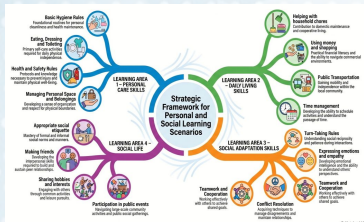


Monthly work meetings on-line/TPM 2, Bozyazi, Türkiye



During the period June – September 2026, the unBLOCKED project follows a straight line of development, testing and international collaboration for the digital VR game, based on real-life learning scenarios.

Partners continued to actively contribute to the project's activities, emphasizing the integration of VR technology in the education of students with special educational needs by carrying out the following actions:

- completion of the linguistic adaptation of the educational scenarios for the VR game;
- development of a Practical Teacher Training Guide and translation into the partners' national languages;
- creation of a Game Design Document (GDD);
- initiation of the VR game development process.

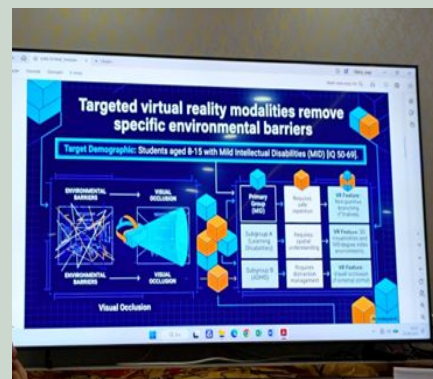
Between 20/08/2026 and 22/08/2026, the second TPM took place in Bozyazi, Türkiye, providing the opportunity to evaluate the activities carried out so far and to establish the responsibilities for preparing the interim report and for implementing the upcoming activities.

June 2026 - September 2026

ABOUT unBLOCKed:

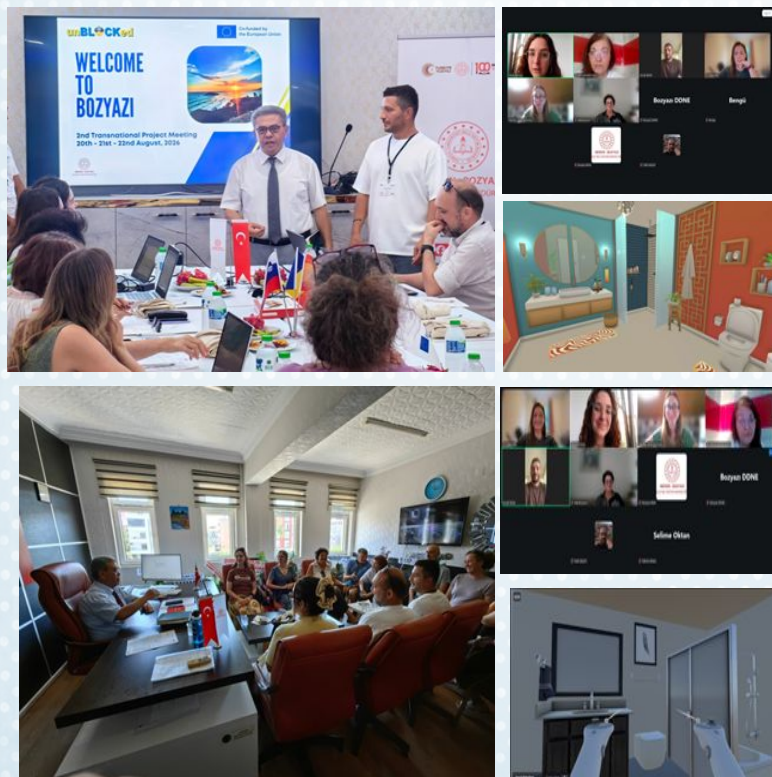
CORE OBJECTIVES

- ❑ Developing a comprehensive special education curriculum supported by VR technology.
- ❑ Create the unBLOCKed digital VR game based on real-life learning scenarios.
- ❑ Train teachers and educators to use innovative technologies effectively in special education classrooms.



