



Virtual
Innovation
Consortium



Co-funded by
the European Union

Virtual Innovation Consortium

Newsletter ::::::::::::::
Nov 2025 - Feb 2026

Issue 2

Advancing Virtual Innovation: Programme Development, Events, and Community Engagement

The period from November 2025 to February 2026 has marked a significant phase of progress for the Virtual Innovation Consortium (VIC). Across academic development, technological infrastructure, and public engagement, partners have successfully advanced the foundations of the VIC Master's Degree and strengthened the ecosystem surrounding immersive technologies and artificial intelligence.

Academic Programme Development

A major milestone achieved during this period was the completion of the detailed curriculum outline for the Master's programme in Virtual Innovation. The curriculum now includes:

- Comprehensive descriptions of core and elective courses
- Clearly defined learning outcomes
- Structured assessment strategies aligned with innovative and practice-oriented learning approaches

In parallel, complete course packs were finalized for each course within the Master's programme. These materials ensure academic coherence, teaching readiness, and a consistent learning experience across institutions.

Needs Assessment

A detailed needs assessment was conducted to identify the facilities, hardware, software, and resources required to deliver the Master's programme.

This review is helping partners evaluate current capacities and determine necessary upgrades and new installations — including XR labs, headsets, and collaboration platforms.

Recruitment and Outreach Strategy

The consortium also began developing a student recruitment strategy to attract a diverse pool of learners for the Master's programme, advanced training modules, and the annual VIC Summer School.

Digital Infrastructure and Learning Environment

The consortium successfully delivered a fully functional online platform, integrating training modules designed to support flexible and accessible learning pathways. This platform represents a key step toward delivering immersive and hybrid educational experiences aligned with VIC's mission.

Additionally, an online application portal was developed alongside transparent selection criteria for candidates applying to the VIC Master's Degree. This ensures an efficient and inclusive admissions process for future cohorts.

XR Laboratories and Technical Readiness

Significant progress was also achieved in infrastructure development. Dedicated XR laboratory facilities were established and prepared for programme delivery, enabling hands-on experimentation with immersive technologies, artificial intelligence applications, and extended reality environments.

These labs will serve as central hubs for research, innovation, and experiential learning throughout the Master's programme.

UNINT Open Day: Introducing the VIC Master's Programme

On Wednesday, February 4, 2026, the Università degli Studi Internazionali di Roma – UNINT successfully hosted its Open Day, presenting the upcoming VIC Master's Degree:

Computer Engineering for Immersive Technologies and Artificial Intelligence (LM-32).

The event welcomed prospective students both in person and via live streaming, allowing remote participants to engage directly with speakers and ask questions in real time.

Attendees on campus, accompanied by guests, met with university offices dedicated to:

- Orientation and placement
- Internships and career services
- Mobility and international relations
- Student administration

The Open Day provided valuable insights into the programme's distinctive interdisciplinary approach and international opportunities, helping participants better understand the academic and professional pathways offered by the VIC initiative.

National STEM Week Event: Designing the Future

As part of National STEM Week, UNINT hosted the VIC event:

"Designing the Future: AI, Robotics, and Immersive Technologies" (February 11, 2026)

Organized by the UNINT working group on Virtual and Augmented Reality (REAL), the event featured:

- Institutional contributions and expert presentations
- Scientific discussions on AI and immersive technologies
- Live demonstrations of social robotics and XR tools

A highlight of the event was the introduction of UNINT's new humanoid robot, which will play an active role in teaching and experimentation within the VIC Master's programme.

Webinar Launch: Gamification & Serious Games in the Metaverse

On February 26, 2026, VIC hosted the webinar "Gamification & Serious Games in the Metaverse."

The webinar marked the official launch of the Advanced Training Programme students recruitment process. The programme is scheduled

to begin delivery within the next two months and aims to equip participants with practical skills in immersive learning design, gamification strategies, and metaverse-based educational applications.

Looking Ahead

With curriculum development completed, digital platforms operational, and laboratories ready, the VIC project enters its next phase focused on student recruitment, programme

delivery, and continued community engagement. Upcoming months will see:

- Launch of the Advanced Training Programme
- Continued promotion of the VIC Master's Degree
- Expansion of collaborative research and innovation activities
- New events showcasing immersive technologies and AI applications



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Date : 27 February 2026