

## BLENDDED INTENSIVE PROGRAMME



### **DACADU-CY navigating AI -driven digital worlds for effective 21st century skills, language learning and cultural exchange**

*DACADU – The intercultural project that brings EUT+ students and lecturers together*

#### **DESCRIPTION:**

The rapid technological evolution of Virtual Reality (VR) and the integration of advanced Artificial Intelligence (AI) in high immersive VR applications have unlocked unprecedented opportunities to enhance various cultural exchange and language learning environments.

Participants in this program will be provided with opportunities to navigate, use, and apply various AI-enhanced VR applications in order to enhance their learning experiences and learning outcomes. In addition, participants will identify weaknesses and work with AI to seek improvements.

This hands-on workshop aims at providing participants with technical knowledge, introducing them to the potential of various AI applications, and allowing them to explore the virtual environments by completing and designing tasks that can be transferred to their language classrooms. The rapid technological evolution of Virtual Reality (VR) and the integration of advanced Artificial Intelligence (AI) in high

During the online sessions students will also work on an intercultural blog and enter their posts (text, videos etc.) there: (see: <https://interculturalblog-hda.de/> ). During the offline sessions, students will be introduced into AI enhanced VR applications and discuss opportunities for developing language learning and cultural exchanges. Students will be creating their own examples.

### **DURATION:**

Week 1: Online session on Wednesday, 14<sup>th</sup> January 2026 from 10:00 to 12:00 CET

**Week 2: Cyprus week face-to-face / 9<sup>th</sup> February till 13<sup>th</sup> February 2026**

Week 3: Online session on Wednesday, 18<sup>th</sup> February 2026 from 10:00 to 12:00 CET

Week 4: Final project presentation on Wednesday, 25<sup>th</sup> February 2026 from 10:00 to 12:00 CET

### **FORMAT:**

Blended Intensive Programme (BIP)

### **LANGUAGE OF INSTRUCTION:**

English (with use of multilingualism)

**ECTS:** 3 (30 hours teaching / 45 autonomous work)

Assessment is based on individual and group work, project-based assignments and presentations.

### **PARTICIPANT PROFILE**

Undergraduate and graduate students interested in a multilingual and multicultural opportunities, in VR and AI. at Students should be at an English B2 CEFR level.



### **PROPOSED LEARNING OUTCOMES:**

For students:

- Learn to navigate and use AI-enhanced applications for increased learning outcomes.
- Increase their soft-skills and/or AI-VR readiness for amplified learning results.
- Analyse weaknesses of AI-enhanced VR applications.
- Use AI for self-development and improvement.

For educators:

- Improve their AI-VR readiness for integrating this technology into the classroom.
- Develop Pedagogical strategies regarding the integration of these tools in language learning environments.
- Develop personal and professional skills .

### **Application that would be used:**

Ovation, Guude, Imaginarium, Wooorld and other AI-VE applications

### **DELIVERABLES:**

A blueprint technical and pedagogical manual of effectively integrating AI enhanced Virtual Worlds into the classroom.

### **FINANCES:**

Please contact your home university (International Office). You can apply there for an Erasmus+ scholarship for your stay in Limassol, Cyprus.

Study materials and the social programme will be provided by CUT, Limassol (travel, accommodation cost and daily needs to be covered by the participants).

There are no fees for the BIP.

Please include a letter of motivation (one page) with:

- Reasons for your application
- Your wishes for the course content

**Apply Here,**

Until 15 October 2025 **HERE:**

<https://erasmus.cut.ac.cy/bip/dacadu-cy/>