Main thematic	Ethics	Fablab	Initiation X	Intercultur	al Research	Transition
Title	Immersive virtual environments in industry					
Duration, in days	2 days					
Number of students	20					
Location	SMH	Poly	/tech	Viallet	Presqu'île	Valence
				Χ		
Activity open to all the students?	yes					
Educational format	Lesson and Labwork					
Objectives	 Learn about the different XR technologies available Test possible perceptions in virtual environments Understand the advantages and limitations of these technologies Discover possible industrial applications 					
Description	This seminar will alternate between general information sessions and practical work in virtual environments. It will end with group work to identify innovative applications for various professional activities. We will then be able to discuss the relevance of the proposals as well as the points of attention for the deployment of XR.					