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GREEN ASC VET PROJECT

KA220-VET - COOPERATION PARTNERSHIPS IN VOCATIONAL EDUCATION AND TRAINING

Homologation document – 360° Video – Occupations

Leader Partner: **Innoversa Factory**

Collaborating Partner: **#STRUKA**

1. Introduction and purpose of the document

360° Video – Occupations is a tool that gives insight into a range of occupations through 360° recordings of real workplaces and structured job descriptions. It enables autistic people to take a direct part in choosing an occupation, guided by a professional. The tool is not educational material. It is used on flat screens (TV, computer, tablet, phone) and in a VR environment via the Meta Store. This document brings together the information required for homologation (approval for use in career guidance and occupational choice).

The sources are two project guides, “360° Video – Occupations: What to expect” and “Setting up the app 360° Video – Occupations”, and the report “VR Video 360° – Pilot Evaluation in Croatia and Germany” (WP3). The tool is used together with the publication “Atlas for Career Guidance of Autistic People” (July 2026), which covers 40 occupations, including all 22 occupations in the 360° videos.

Homologation carried out by: Innoversa Factory (Germany), the partner responsible for homologation of project results under the project proposal

Submitted by: Udruga za cjeloživotno strukovno obrazovanje (#STRUKA), coordinator of the Green ASC VET project

2. Product identification

Item	Details
Product name	360° Video – Occupations (in the Meta Store: “360 videos – occupations on the spectrum”)
Product type	Tool for insight into occupations and support in choosing an occupation (not educational material): 360° video recordings and text descriptions of occupations; web and VR application
Project	Green ASC VET (Metautism)
Programme	Erasmus+, KA220-VET – Cooperation partnerships in vocational education and training
Project number	2023-1-HR01-KA220-VET-000157245
Work package	WP3
Project coordinator	Udruga za cjeloživotno strukovno obrazovanje (#STRUKA)
Development partner	Innoversa Factory - DE

Item	Details
Project partners	Udruga STRUKA - HR, Industrijsko-obrtnička škola Slavonski Brod - HR, Learn Virtual Europe - HU, Innoversa Factory - DE, FPDA - Federação Portuguesa de Autismo - PT, Autism - Europe - BE, Virsabi - DK
Application version	11.12
Release date	Version 1: 6 October 2025; current version (11.12): 31 July 2026
Distribution	Web: metautism.eu/occupations; YouTube: Green ASC VET – Metautism; VR: Meta Quest Store
Price / access conditions	free of charge
Licence and copyright	© 2026 STRUKA, on behalf of the Green ASC VET project partnership. Licence: Creative Commons Attribution-NonCommercial 4.0 International (CC BY-NC 4.0).
Project website	metautism.eu

3. Purpose and target group

The tool is intended to give insight into a range of occupations and enables autistic people to take a direct part in choosing an occupation, guided by a professional; it is not educational material. Users get to know the work environment, requirements and competencies of each occupation before encountering the real workplace. Above all, it supports insight when choosing an occupation: the user sees and hears real working conditions (noise, lighting effects, people at work) and, together with the five text explanations, assesses whether the occupation suits them. In this way, a wrong choice due to sensory and other difficulties that autistic people may experience can be ruled out in time. The only alternative is a visit to a real production facility, which is often difficult to arrange.

Target group

- Primary users: autistic people choosing an occupation with the guidance of a professional, regardless of age or level of education
- Professionals guiding the choice: career counselling and guidance professionals, educational rehabilitators, mentors and teachers
- Other users: family members and people using the tool on their own, as preparation for a conversation with a professional
- Recommended age: flat screens – no age limit; VR – in line with the age limit set by the manufacturer of the Meta Quest device

- Prerequisites: basic reading, or reading the text descriptions together with a professional; no previous VR experience is needed

Expected outcomes – after using the tool with the guidance of a professional, the user can:

- describe the main tasks, work environment and pace of work of the selected occupation
- name the required skills, qualities and key competencies expected by employers
- recognise circumstances that may make an occupation unsuitable for them, including sensory working conditions (noise, light, presence of people)
- compare several occupations and relate them to their own interests, strengths and needs

4. Technical requirements and access

The same content is available on flat screens and in a VR environment; only the way of viewing differs, so institutions without VR equipment can also use the tool.

