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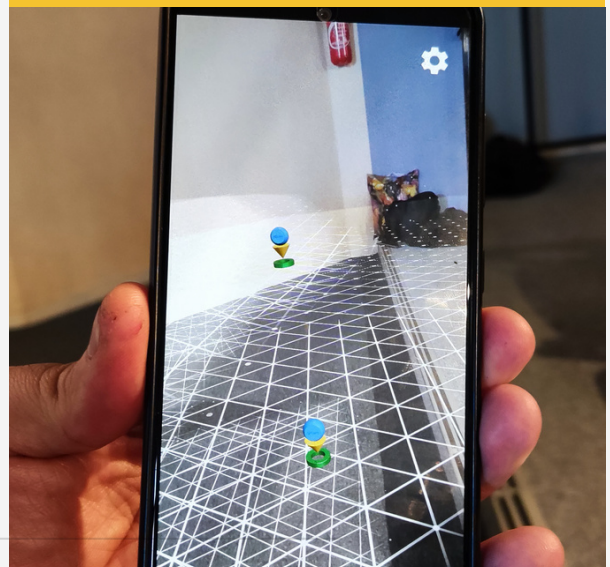
Senlis, France

Transnational project meeting: Erasmus+ project COOPERATION PROJECT ON INNOVATION ON AUGMENTED REALITY (AR) IN PUBLIC WORKS (CPIARPW)



On 10 and 11 May 2022, the second transnational project meeting of the project partners took place in Senlis, France, in the framework of the Erasmus+ programme entitled "Cooperation project on innovation on Augmented Reality (AR) in public works (CPIARPW)". Six vocational and educational organisations from Italy, Greece, Turkey and France, which is also the coordinating country, are working together on the project. The duration of the project is 22 months (from 01 November 2021 to 01 August 2023).

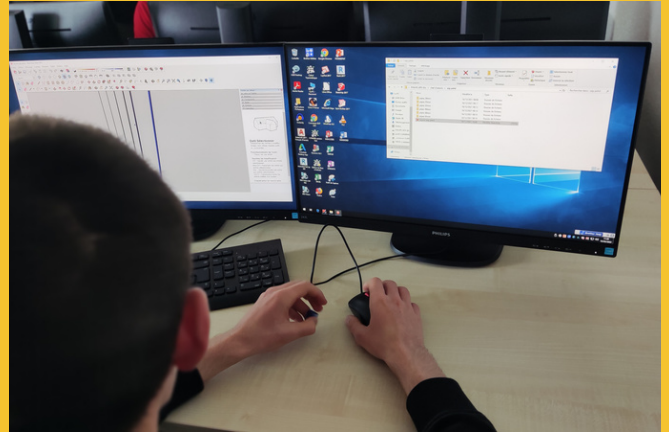
On behalf of the Regional Directorate of Education of Western Macedonia, the meeting was attended by the Promoter of European educational projects of the Regional Directorate of Education of Western Macedonia, Mrs Evangelia Triantafyllou, and the teacher and member of the educational team of the 1st Vocational High School in Florina, Mr Antonios Aforozis.



PROJECT MEETING

During the meeting, the coordinator presented the general points of the project, its objectives and the timetable for its implementation. Afterwards, the progress of the project was discussed in detail and each partner presented the progress of the responsibilities for which they are responsible, such as the creation of the project website, the name and logo of the application, the electronic library with the data for the illustration of the underground pipe system and the European legal framework for the creation and distribution of the application.

Of particular interest was the participants' tour in the classrooms and laboratories of the Vocational High School Amyot D'inville, which is also the project coordinator. The partner representatives also had the opportunity to talk to the group of students, involved in the implementation of the project on behalf of the French Vocational High School, who presented the electronic library they had created for the needs of the application.



PROJECT OBJECTIVE

The aim of the project is to design a mobile phone application that will be created as a result of collaboration between students. The application, based on the theory of Augmented Reality (AR), will aim to visualise underground networks (water supply, electricity, telecommunications) so that operators are informed before building trenches or carrying out excavation works and other tasks. In this way, accidents will be avoided and work will be completed more quickly and efficiently.



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