THETA Dissemination

Introduction

The THETA project utilised several opportunities to disseminate project information, research prototypes and general outputs using multiplier events, conferences and events, scholarly publications, and a website to facilitate the exchange of knowledge and to raise awareness of research work in this space.

As part of the THETA project, the team has developed prototypes of several Augmented Reality/Virtual Reality-enabled learning spaces. These include simulations of hotel and restaurant kitchens, hotel bedrooms, and scenarios to practice handling difficult customers, all within a safe and dynamic virtual environment.

Multiplier Events

As part of the Erasmus + research process, four multiplier events were held over two years. Within each partner institution, a multiplier event constituted engagement with all stakeholders, teaching staff and students where members of the project team presented work on the project, the value of the research to teaching and learning along with progress at each stage of the project. Staff also got the opportunity to immerse themselves in the project by testing the four project prototypes.

Each multiplier event disseminated the project to students through project presentation, testing of prototypes, capturing feedback through quantitative questionnaires, supplemented with qualitative focus group sessions with students.

Dissemination of the project through multiplier events to staff and students represented an iterative process informed by a design-based approach which enabled valuable engagement and feedback from all stakeholders.

Conferences / Webinars / Workshop Sessions

The project team presented a paper at the EuroCHRIE conference in Vienna, entitled "The Use of New Technologies in Your Classroom by Using Augmented Reality/Virtual Reality". The project was disseminated with a demonstration that showcased the potential of these technologies and gained feedback from this dedicated audience of educators. The success in Vienna prompted the team to bring their project to a broader audience through a webinar event. Educators from as far as the USA as well as Europe learned about THETA. The webinar, featuring a brief presentation followed by an interactive Q&A session, aimed to share insights, lessons learned, and advice based on the team's experiences. The presenters encouraged further queries and discussions, fostering a collaborative

environment to promote the use of digital learning spaces in classrooms. A recording of the webinar can be found [Here](#)

A staff development workshop was also held in a partner institution of TU Dublin; Oman Tourism College where staff received a presentation on the THETA project, had the opportunity to test the developed prototypes and offer feedback as to how such technologies could be used in their hospitality educational environment.

Train the Trainer Event

The project was also disseminated to interested teaching staff from each project partner institution to undertake a training course to be able to use the developed prototypes within their own teaching environment and train others to do the same. To support educators, the project has also created learning materials, empowering them to replicate these experiences at their own pace.

This approach to dissemination ensured the most appropriate audience, involving them in the research process and exchanging knowledge by gaining feedback on how effectively the prototypes could be improved and refined.

Articles

The THETA project was also disseminated through several publications of journal articles, case studies, technical reports as well as industry/academic newsletters. The publication of articles sought to highlight engagement through both self-reported and emotion measurement as well as learning effectiveness. A technical report focusing on the usability & comparison of blueprints was also produced.

Erasmus Staff Mobility & Exchange

The mobility of staff from partner institutions through Erasmus exchange has allowed a member of staff from Hotel School the Hague to visit TU Dublin to disseminate further, the THETA project with staff and students through guest lectures and co-teaching with TU Dublin staff.

Website

A THETA project website was produced to build awareness of THETA as a concept within hospitality education, a research project, and an Erasmus+ funded project. The aim of the website is to showcase the research process, create online visibility for the development of prototypes for use as digital learning spaces, generate awareness and disseminate information about the potential of such technologies within a community of practice of hospitality educators in Europe and further afield. The website can be found [Here](#).