



HECOF initiative is to create systemic change by fostering innovation in **Higher Education (HE)** teaching practice and national reforms in education by developing and testing an innovative **personalized, adaptive** way of teaching that uses digital data from students' learning activity in immersive environments such as **VR** and computational analysis techniques from **data science and AI**.

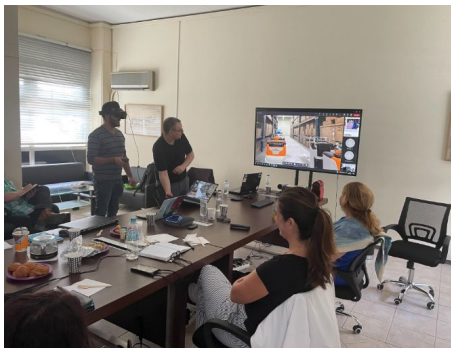
WORKSHOPS

National University of Athens, School of Chemical Engineering (NTUA)

The HECOF project took a major step forward with its first Co-Design Workshop, hosted by the National Technical University of Athens. This event brought together students, educators, and industry experts to explore user needs, adaptive learning, and cutting-edge XR technologies.

Highlights included hands-on XR demonstrations by NUROMEDIA, adaptive learning insights from ADAPTEMY, and NTUA's engaging learning content on extraction, paired with lab and industry visits. The workshop provided a collaborative platform to bridge technical capabilities with real-world educational needs, setting the foundation for immersive, future-ready classrooms.

[Learn more](#)



Politecnico di Milano (POLIMI), Milan, Italy

HECOF project reached a new milestone with a Co-Design Workshop hosted by Politecnico di Milano. The event gathered students, educators, and project partners to refine user needs and system requirements, focusing on adaptive and immersive education.

Key highlights included POLIMI's presentations on bioreactor labs and VR training, ADAPTEMY's exploration of AI-driven adaptive learning, and NUROMEDIA's demonstrations of VR experiences. Interactive co-design sessions and focus groups offered valuable insights to shape the Higher Education Classroom Of the Future.

[Learn more](#)



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TRAINING SESSIONS

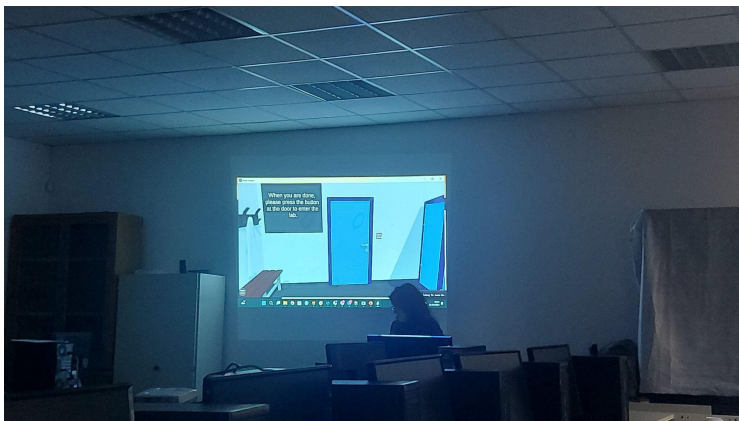
The HECOF Project continues to break new ground with immersive training sessions at Politecnico di Milano (POLIMI), Italy on October 30th, 2024 and the NTUA School of Chemical Engineering in Athens, Greece on October 31st, 2024. These events highlighted the transformative potential of AI-driven adaptive learning and VR technologies, offering hands-on experiences that redefine modern education.

At POLIMI, participants explored the HECOF system powered by Adaptemy's cutting-edge AI. From personalised learning paths to generative AI tools for content creation, the adaptive learning engine showcased its ability to tailor education to individual needs. With VR environments developed by Nuromedia GmbH and educational insights from SIMAVI, students and educators experienced a fully integrated, innovative approach to learning.

In Athens, the excitement continued as NTUA participants delved into immersive VR experiences and adaptive learning strategies that simplify complex concepts in chemical engineering. Educators discussed how AI could revolutionize content delivery and teaching methods, while students appreciated tools that adapt to their strengths and challenges.

These sessions, led and delivered by Adaptemy and supported by SIMAVI, KT and NUROMEDIA, demonstrate how AI and VR are shaping a responsive, learner-centric classroom of the future. By integrating these advanced technologies, HECOF is creating an education ecosystem that's personalised, impactful, and ready for the challenges of tomorrow.

[Learn more](#)



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COLLABORATING for a Smarter Future: HECOF sister projects

The HECOF Project is proud to collaborate with pioneering EU initiatives that are redefining education, training, and industry through XR, AI, and robotics. These partnerships embody our commitment to innovation and teamwork in building transformative solutions for the future.

Here's a look at our sister projects:



[CORTEX2](#): Driving cross-industry collaboration with an advanced XR platform

[XR5.0](#): Linking Industry 5.0 with human-centered, AI-powered XR technologies

[XR4ED](#): Creating a European reference platform uniting EdTech and XR for learning and training

[Master XR](#): Revolutionizing manufacturing through robotics training in XR environments

[augMENTOR](#): Augmented Intelligence for Pedagogically Sustained Training and Education

[XR2LEARN](#): Leveraging the European XR industry technologies

To learn more about HECOF's sister projects follow the [link](#) to our website.

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