



### Expected project results in the long term:

- Supporting employment opportunities for professionals of building design and architecture and increased European mobility;
- Supporting the wide adoption of Immersive Design methods, tools and technologies in the construction sector, with specific reference to built heritage intervention.

### The following results are expected:

- Comparative research on VR technologies applications for the rehabilitation and valorisation of the built heritage;
- Training modules for immersive design experts;
- Immersive design digital training toolkit;
- Report on pilot training actions for experts in immersive design.

Warsaw University  
of Technology

CentOfOrM



AEEBC



Polskie Stowarzyszenie  
Menedżerów Budownictwa

ÖZYEĞİN  
UNIVERSITY

### Applicant organisation:

POLITECNICA WARSZAWSKA,  
Poland.

### Partner organisations:

Poland Mazowieckie  
WARSZAWA, Poland;  
CENTOFORM SRL Italy;  
AEEBC Limited Ireland Mid-  
East Barndarrig, Ireland;  
Universidade da Madeira,  
Região Autónoma da  
Madeira Funchal, Portugal;  
OZYEĞİN UNIVERSITY, Turkey;  
Polskie Stowarzyszenie  
Menedżerów Budownictwa  
Poland Mazowieckie  
Warsaw, Poland;  
MORE SRL PESARO (PU), Italy;  
UNIVERSITA DEGLI STUDI DI  
FERRARA, Italy.



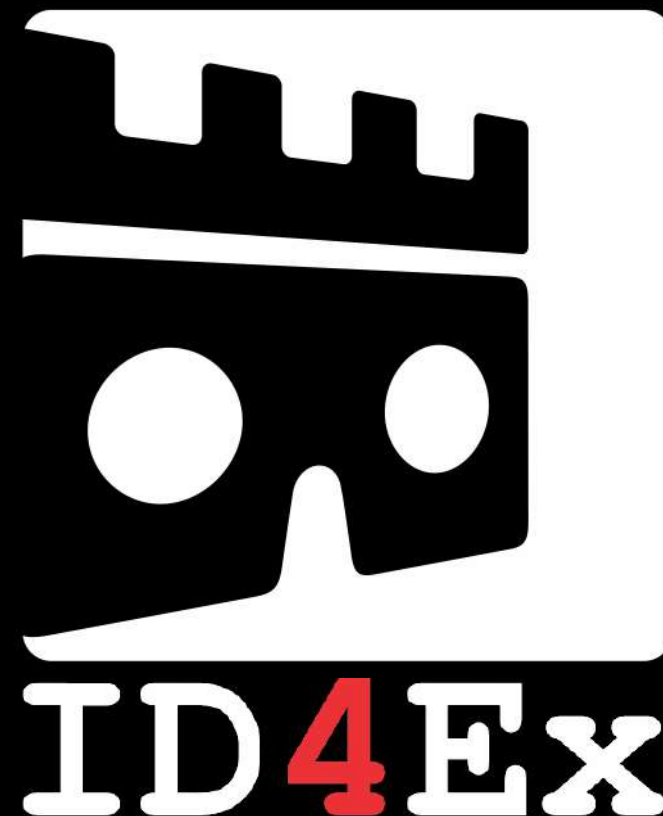
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## IMMERSIVE DESIGN AND NEW DIGITAL COMPETENCES FOR THE REHABILITATION AND VALORIZATION OF THE BUILT HERITAGE-ID4Ex

ERASMUS PLUS RESEARCH PROJECT  
2021-1-PL01-KA220-HED-000032239  
(01.11.2021 - 31.12.2023)

[id4ex.il.pw.edu.pl](http://id4ex.il.pw.edu.pl)



Co-funded by  
the European Union





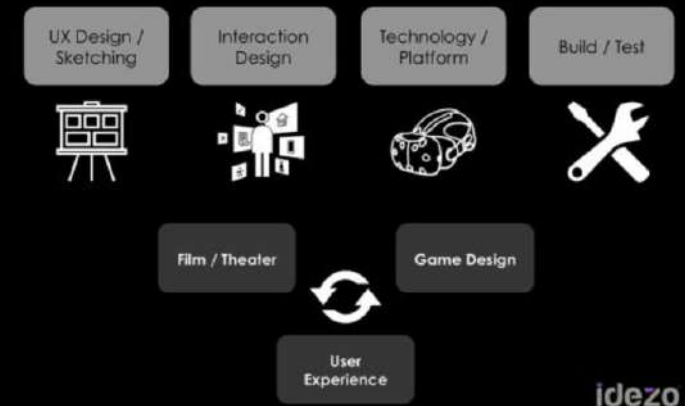
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ID4Excellence project intends to meet **Europe 2030 growth strategy priorities** on employment and education. The project also considers the EU Roadmap Opening up Education (04/2013) enhancing education and skills development through new technologies and underlining the **"insufficient supply of quality digital contents across languages, subjects and needs"**. The construction sector is facing great challenges, not least the current health emergency that forces to rethink the places and spaces of both supply chain and value-chain, from training to design phase, from construction site to use and maintenance.

In this context, the digitization of the sector represents an important driver to face not only the challenges of effectiveness and efficiency to foster, projects innovation, but also the excellence and specialization of the skills, which is of main importance for the industrialization of the sector itself. Moreover, an **immersive design approach** to the project innovation could lead to inclusive products and services in order to engage all the actors and stakeholders involved in the process. Supporting the updating of skills and competences through an **inclusive approach to the built heritage** intervention, experimenting new technologies and the combination of **Key Enabling Technologies, (KETs), Virtual Reality (VR), Immersive Interactive Experience (IIE)** and **advanced 3D modelling** are the general aims of the project.

## Design Phases



## IMMERSIVE DESIGN (EXPERIMENTAL DESIGN)

ID describes design work which ranges in levels of interaction and leads users to be fully absorbed in an experience. This form of design involves the use of **VR (Virtual Reality), AR (Augmented reality),** and **MR (Mixed Reality)** that creates the illusion that the user is physically interacting with a realistic digital atmosphere.