



Shaping the Future of VET: Practical Insights on AI and Avatars in Vocational Training

TEASER International Final Conference

Date: December 10, 2025

Time: 09:00 – 12:00 CET

Format: Online Event

[Registration here \(Link\)](#)

The Erasmus+ project **TEASER – the teacher as an avatar in vocational education and training** is designed to specifically support the acquisition and development of digital skills among vocational training staff. The project aimed to address the rapid acceleration of AI (like chatbots) and avatars in the professional world, recognizing that trainers and trainees were often unprepared for this shift.

The core objective of TEASER was to enable the effective and **learning-based use of AI and Avatars** in practical vocational education and training (VET).

Join the project partners from **Germany (SBG Dresden, Coordinator)**, **the Netherlands (Graafschap College)**, **Cyprus (S.C.P.SERV LIMITED)**, and **Slovenia (SOLSKI CENTER KRANJ)** at our International Final Conference to discover the key project results.

The conference will showcase practical implementation via in-depth use cases, including scenarios for cybersecurity and Python training, avatar-supported safety instructions via QR codes in mechatronics workshops, and applications in chemical plant operations and biological lab safety.

All final outputs will be available as Open Educational Resources (OER). We invite representatives from VET, industry, research, and educational policy to discuss the project's "lessons learned" and explore the future role of AI in vocational training.



09:00 – 09:15 | Welcome and Introduction to the TEASER Project

- **Speaker:** SBG Dresden (Germany), Project Coordinator
- This opening session will provide an overview of the TEASER project's motivation and core objectives: to develop the digital skills of vocational training staff for the effective use of AI and avatars.

09:15 – 09:40 | Avatars: from Text-Based to Linear to Dynamic – their Didactic Value Uncovered

- **Speaker:** Graafschap College (Netherlands)
- This presentation explores the evolution of avatars in education, from text-based to fully interactive learning experiences. We highlight how each type – text-based, linear, and dynamic – offers unique didactic value in creating engaging, personalized, and active learning environments.

09:40 – 10:05 | From Code to Classroom: Technical Implementation and Use Cases in IT Training

- **Speaker:** S.C.P.SERV LIMITED (Cyprus)
- This session will delve into the technical aspects of the project. The partner will present the low-threshold tools used for avatar creation and AI integration. They will showcase their practical teaching and learning scenarios developed for Cybersecurity and Python training.

10:05 – 10:25 | Coffee Break

10:25 – 10:50 | Bridging the Digital and Physical Worlds: Avatars in Mechatronics and Workshop Settings

- **Speaker:** SOLSKI CENTER KRANJ (Slovenia)
- This contribution will highlight the practical application of AI and avatars in a hands-on workshop environment. It will present the scenario where avatars, accessible via QR codes on machines, provide safety instructions to mechatronics apprentices. The development of a custom GPT to support teachers in creating lesson plans will also be showcased.

10:50 – 11:15 | Lessons from the Lab: Practical Applications of Avatars in Chemical and Biological VET

- **Speaker:** SBG Dresden (Germany)
- Focussing on its role as a VET provider in chemistry and biology, SBG will present its four developed learning scenarios. This includes the use of avatars to explain the operation of a chemical plant (LC2030) and to convey health and safety rules at a sterile workbench and autoclave in the biology lab.

11:15 – 11:40 | Beyond TEASER: A Cross-Project Perspective on Digital Innovation in VET

- **Speaker:** SBG Dresden (Germany)
- **Content:** Taking a broader view, this final thematic contribution will place the findings of TEASER in the context of other EU innovation projects. It will discuss the evolution from Augmented Reality applications to the current focus on AI and avatars, providing an outlook on future trends and the sustainable integration of modern educational technologies in VET.

11:40 – 11:55 | Panel Discussion: The Future of AI in Vocational Training

- **Participants:** Representatives from all partner organisations
- **Moderator:** SBG Dresden
- An interactive Q&A session with the audience. The panel will discuss the project's "lessons learned," ethical considerations, and the potential for transferring the TEASER results to other vocational fields and educational institutions.

11:55 – 12:00 | Closing Remarks

- **Speaker:** SBG Dresden (Germany)
- A brief summary of the conference's key takeaways, a final thank you to all partners and participants, and an invitation to explore the project's results.