TARGET GROUPS

- ❑ Students with mild intellectual disabilities
- ❑ Special education teachers
- ❑ Schools
- ❑ Educational communities





Did you know...?

Impact of the period June - September 2026

This period strengthened the project's progress by advancing key deliverables and launching VR game development. These efforts enhanced coordination and prepared partners for the next implementation phase, ensuring a smooth transition toward pilot activities.

The message of the period

"VR technology is becoming more than an educational tool: it is a path to deeper understanding, the development of autonomy, and learning adapted to the needs and pace of each student.,,

What's next?

- Preparation of the interim report
- Experimenting and simulating the VR Game
- Continuing to optimize VR game modules for long-term use.

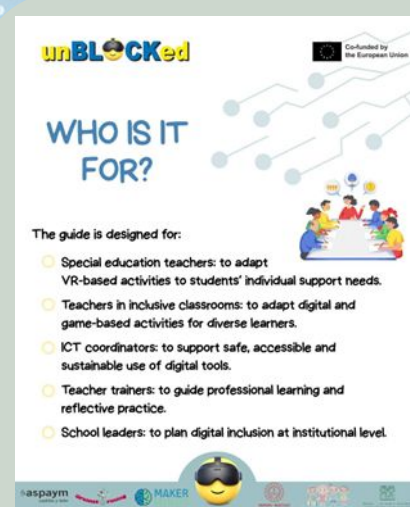
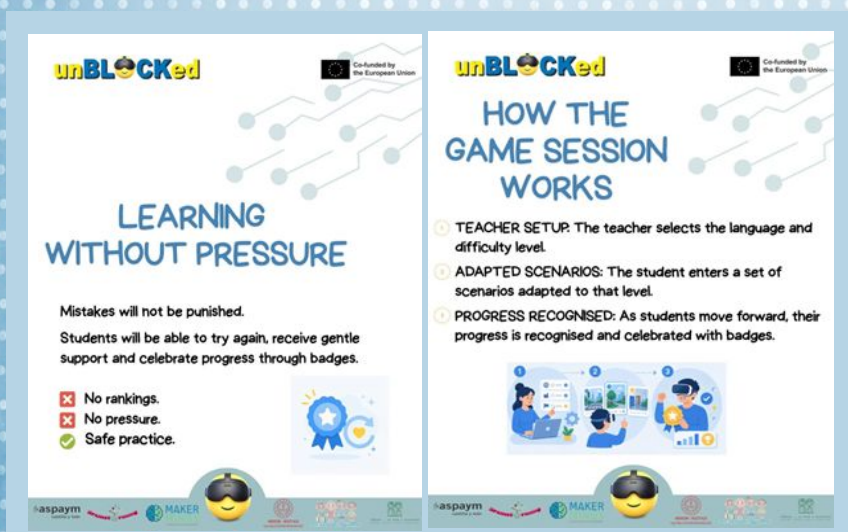
Project timeline

- ❑ 2025 - Project launch
- ❑ 2026
 - VR resource development
 - Transnational meetings
 - VR game development
- ❑ 2027
 - Training (LTTA)
 - VR game functionality piloting in schools, resource adjustment
 - Final dissemination - Multiplier events

Community Involvement

Interested schools and teachers can participate through:

- taking part in training activities;
- testing the VR scenarios;
- collaborating in dissemination actions;
- accessing the free resources developed within the project.



PROJECT PARTNERS

- FUNDACION ASPAYM CASTILLA Y LEON - SPAIN
- BRAINSTORMING ASSOCIATION - SPAIN
- MAKER MİNDİS DANIŞMANLIK VE EĞİTİM SANAYİ TİCARET LİMİTED ŞİRKETİ - TURKEY
- MERSİN BOZYAZI ILCE MILLI EGITIM MUDURLUGU - TURKEY
- ALEXANDRIA INCLUSIVE EDUCATION SCHOOL CENTER, TELEORMAN – ROMANIA
- JANEZA LEVCA CENTER LJUB-LJANA, SLOVENIA



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