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C@RE
augmented reality approach
for personal care

ARTICLE 4

C@RE SOCIAL LEARNING MOTIVATIONAL ENVIRONMENT: OUR LEGACY FOR TRAINING WORKERS IN THE SOCIAL AND CARE SECTOR

The C@RE Project (C@RE augmented learning approach for personal care) is now coming to an end. It is time to take stock of almost two and a half years of wonderful work, which has led to the release of our **legacy for the training of social and care workers, in an attempt to respond innovatively to the needs of a sector in constant transformation.**

We are finally able to share with you the release of the **latest product of the C@RE project**, dedicated to the creation of a **motivational and social learning environment (Work Package 4)**, designed to **support the continuous training of workers in the social and care sector.**

The aim of this final work package was to **create an innovative digital ecosystem capable of combining multimedia training, augmented reality and skills recognition systems.** The aim was to provide care and social work professionals with the opportunity to improve their emotional and digital skills with a view to professional development, focusing on those skills that research has highlighted as most lacking. The learning environment chosen was an experiential simulation environment in the form of interactive videos, where the learner is asked to choose the correct scenario from a series of videos. In this way, learning is fun and tailored to the learner's needs.

The final effort of the project has therefore delivered a **high-quality product that is hosted on an E-learning Platform on Moodle.** This is an online training environment, accessible after registration, which hosts all the training materials produced in the previous WPs. The content has been redesigned as interactive



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multimedia modules, enriched with digital resources and motivational mechanisms (such as badges and digital rewards). The link to access the platform is: <https://carelearning.io/>.

The platform includes **a transparent system for recognising the skills acquired by workers, based on Open Badges**, which are awarded upon completion of the various training modules. This approach not only allows for the validation of training results but also the enhancement of skills in professional careers. QR codes have also been created to enable users to enjoy the experience in augmented reality, supporting experiential learning. **All these tools give care and social work professionals the opportunity to immerse themselves in a learning environment for complex skills such as emotional and relational management**, in a completely safe manner and in line with their needs as students.

This last result has been **validated through a double-checking system** carried out by the partners. Initially, an internal alpha testing phase was carried out, followed by an external beta testing phase involving more than 100 professionals from the sector, including care workers, trainers and VET educators. All the suggestions gathered during the two phases made it possible to accurately validate the tools and content of the training material.

The tools developed in WP4 represent an **important legacy in the digitisation of vocational training in the care and social sector**. The open-source, multilingual platform is already available for adoption by training institutions, universities and European organisations.

For more information, visit the project website <https://ar4personalcare.eu/>
and access the training platform directly <https://carelearning.io/>