

Technique	Description	Examples
Learning with live lessons through distant video solutions with active teacher	Students at home, connect to remote online telco from their PC or mobile, see and hear the teacher, comments	Teams, Zoom, Webex, Hangouts
Learning with recorded lessons	Students at home, watch standard videos from their PC or mobile teachers instructs	Vimeo, YouTube
Learning with non-interactive digital materials	Students at home access traditional, albeit digital, learning materials via web pages or MS Office like tools. Text, photos.	web pages, PowerPoint
Learning with interactive platforms/software with feedback from the teacher	Students use learning platforms where they can study and complete (or retrieve and return) exercises which are evaluated by teachers.	Moodle
Learning with interactive platforms/software with automatic (robot) feedback	Students use learning platforms to study and complete exercises that are instantly evaluated by the platform. Can be used for both exercises and tests.	Ville, Quizlet
360 media (photos & videos)	360 (mono or stereo) Images and videos taken from the training site added with additional information such as text, normal photos. Or 360 videos taken from the training site showing the procedure with audio. Students view with their own PC or mobile device through web pages or students view with VR glasses.	CTRL Training 360, Thinglink
3D Environments with animated contents, non-interactive / 2D or VR	A 3D modelled environment with animations. Students can use their own PC or mobile for a 2D view to the environment. Students use VR glasses to view the 3D content or students use VR glasses to view the 3D content.	Matterport
Learning with Simulating software	A separate software for simulating certain task. Students can use on their own PC or mobile,	
Simulated exercises in VR	A hands-on exercise created for specific task includes the 3D environment and practical tasks. Used with VR glasses and controllers.	Bus pre-inspection (created by CTRL to TTS)
Simulated exercises in VR with remote teacher	A hands-on exercise created for specific task includes the 3D environment and practical tasks. Used with VR glasses and controllers. Teacher can join remotely as an avatar.	Tire change demo (PraLe)
Virtual classroom / 2D	Students join a virtual classroom with their own PC or mobile device. They can move in the environment and see the content. Teacher and other students as avatars.	Mozilla Hubs, Viverse, Altspace VR
Virtual classroom / VR	Students join a virtual classroom with VR glasses. They can move in the environment and see the 3D content. Teacher and other students as avatars.	Meta Horizon, Viverse, Altspace VR
Learning with Augmented Reality (AR)	Students utilize AR hardware (mobile phones, goggles) to learn.	