Requirement	Flat screen	VR environment
Device	TV, computer, tablet, phone with a web browser	Meta Quest 2, 3,3S and Pro (tested on Meta Quest 3)
Access	metautism.eu/occupations or the YouTube channel Green ASC VET – Metautism	Meta Quest Store: “360 videos – occupations on the spectrum”
Changing the view	dragging with the mouse or finger, or moving the device; full-screen view recommended	turning the head
Menu control	mouse or touch	controller ray and index-finger trigger; exit with the Meta button on the right controller
Position of use	any	seated

Languages	English, German, Danish, French, Croatian, Hungarian, Portuguese	English, German, Danish, French, Croatian, Hungarian, Portuguese

Requirement	Flat screen	VR environment
Internet connection	required for video playback	only for download
Space	no special requirements	a chair and free space around the user
Session duration	according to the user's abilities; a break for discussion is advisable after viewing each occupation	a break after each occupation; for each occupation, according to the user's abilities, no longer than the length of the video + 3 minutes for reading the text

Access on a flat screen

1. Open metautism.eu/occupations and select an occupation.
2. Change the language with the links at the top of the page (EN, DE, DK, FR, HR, HU, PT).
3. Read the text information and start the 360° video on the page.

Installation in the VR environment

1. Open the Meta Quest Store on the VR headset.
2. Search for "360 videos – occupations on the spectrum" and install the app.
3. Launch the app from the app library.
4. Select the language, then the occupation.

5. Functional content

The tool contains 22 occupations recorded in real workplaces; for each, a 360° video and five text sections are available. The list keeps growing; the current list is published at metautism.eu/occupations.

Sequence of use

1. Select a language.
2. Select an occupation.
3. Read the text information, one section at a time or all at once, before or while watching the video.
4. Start the 360° video and look around the workplace in every direction.
5. Return to the main menu and select another occupation.

Occupations

Field	Occupations
Mechanical engineering, manufacturing and wood	Arc Welder, CNC Operator, Mechatronics Technician, Industrial Painter, Carpenter/Joiner
Electrical engineering and computing	Computing Technician, Electronic Circuit Technician
Graphics, design and digital marketing	3D Computer Graphics Technician, Web Designer, Internet Marketing and Branding
Logistics and transport	Crane Operator, Forklift Operator, Warehouse Worker/Logistics Operator, Delivery Driver
Food	Baker, Pastry Chef
Nature, health and laboratory	Gardener, Veterinary Technician, Laboratory Technician
Office, finance and information	Accountant, Project Manager Assistant, Librarian

Text information about each occupation

Section	Content
Job description	what a person in this occupation does
Work environment	where the work takes place, under what conditions and at what pace
Required skills and qualities	technical skills and personal qualities
Job contraindications	health or other circumstances that may make the occupation unsuitable
Key competencies for the job market	what employers most often expect

Introductory module. The tool includes the introductory module “How to use VR for career exploration”, which explains the purpose of VR, navigation through the tool, how to interpret job information and how to connect the VR experience with personal interests.

Link to the Atlas for Career Guidance of Autistic People

The tool is used together with the publication “Atlas for Career Guidance of Autistic People” (Udruga STRUKA, on behalf of the Green ASC VET project partnership, July

2026), available in the same 7 languages as the 360° videos. The Atlas covers 40 occupations, including all 22 occupations in the 360° videos, and assesses each in terms of sensory and social accessibility for autistic people.

Each occupation in the Atlas is assessed against seven elements, with a level (e.g. low, moderate, high) and suggested adaptations:

1. level of sensory stimulation
2. required social interaction
3. structure and routine of the job
4. visual support and clarity of tasks
5. possibility of working in a quiet environment
6. level of independence
7. potential for specialisation and focus

Together, the three sources give a fuller picture of an occupation:

Source	What it provides
360° video	image and sound of the real workplace: noise, lighting effects, people at work
Text information (5 sections)	job description, work environment, skills and qualities, contraindications, key competencies
Atlas	assessment of sensory and social accessibility against 7 elements, and suggested workplace adaptations

Example: for the welder, the Atlas reports high sensory stimulation (intense light, loud sounds, heat) and a high noise level, while the 360° video lets the user see and hear these conditions before deciding on an occupation.

Occupations covered only by the Atlas (18): tractor driver, printer, heating, ventilation and air-conditioning (HVAC) technician, photographer (studio work), bricklayer (in small teams), online sales assistant, database administrator, mechanical engineering technician, electrical technician, pharmacy technician, animal shelter caretaker, illustrator / animator, ceramicist, goldsmith, CAD technical draughtsperson, archivist, optical technician, software tester.

