

Blended Intensive Programme

Co-creating Learning Environments for Web 4.0 Augmented Virtual Education (Co-WAVE)

Erasmus+ BIP coordinated by the University of Split, Faculty of Science

Important note:

Students and staff interested in this programme should apply through their home university according to the internal procedure and Erasmus+ rules. Direct applications for financial support to the host institution cannot be considered. The final list of accepted participants will be confirmed through the partner institutions.

General information

Course title	<i>Co-creating Learning Environments for Web 4.0 Augmented Virtual Education (Co-WAVE)</i>
Coordinating institution	University of Split, Faculty of Science
Partner institutions	• Ecole Nationale Supérieure d'Arts et Métiers, Paris, France • University of Limerick, Ollscoil Luimnigh; Ireland
BIP code	2025-1-HR01-KA131-HED-000308665-2
Abstract: (few lines describing the course)	The Co-WAVE BIP invites higher education teachers, PhD researchers, Master's students, instructional designers, and educational innovators to explore how AI-enhanced Virtual Worlds and Web 4.0 technologies are transforming teaching and learning. The BIP will empower the participants to design engaging, evidence-based learning experiences that respond to the needs of diverse learners. The programme combines face-to-face, online asynchronous, and online synchronous learning in a dynamic international setting. The final day of the face-to-face component features a half-day trip and lunch, fully covered by the organizer. Additionally, the virtual component concludes with a workshop in form of hackathon featuring a €1,000 prize pool.
Number of ECTS	3
Erasmus+ priorities addressed (choose from the list)	Digital transformation
Calendar	Students and staff interested in this programme should apply through their home university following internal procedures and Erasmus+ rules. After your BIP mobility is approved by your home institution (or at least pending for approval), please fill out the registration form: https://tinyurl.com/co-wave2026 Registration deadline: 10/09/2026 Confirmation of acceptance will be provided within a few days upon registration. Dates of on-site/physical component: 21/09/2026 - 26/09/2026 Dates of virtual component: 26/10/2026 - 30/10/2026
Teacher(s) in charge	• Jelena Nakić, University of Split, Faculty of Science • Cristina Obae, NEdHo Oy, Finland • Sylvain Fleury, Ecole Nationale Supérieure d'Arts et Métiers, Paris, France • Anna Thoren, University of Gothenburg, Sweden
Number of participants	20

Mobility costs	Costs directly linked to the implementation of BIP (excluding subsistence and travel for participants: • 15-20 participants: 570 Euros/participant • 11-15 participants: 800 Euros/participant. Cost of programme is fully covered by University of Split, Faculty of Science. Individual support for travel costs and daily allowance is obtained by participants' home university, according to Erasmus+ Programme Guide 2026: https://erasmus-plus.ec.europa.eu/sites/default/files/2025-11/programme-guide-2026_en.pdf
City and country of the physical mobility	Split, Croatia https://visitsplit.com/en
Contacts	For any questions or support, please feel free to reach out to the organizer at: jelena.nakic@pmfst.hr

Pedagogical content

Target group Expected learner profile Level of study	• Teachers (all levels of education), Educational designers • PhD students and master's students interested in following a career in education
Requirements Academic background Field of education	Applicants must meet the basic entry requirements, including sufficient English proficiency, basic digital literacy, and a demonstrated interest in digital education, immersive learning, or instructional design. No prior experience with Virtual Worlds or XR technologies is required, but applicants should be willing to participate actively in collaborative design tasks and complete all course assignments. Requirements: • Full attendance at the face-to-face part of the programme • Portfolio submission • Participation in the final online workshop
Learning objectives	The aim is to: • Introduce participants to the principles of immersive learning and virtual world design in education. • Develop understanding of modern educational trends, Web 4.0 concepts, and design thinking approaches. • Provide hands-on experience in co-creating virtual learning environments with real educational stakeholders. • Foster collaboration, creativity, and critical analysis of immersive learning environments. • Evaluate usability and pedagogical effectiveness of virtual world environments.
Learning methods and outcomes	Learning activities combine short theoretical inputs with practical workshops, collaborative design challenges, iterative prototyping, and continuous reflection. Upon completing this course/educational activity, students will be able to: • Identify and explain key concepts related to Virtual Worlds, immersive learning, and digital learning environments. • Apply design thinking methods to analyse educational needs and propose virtual world-based solutions. • Co-design and prototype an educational virtual world learning environment. • Collaborate effectively with peers and stakeholders in a multidisciplinary design process.

