

THETA

Transformative Hospitality Education
through Tech Abilities:

*A blueprint for creating immersive (learning) experiences
using VR/AR*

Co-funded by the
Erasmus+ Programme
of the European Union





THETA

Multiplier Event

Transnational

Programme Meeting



17TH TO 21ST OCTOBER 2022, UNIVERSITY OF
BALEARIC ISLANDS (PALMA DE MALLORCA), SPAIN

Project Summary

- ▶ The overall aim of THETA is to enhance the learning experience of tertiary hospitality students through digital learning spaces.
- ▶ The specific objectives are to:
 - ▶ Use digital modes of delivery to connect students, staff and practitioners in professional research activities;
 - ▶ Apply a new educational approach by introducing the design-oriented research methodology;
 - ▶ Develop digital pedagogical competences of educators;
 - ▶ Develop digital, entrepreneurial and autonomous learning competencies; - Develop high quality digital content; - Establish a digital environment that prepares future professionals for a volatile and dynamic environment, and helps current practitioners in navigating in this volatile environment; - Turn this digital environment into a co-creative source of innovations for the hospitality profession; - Share the knowledge of leading hospitality institutions with other schools, while building their own knowledge base thereby strengthening their leadership role.

Four Intellectual Outputs - IOs

4

21/02/22

20/02/24



Prototypes

Created prototypes as rough samples of what can be done using AR/VR technologies

Key criteria: ease of use – readily available equipment

- 1) Hotel Room
- 2) Virtual Chef
- 3) Kitchen Equipment
- 4) Service Scenario

Hotel Room

- ▶ Use the blue print of a hotel room to illustrate the difference between room categories



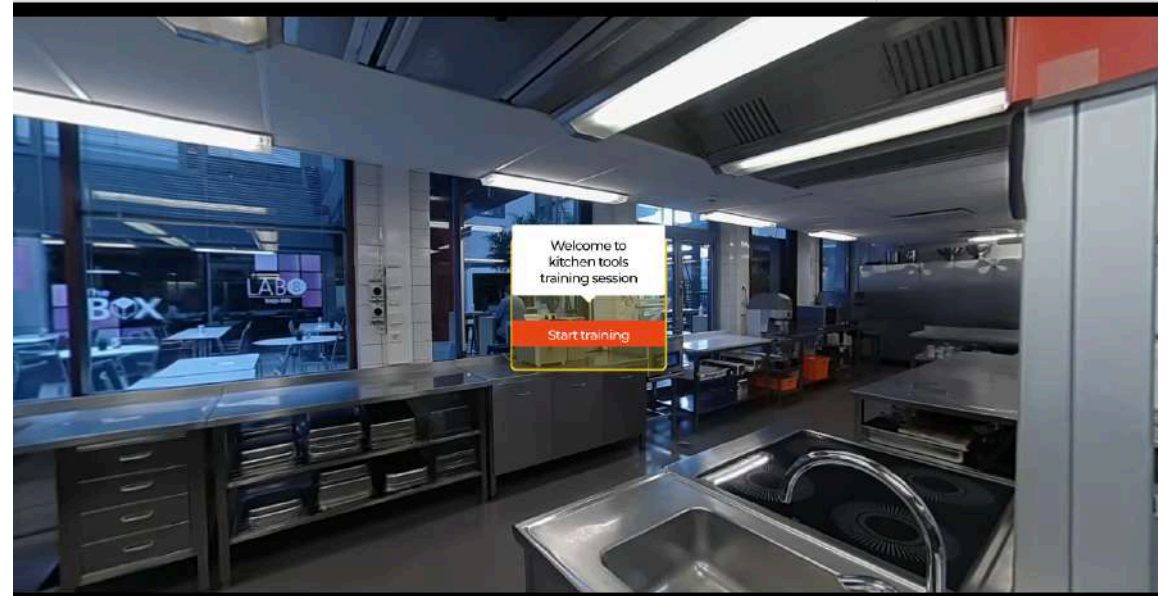
Virtual Chef

- ▶ Holographic character that provides step by step instructions that can be projected into an educational space



Kitchen Equipment

- ▶ 360 degree image of a professional kitchen
- ▶ 5 production machines/tools explained by a professional chef

