



Expected project results in the long term:

- 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.

Warsaw University of Technology

Centof orm

Università degli Studi di Ferrara | **DA** Dipartimento Architettura Ferrara

AEEBC

UNIVERSIDADE da MADEIRA

Polskie Stowarzyszenie Menedżerów Budownictwa

ÖZYEGİN UNIVERSITY

MORE

Applicant organisations:

Warsaw University of Technology, Civil Engineering Faculty, Warsaw, Poland;

Centof orm SRL, Cento, Italy;

Università degli Studi di Ferrara, Ferrara, Italy;

AEEBC Limited, Barndarrig, Ireland;

Universidade de Madeira, Funchal, Portugal;

Polskie Stowarzyszenie Menedżerów Budownictwa, Warsaw, Poland;

Özyeğin University, Istanbul, Turkey;

MORE SRL, Pesaro, Italy.

This project has been funded with support from the European Commission. This publication [communication] reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



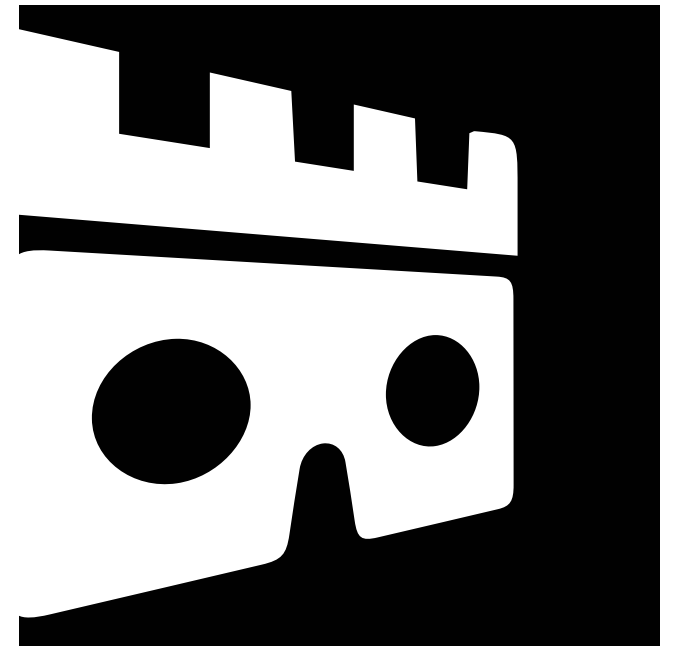
id4ex.il.pw.edu.pl



www.facebook.com/groups/id4excellence



www.youtube.com/channel/UC-lildkFOAi9vXQEIZR1fHw



ID4Ex

IMMERSIVE DESIGN AND NEW DIGITAL COMPETENCES FOR THE REHABILITATION AND VALORIZATION OF THE BUILT ENVIRONMENT - ID4Ex

ERASMUS RESEARCH PROJECT
2021-1-PL01-KA220-HED-000032239
(01.11.2021-31.12.2023)

id4ex.il.pw.edu.pl



Co-funded by
the European Union

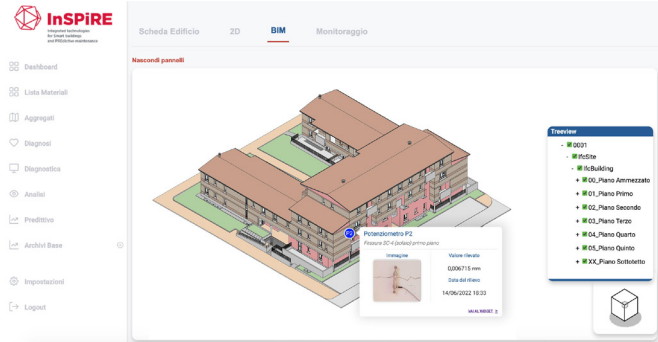




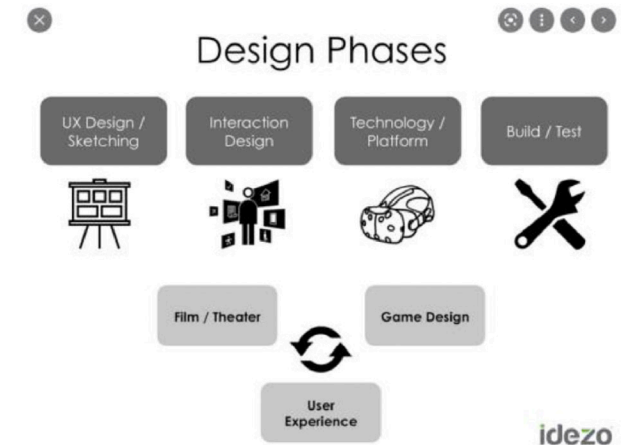
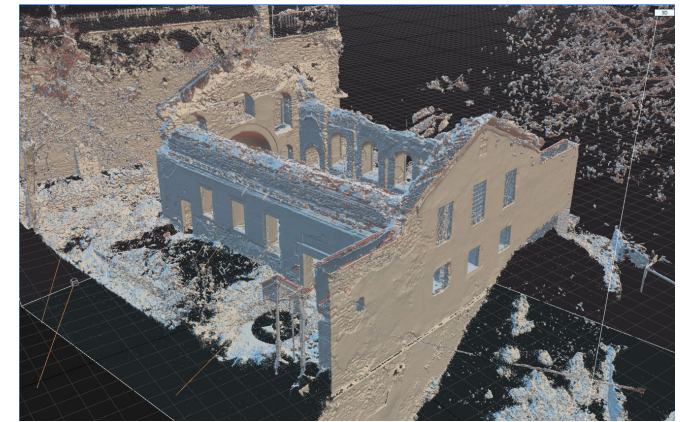
IMMERSIVE DESIGN AND NEW DIGITAL COMPETENCES FOR THE REHABILITATION AND VALORIZATION OF THE BUILT HERITAGE ID4Ex

2021-1-PL01-KA220-HED-000032239
(01.11.2021 - 31.12.2023)

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, experimenting new technologies and the combination of **Key Enabling Technologies, (KETs), Virtual Reality (VR), Immersive Interactive Experience (IIE) and advanced 3D modelling** are the general aims 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.