



VRinVET Albania Event Strengthening the Future of VET through Dialogue and Innovation

As a pivotal milestone of the EU-funded VRinVET project, an impactful event was held in Tirana, Albania, serving as a vibrant platform where diverse stakeholders from the vocational education and training (VET) sector, private industry leaders, policymakers, and technology experts came together. This convergence fostered an in-depth exploration of how virtual reality (VR) and cutting-edge digital technologies can revolutionize vocational education.

The event aimed to address the urgent need for curriculum modernization, acknowledging that traditional training methods alone are no longer sufficient to prepare learners for today's rapidly evolving job market. By integrating VR and other immersive digital tools, educators and employers seek to create engaging, practical, and risk-free learning environments that enhance skill acquisition and better reflect real-world work scenarios.

Discussions and workshops centered on closing the persistent gap between education outputs and labor market demands. Participants exchanged insights on current skills shortages, emerging industry trends, and the role of innovative training technologies in equipping young people with the competencies needed to thrive in increasingly digitalized workplaces.

This collaborative gathering not only highlighted the potential of VR to transform VET but also emphasized the importance of building strong partnerships across sectors to ensure sustainable and scalable integration of these technologies into vocational training systems.

Morning Session Highlights

Panel Discussion: "Private Sector Perspectives: Skills Gaps and Future Needs"

The day began with insightful contributions from 4–5 private sector representatives, who shared their experiences and expectations regarding workforce skills.

Moderated by the project team, the discussion emphasized the growing need for digital competencies, hands-on experience, and adaptability in the workplace.

- ◆ "We're not just looking for technical skills, but for problem-solving and real-time decision-making abilities."
- ◆ "VR has the potential to provide realistic, safe environments for skills development."

Afternoon Session: From Dialogue to Action

13:30 – 14:15 | Interactive Session

“Identifying Skills Mismatches: Group Exercise”

Small groups worked together to identify critical skills mismatches between current VET curricula and industry needs. Outputs included mind maps, key terms, and examples of outdated content.

14:15 – 15:00 | Workshop

“Towards a Modernized VET Curriculum: What Should Change?”

This session gave the floor to employers and trainers to brainstorm practical ways to update vocational programs—especially by integrating VR-based modules and digital literacy components.

15:15 – 16:00 | Strategic Planning Session

“Building Sustainable Partnerships Between VET and Industry”

Discussions centered around how to institutionalize collaboration through:

- Regular consultation mechanisms
- Jointly designed training programs
- Structured internship and apprenticeship schemes

16:00 – 16:30 | Summary & Next Steps

The day concluded with a synthesis of key findings and proposed actions. Several follow-up steps were identified to ensure long-term impact and stakeholder engagement.



Impact and Future Collaboration

The Albania event clearly demonstrated how effective cross-sector dialogue can accelerate the modernization of vocational education and training (VET). By bringing together educators, employers, and policymakers, the VRinVET project is fostering a shared understanding of the evolving skills landscape shaped by digital transformation and emerging technologies like virtual reality.

This collaborative approach ensures that VET curricula are not only up-to-date but also aligned with real labor market demands. The active involvement of private sector partners helps to identify skill gaps early and tailor training programs accordingly, making graduates more employable and ready for future challenges. Moreover, the strategic planning sessions laid the groundwork for sustainable partnerships between VET institutions and industry stakeholders. Establishing regular consultation forums, joint curriculum development, and integrated internship schemes will create continuous feedback loops, enhancing the responsiveness and relevance of vocational training.

Looking forward, the VRinVET consortium plans to expand these collaborative models beyond Albania, sharing best practices across participating countries. This will contribute to a broader European effort to harness VR and digital tools in vocational education, ultimately improving youth employment prospects and fostering innovation-driven growth.