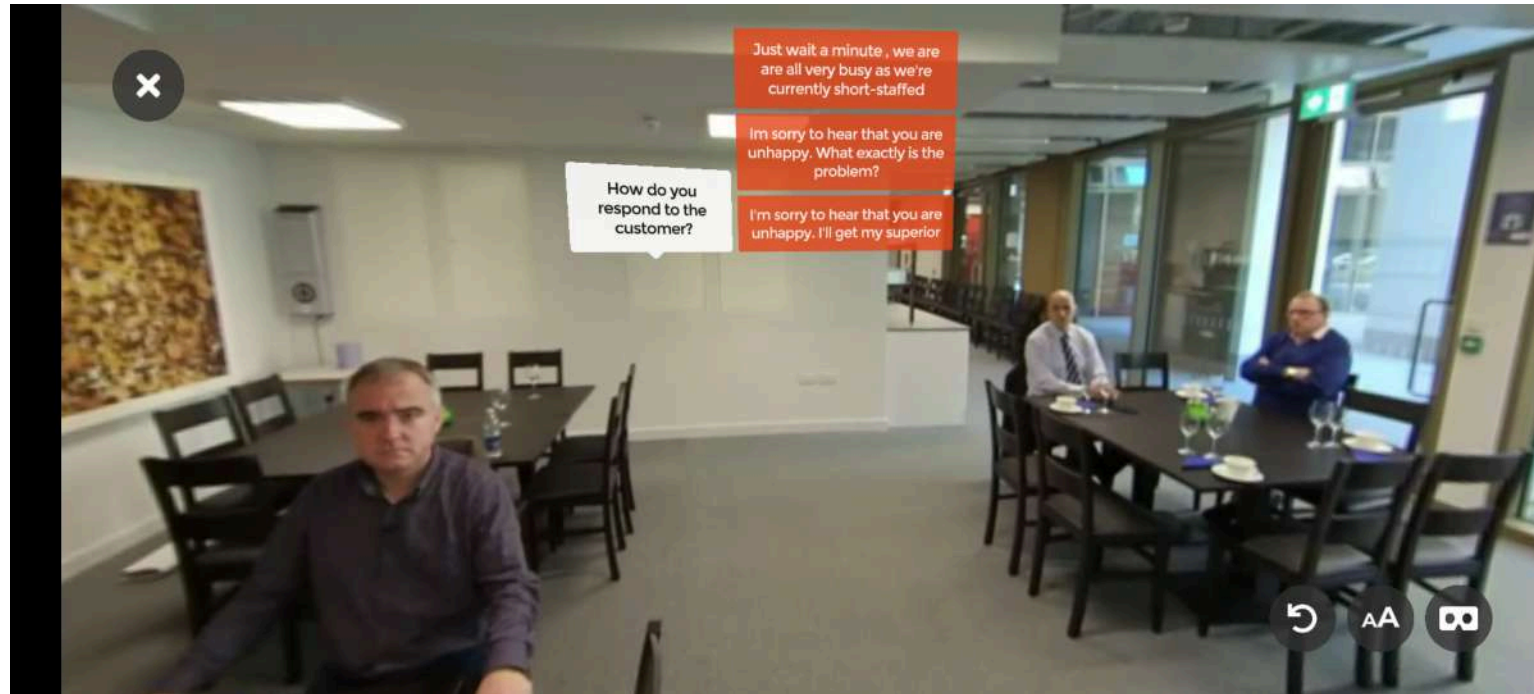


Difficult Conversations

9



- ▶ Use a script to illustrate decision making in a professional situation
- ▶ Using a 360 Degree Camera



Try it yourself

- ▶ Go to your Virtual Campus to play around with these prototypes yourself
- ▶ You can use your mobile phone screen or use easily available Google Cardboard

Student Questionnaire

- ▶ Please provide feedback using this link



- ▶ Fectar App
Google Play



Apple



Lecturer Questionnaire

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- ▶ Please provide feedback using this link
- ▶ Lecturer: <https://docs.google.com/forms/d/e/1FAIpQLScTqGpB6OfqzO413IjSsl4Q92P0XqFkCmO1-HEThnAVE2EDVg/viewform?usp=sf> link

Main Agenda Items

- ▶ Main purposes:
 - ▶ test the prototypes and to plan how to iteratively improve and
 - ▶ test these prototypes and to plan for research and dissemination of project results
 - ▶ Main agenda items:
 - ▶ update from each partner on their IO;
 - ▶ evaluation of progress to date;
 - ▶ presentation and testing of prototypes;
 - ▶ planning for research into prototypes;
 - ▶ planning for dissemination;
 - ▶ planning for next phases of project
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