BIBB International Roadshow
“Digital Media in TVET”

Presenting international practice examples for technology-enhanced learning in TVET

BILT Learning Forum, 8 Dec 2021
How can digital technologies make a difference for TVET?
• 1<sup>st</sup> edition BIBB International Roadshow 2019

Fall Prevention Exercise Game for the Elderly – Project-based Learning, VTC Hong Kong, China

HABi Occupational Health & Safety Gaming Application, Game-based Learning, Mongolian Builder’s Federation & GIZ Mongolia

TESDA Online Program, Learning Management System TESDA Philippines

Social Virtual Learning (SVL), Self-directed Learning in AR/VR, University of Wuppertal & ZFA, Germany
• 2\textsuperscript{nd} edition BIBB International Roadshow 2021

VAR Learning in Lift Repair & Maintenance
George Lau
VTC Hong Kong, China

Realizing a goal-oriented use of ICT in TVET

A Virtual Training Environment for Electricians,
Harald Fleischmann,
FOSH, South Africa

iVideo.education –
A Hypervideo Platform for VET
Francesca Amenduni
SFUVET, Switzerland
• Thank you!

• Join us at the BILT Marketplace

➢ Q&A with project representatives
➢ BIBB Online-Toolbox “Using AR/VR in TVET”

• Contact & further references

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