs". The construction sector is facing great challenges, not least the current health emergency that forces to rethink the places and spaces of both supply chain and value-chain, from training to design phase, from construction site to use and maintenance. In this context, the digitization of the sector represents an important driver to face not only the challenges of effectiveness and efficiency to foster, projects innovation, but also the excellence and specialization of the skills, which is of main importance for the industrialization of the sector itself. Moreover, an immersive design approach to the project innovation could lead to inclusive products and services in order to engage all the actors and stakeholders involved in the process. Supporting the updating of skills and competences through an inclusive approach to the built heritage intervention, making with the use of new technologies and the combination of Key Enabling Technologies, (KETs), Virtual Reality (VR), Immersive Interactive Experience (IIE) and advanced 3D modelling is the general aim of the project.

IMMERSIVE DESIGN (EXPERIMENTAL DESIGN)

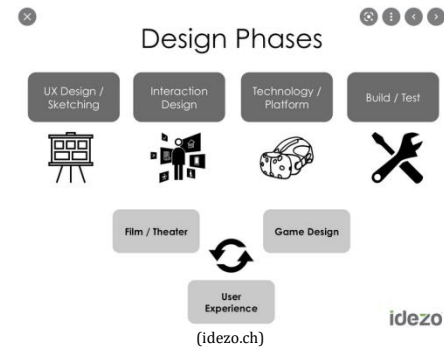
ID describes design work which ranges in levels of interaction and leads users to be fully absorbed in an experience. This form of design involves the use of VR (Virtual Reality), AR (Augmented reality), and MR (Mixed Reality) that creates the illusion that the user is physically interacting with a realistic digital atmosphere.



(wikipedia)



(sheltorforce.org)



The expected project results in the long term are:

- supporting employment opportunities for professionals of building design and architecture and increased European mobility,
- supporting the wide adoption of Immersive Design methods, tools and technologies in the construction sector, with specific reference to built heritage intervention.

The following results are expected:

- Comparative research on VR technologies applications for the rehabilitation and valorisation of the built heritage,
- Training modules for immersive design experts,
- Immersive design digital training toolkit,
- Report on pilot training actions for experts in immersive design.

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