UNISER TEACHER TRAINING PROGRAM STANDARDS

1. A general presentation of the hosting partner on the first day of activity:
- Introduction to the hosting partner's background, expertise, and role in the training program.

Introduction to the Hosting Partner:
Seabery is a global leader in the development and implementation of Augmented Reality (AR) solutions for skills training, with a particular focus on welding education. With extensive experience in digital transformation for vocational training, Seabery is at the forefront of integrating innovative technologies into educational environments.

Expertise and Role in the Training Program:
Seabery brings its technical expertise and pioneering methodology—Augmented Training—to the course. As the hosting partner, Seabery is responsible for delivering both theoretical and practical content, providing access to cutting-edge virtual welding simulators, and ensuring a high-quality learning experience.

Contributions and Support:

- State-of-the-art facilities equipped for both theoretical and hands-on sessions.
- Access to Seabery's proprietary AR-based training systems and digital resources.
- Technical support and guidance from Seabery's team of experts throughout the course.
- Opportunities for networking and knowledge exchange among participants.
- Overview of the partner's contributions and how they support the course objectives.
- Highlighting any specific resources or support available from the hosting partner.

2. Training course summary:
- Detailed breakdown of the course structure, including modules, sessions, and timelines.

- **Duration:** 3 days
- **Modules:**
    - **Day 1:** Introduction to Augmented Reality in skills training and the Augmented Training methodology.
    - **Day 2:** Practical sessions with the virtual welding training system; applying the methodology in simulated environments.
    - **Day 3:** Workshops on designing AR-based training activities through eLearning platforms and assessment of competencies.

- Overview of the topics covered and the skills/knowledge participants will gain.
- Fundamentals of AR and its application in vocational training.
- Principles and benefits of the Augmented Training methodology.
- Hands-on operation of the virtual welding simulator.
- E-Learning system application for instructor and students.
- Design of immersive training experiences.
- Methods for evaluating and tracking learning outcomes in AR environments.
- Explanation of the methodology or teaching approach used during the course.

The course blends interactive lectures, live demonstrations, and collaborative workshops. Emphasis is placed on active learning and direct experimentation with AR tools, ensuring participants can apply concepts in real-world training scenarios.

3. Training course learning outcomes:
- Clear identification of the skills, knowledge, and competencies participants will acquire.
- In-depth understanding of AR's potential in technical skills training.
- Ability to implement the Augmented Training methodology in educational programs.
- Proficiency in using virtual welding training systems.
- Skills in designing and assessing innovative AR-based training activities.

- Measurable objectives to assess the effectiveness of the training.
- By the end of the course, participants will be able to design a training session using AR.
- Demonstrate effective use of the virtual welding simulator.
- Evaluate learner progress in AR-based environments.

- Examples or scenarios illustrating how these outcomes will be achieved.
- Development and presentation of a micro-lesson using the simulator.
- Peer review of designed training activities.
- Creation of lessons and WPS for practical exercises in AR simulation.
- Case studies applying the Augmented Training methodology to real situations.

4. Participants requirements:
- List of prerequisites, if any, for attendees to make the most of the training.
- Prior experience in technical or vocational training
- Basic computer literacy and familiarity with digital devices.
- Technical specifications or equipment needed for participation (if applicable).
- Personal laptop.
- Willingness to actively participate in hands-on sessions.
- Any recommended background knowledge or experience.

Basic understanding of AR/VR concepts and/or training simulators (not essential).

5. Validation:
- Assessment criteria or methods to validate participants' learning.
- Active participation in practical sessions and workshops.
- Completion and presentation of a training activity designed during the course.
- Passing a brief theoretical and practical assessment at the end of the training.
- Explanation of how achievements will be recognized or certified.
- Certificate of completion issued by Seabery, detailing the skills and competencies acquired.
- Opportunity for feedback and evaluation of the course content and delivery.
- Post-course satisfaction survey to gather suggestions and feedback.
- Opportunity for individual feedback on both the course content and delivery.