	• Evaluate the usability and learning affordances of virtual world environments using established frameworks. • Give constructive peer feedback and integrate it into iterative design improvements. • Document the design process and reflect critically on their own learning and design decisions. • Produce a final portfolio demonstrating their virtual world prototype, evaluation, and co-design guide.
Required material/software to take part in the course	We would highly recommend that participants bring their own laptops, if possible. Software will be provided by the organiser.
Number of ECTS	3
Total number of hours	60
Evaluation	Participants will finalise their learning portfolio by producing a final course reflection, report on implementation and evaluation. This will be used as their assessment tool for the programme.
Transcript of records will be issued	Erasmus coordinator at University of Split, Faculty of Science: viljemka.bucevic.popovic@pmfst.hr
Language of the course	English
Contact person in charge of signing the OLA	Erasmus coordinator at University of Split, Faculty of Science: viljemka.bucevic.popovic@pmfst.hr

Structure of the course

Physical component dates	Start date: 21/09/2026	End date: 26/09/2026
Description of the physical component (please include any relevant information for the applicants)	The physical component will take place at University of Split, Faculty of Science. The face-to-face program will be organised during 5 consecutive days and will include: 1. Introduction and terminology This part of the course will introduce the current trends in digital education and familiarise participants with theoretical concepts such as the Metaverse, learning environment, TPACK-XD, design thinking, Web 4.0, etc. Participants will become familiar with the latest breakthroughs in educational design and innovative projects related to the use of Virtual Worlds as Learning Environments. 2. Understand the Particularities of Learning Environments Participants will be experiencing multiple types of authentic digital learning environments enhanced by AI, empathising with educational stakeholders through participating in Virtual Worlds-based learning activities. They will reflect on their experience, define the characteristics of each learning environment and find out ways to connect with educators worldwide. Moreover, they will have the opportunity to interact (face-to-face or virtually) with industry and HEI experts, and, if possible, local XR specialists will be invited to engage with the participants. Finally, the participants will be introduced with the principles of user-centred design and the methodology of usability evaluation. 3. Explore Virtual Worlds Learning Environments Design Participants will team up to define a possible educational challenge linked to Virtual Worlds Learning Environments and come up with ideas for solving it. Usage of different AI tools will be encouraged so that they co-create a functional prototype of a Virtual World Learning Environment. Participants will document and reflect on their experience through a design-experience journal and multiple design sprints.	

	They will take part in moderated discussion which aims to offer constructive feedback to their peers and think about ways of improving their own Virtual World Learning Environment, putting in action the peer-feedback they receive. The final day of the face-to-face component features a half-day trip and lunch, fully covered by the organizer.	
Virtual component dates	Start date: 26/10/2026	End date: 30/10/2026
Description of the virtual component (please include any relevant information for the applicants)	The <u>online asynchronous component</u> will include: 4. Materialise ideas Participants will test the newly co-created Virtual Worlds Learning Environment prototype and measure its usability and effectiveness when implemented in a simulated context. They will have to carefully choose and use a sound, scientifically proven Learning Environment evaluation framework reflecting on the Virtual World Learning Environment usability. Based on this, they will propose their own Virtual World Learning Environment co-design guide. 5. The Evaluation Participants will finalise their learning portfolio by producing a final course reflection, report on implementation and evaluation. This will be used as their assessment tool for the programme. The <u>online synchronous component</u> will include an online workshop where all participants to the programme will share their tested Virtual Worlds Learning Environment prototype and their reflections related to its usability in real-life contexts. The workshop will be organised in form of a hackathon featuring a €1,000 prize pool.	

Practical information

Venue address	University of Split, Faculty of Science Ruđera Boškovića 33 21000 Split Croatia
Accommodation recommendations	Accommodation The student's residence hall and hostel "Dr. Franjo Tuđman" (Cvite Fiskovića 3, 21000, Split – the Kampus, in close proximity to the Faculty –) has rooms and apartments. Price list: https://www.unist.hr/split-summer-school-15662/15662 Contact emails: booking@scst.hr and rezsmjestaja@scst.hr Meals A special price of 7 € per meal (lunch/dinner) has been arranged at the students' restaurant Kampus, for all participants (at the venue).
Local transport tips	Local transportation is 1 €. Transport from Split Airport to the city: - PROMET bus: 3 €, 50 min driving time, https://www.promet-split.hr/en/airport-line - Split Airport Shuttle Bus - Direct to City Centre: 10 € (return ticket 15€), https://platanus.hr/split-airport-shuttle-bus/ - Uber/Bolt from Split Airport to the Kampus (venue): 25 € - 35 €, depending on the traffic (19 km) - For larger groups, a direct van transfer can be arranged in advance More detailed transportation information will be sent to registered participants upon registration.

Preparation before arrival (if any)	Please note that all participants are responsible for covering their own accommodation, meals, and local transport expenses through the Erasmus+ daily allowance issued by their respective home universities.
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