



Holder of the document

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Description of the mobility experience

Objective of the mobility experience

The aim of the activity at the Comic-Con fair was to present the student company's own project implemented using virtual reality technology and to check whether the project can attract the attention of potential customers. Presenting at a fair of this type provided an opportunity to get feedback from experts and fans and improve the project based on these reactions.

Education or training initiative in the course of which the mobility experience was completed

programme involved 37-41-M/01 Transport Operations and Transport Economy

School project "Visualization of a T3 tram ride in a sci-fi environment"

(full-time study)

25 Duration of the Europass mobility experience to

16/04/2023

Community or mobility

Duration of the Europass mobility experience from

01/02/2023

Europass Mobility is a standard European document, which records details of the contents and the results - in terms of skills and competences or of academic achievements - of a period that a person of whatever age, educational level and occupational status has spent in another European country (UE/EFTA/EEA and candidate countries) for learning purposes.





Skills acquired during the mobility experience

26 Activities / tasks carried out

Preparation of the thematic VR set project "Visualization of the T3 tram ride in a sci-fi environment" for visitors of the fair. Preparation of the presentation stand, installation, business cards and feedback questionnaires for visitors. Communication with those interested in the VR experience, operation of VR sets including cleaning, recharging and ongoing maintenance, evaluation of interest (success rate) in the project outputs.

28 Language skills

Communication with the lecturer in English, communication with foreign visitors using technical terms.

Organisational / managerial skills

Presentation installation planning, ability to plan and prioritize tasks to achieve maximum effect in project presentation, ability to make quick and effective decisions. Ability to think creatively and find new ways to achieve desired results. Presenting the project in a way to engage the target audience at the trade show.

Other skills

Ability to create contacts with experts and potential partners at the fair, analyzing feedback to improve the project and future presentations.

27 Job-related skills

Acquisition of the specific technical terminology when creating the 3D description of a tram cab, which was executed through VR technology. Understanding current trends, technologies and innovations in the world of VR.

29 Computer skills

Work with Unity software, 360° camera, MetaQuest VR sets, preparation and evaluation of feedback questionnaire in Google Forms, work with MS Office and MS Teams.

Communication skills

Effective communication with trade fair visitors, who were very narrowly focused in their interests, and with industry experts. Patience in communicating with visitors aged 6+ or elderly (more difficult to understand handling the VR set), communicating with important visitors to the fair (Secretary of State for Transport, British Ambassador, company representatives etc.).

3 Date

20/04/2023

34 Signature of the reference person / mentor

Digitálně podepsal Lee Barber Datum:

Barber 2023.04.20
18:06:20
+02'00'

35 Signature of the holder

Terez Digitálně podepsal Tereza Malá Datum: 2023.04.20 18:11:13 +02'00'