



Advancing XR, AI and Immersive Learning Across Europe

The spring months of 2026 have been an exciting and productive period for the VIC – Virtual Innovation Consortium project. Through university outreach, international conferences and hands-on training initiatives, VIC has continued to strengthen its mission of connecting education, research and industry in the fields of Extended Reality (XR) and Artificial Intelligence (AI).

### April 2026 -- VIC Master's Degree Presented at UNINT Open Day

On 18 April 2026, the VIC Master's Degree Programme in Immersive Technologies and Artificial Intelligence was presented during the Open Day organised by Università degli Studi Internazionali di Roma (UNINT).

Prospective students had the opportunity to discover the programme's interdisciplinary approach, which combines XR technologies, Artificial Intelligence and international collaboration. Visitors also learned about the university's academic environment, student services, internship opportunities and international mobility programmes.

The event represented an important opportunity to introduce future students to the educational pathways developed within the VIC project and to promote advanced digital skills that meet the evolving needs of the European labour market.

### June 2026 -- XR Futures Conference 2026 in Berlin

A major highlight was the XR Futures Conference 2026: Education, Innovation and Industry in Europe, held on 4 June 2026 at the FORUM Factory in Berlin.

The conference brought together academics, researchers, industry experts and European project partners to discuss the future of immersive technologies and digital innovation. Sessions explored topics including:

- Bridging academia and industry through XR education and skills development;
- Gamification and serious games for immersive learning;
- Emerging trends in Extended Reality across Europe;
- Open-source XR platforms and collaborative innovation ecosystems.

The conference also provided valuable networking opportunities, fostering new collaborations among organisations working to advance XR education, research and industrial applications throughout Europe.

### June 2026 -- VIC Summer School in Lisbon

From **22–26 June 2026**, VIC organised its **Summer School in Lisbon**, hosted by ISTECS, offering participants an intensive learning experience focused on Extended Reality and Artificial Intelligence.

The programme combined expert lectures, practical workshops and collaborative project activities, enabling students and young professionals to gain hands-on experience with immersive technologies while working alongside international peers.

Beyond the technical training, the Summer School strengthened the European dimension of the project by encouraging knowledge exchange, intercultural collaboration and the development of professional networks among the next generation of XR innovators.

### Strengthening Industry Partnerships

Alongside its educational and dissemination activities, the VIC project continued to expand its network of industry partners during the March–June 2026 reporting period. Active partnership-building efforts focused on strengthening collaboration between academia and industry, creating new opportunities for students and graduates to gain practical experience in real-world professional environments.

Several partnership agreements were signed with leading companies operating in the fields of immersive technologies, digital innovation, architecture and engineering, software development and extended reality. These organisations have committed to hosting VIC graduates through internships, traineeships and other work-based learning opportunities, supporting the transition from higher education to professional careers.

The new industry partners include:

- **Waynet** – specialists in digital transformation and immersive technologies;
- **Meeva** – experts in immersive experiences and digital innovation;
- **Lombardini22** – an international architecture, engineering and design group;
- **Dilium** – a software engineering and digital solutions company;
- **Daedalus XR** – developers of innovative Extended Reality solutions;
- **Broomx** – pioneers in immersive technology solutions and shared XR experiences.

These partnerships represent an important milestone in achieving the project's objective of building sustainable links between higher education institutions and industry. By engaging with innovative European companies, VIC is creating valuable pathways for students and graduates to develop practical skills, gain international experience and contribute to the rapidly evolving XR and AI ecosystem.

### Looking Ahead

The activities carried out between March and June 2026 reflect the continued growth and impact of the VIC project. By promoting innovative education, fostering collaboration between academia and industry, and providing practical learning opportunities, VIC continues to contribute to the development of a skilled European workforce ready to shape the

future of immersive technologies and Artificial Intelligence.

We thank all partners, speakers, students and participants whose enthusiasm and expertise have made these activities a success. We look

forward to sharing more achievements and opportunities in the coming months as the VIC project continues to expand its European network and impact.



Author: Research, Analysis and Strategy Institute



<https://www.rasoinstitute.com>

Date : 1 July 2026