



EVOSSST

PRESS RELEASE

EVOSSST Conducts Pre-Testing of VR-Based Reskilling Application in Western Macedonia

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The EVOSSST Horizon Europe project conducted a pre-testing session of its Virtual Reality (VR)-based reskilling application on 13 July 2026 in Kozani, Greece. The session brought together participants with experience in the energy sector to test the VR training environment developed as part of Pilot Scenario 2.

The pre-testing was hosted at the premises of the [Regional Development Fund of Western Macedonia \(RDF\)](#), with the participation of RDF, the [University of Western Macedonia \(UOWM\)](#) and [MetaMind Innovations \(MINDS\)](#). The session was part of the pre-testing phase of the VR application and aimed to gather feedback that can be used to improve the training experience.

Pilot Scenario 2 focuses on skills development and reskilling for the green transition. In Western Macedonia, where the transition away from lignite is changing the regional economy and employment landscape, the pilot explores how VR-based training can help people develop new technical skills for changing employment needs.



Eight participants with experience in the energy sector, including engineers and technical personnel, took part in the hands-on testing. Over approximately three hours, they took turns using the VR headset and worked through different stages of the photovoltaic installation process, gradually completing the training scenario together.



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Before the testing began, participants received a short introduction to EVOSST and the training process, as well as guidance on how to use the VR equipment. During the session, what each user could see inside the virtual environment was also displayed on a projector, allowing the team to follow the process and provide guidance when needed.



Feedback was collected through questionnaires and observations during the session. This helped the team better understand how participants used the VR environment and identify areas where the application could be improved.

Participants generally found the VR application useful, particularly as a way for people with little or no previous experience to become familiar with basic photovoltaic installation procedures before working in a real environment. At the same time, their feedback showed that VR training can support practical training but cannot replace hands-on experience in real working conditions.

The testing also showed that ease of use varied depending on participants' previous experience with digital technologies and game-style controllers. Those with less experience needed more guidance, while the session identified areas that could be improved, including navigation, interaction with virtual components and difficulties using the VR headset while wearing glasses.

The feedback and observations collected during the pre-testing will now be used to further improve the VR application. The next phase will be the formal evaluation of the application by users, which is expected to begin in September 2026.

About EVOSST

EVOSST (Evaluation and Valorization of Social Services for a Sustainable Transition) is a Horizon Europe research and innovation project that aims to improve the evaluation, monitoring and development of social services across Europe. The project develops innovative life-course impact assessment models, enhanced well-being measures and an expanded Social Return on Investment (SROI) framework to better understand the long-term effects of social services in areas such as healthcare, education, childcare, long-term care and social inclusion. By integrating digital technologies, including Artificial Intelligence (AI) and Virtual Reality (VR), EVOSST supports evidence-based decision-making, promotes social inclusion and contributes to more effective, sustainable and user-centred social services.

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