



IT-ARGF

Innovative training
Augmented reality for green food

Project Result 1

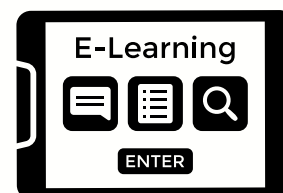
-E-Learning Platform-VET for Organic Farming-

We are pleased to present our first project result, "E-Learning Platform-VET for Organic Farming," aimed at addressing the crucial issue of declining biodiversity in agriculture. IT-ARGF project focuses on the integration of augmented reality (AR) to increase yields and inspire sustainable farming practices worldwide. Project objectives are mainly increasing competencies in organic food production and developing innovative technological instruments for biodiversity conservation in agriculture.

Project Result 1: E-Learning Platform

Project Result 1 brings an eagerly anticipated open-access e-learning platform, focusing on four modules. Both web and mobile versions will be released by the project's end, ensuring accessibility and enriching the learning experience for all participants:

- **Module 1:** Practices to Manage Biodiversity in the Agricultural Field
- **Module 2:** Ecosystem Approaches
- **Module 3:** Species-Based Conservation
- **Module 4:** Augmented Reality Tutorial for Users



Key Outcomes of Project Result 1 are:

- Improved understanding and skills in biodiversity conservation.
- Adoption of sustainable practices and alternative energy sources in agriculture
- Increased awareness of species-based conservation and AR applications.

Beneficiaries of the project:

- VET educators, learners, and farmers

The project IT-ARGF contributes to a common, long-term perspective strategy, as advocated by EU policy, promoting food security and environmental preservation through the development of competencies and innovative technologies in organic food production.

Stay tuned for further updates on our progress and for more information, visit our website:
itargfproject.infinityc-group.com