6. Adaptations for autistic people and accessibility

The tool is designed to reduce unpredictability and sensory load and to leave the user in control of the pace.

Adaptation	How it is achieved	Who it helps
Predictability	the “What to expect” document describing the content and sequence; the occupation description is read before the video	users for whom unfamiliar situations cause stress
Gradual transition to VR	the same video first on a flat screen, then in the VR headset	users with no VR experience
Choice of mode of use	flat screen or VR, according to needs and equipment	users who cannot tolerate a VR headset
Structured information	five identical sections for every occupation, one at a time or all at once	people who benefit from a clear, repeatable structure
Control of pace	the user chooses the occupation, the section and when to start the video; no time limit	people who need more time
Insight into sensory working conditions	360° viewing of real working conditions in production using sight and hearing; in addition, the Atlas assesses the level of sensory stimulation and noise for each occupation	people sensitive to noise, light or the presence of people – for assessment before choosing an occupation
Seated use in VR	the app is designed for a seated position	reduces the risk of falls and discomfort
Stopping at any time	return to the menu or exit with the Meta button	in case of overload or fatigue
Multilingualism	7 languages, including Croatian	users who prefer their native language

- Adjusting text size and contrast:
    - Web (metautism.eu): text is enlarged with the browser’s zoom function (Ctrl and +, or pinch-to-zoom on a phone); there are no separate contrast settings.
    - VR app: there is no separate text settings menu; Meta Quest has system accessibility settings, but these do not change the text inside the app.
- Subtitles or audio description in the videos: the videos contain only the original sound of the workplace, without speech, so subtitles are not needed. There is no audio description; its role is taken over by the text sections and the professional leading the session.

7. Method of use and role of the professional

The tool is used with the guidance of a professional (career counsellor, educational rehabilitator, mentor or teacher), who discusses what has been seen with the user and relates it to their interests, sensory needs and possible choice of occupation. A family member may accompany the user as support. The pilot evaluation showed that, without such guidance, users find it harder to see the link to the labour market.

Before the session

- Introduce VR gradually, at the user's pace; even just looking around in the headset can be an important step.
- Read together the "What to expect" document, the description of the selected occupation on metautism.eu and its profile in the Atlas for Career Guidance of Autistic People.
- Watch the video first on a computer or phone, and only then in the VR headset.
- Explain in advance what the user will see, how long the session will last and how to stop it.

During the session (recommendations from the partner workshop in Copenhagen, April 2026, based on experience from the pilots)

Area	Recommendation
Space	a calm environment, enough room around the chair, sound volume checked in advance, no strong smells
Communication	short, literal instructions, one thing at a time; say in advance what comes next and when the session ends
Introduction to the equipment	show how to put on and take off the headset and how the controllers work; explain what a 360° video is
Comfort	short sessions, breaks when needed, an agreed stop signal, no time pressure
Respect	ask before touching and announce any contact; do not let others interfere
Monitoring	watch balance, attention and signs of discomfort; the headset view can be shown on an external screen (Meta button → Cast, Meta Horizon app)

After the session

- Talk with the user about what they liked, what they did not like and why.

- After exploring each occupation, ask the reflection questions from the Reflection Questionnaire (a recommendation derived from the pilot project).
- Together, using the assessments from the Atlas, determine whether a specific occupation is a good fit for the user, which occupations should be ruled out, and what the next steps are (education, training, potential pathways).
- Recommend the number and duration of sessions for the guidance program on an individual basis.
- Gradually increase the duration of the sessions and explore a wider range of occupations.
- Connect with the career guidance or vocational orientation process.

8. Limitations

The tool supports insight into occupations and the choice of an occupation; it is not educational material and does not replace training. These limitations should be explained to users before use.

- The video shows real workplaces but does not include conversations with colleagues or employers.
- The information is general and does not replace the requirements of a specific employer.
- The user observes the workplace but does not carry out work tasks or interact with the surroundings.
- The video conveys image and sound; smell, temperature, vibration and other physical conditions cannot be conveyed, which is an expected limitation of this medium. Even so, noise, lighting effects and people at work are already a great help in the assessment, and the only full alternative is a visit to a real facility, which is often difficult to arrange.

9. Safety and health

On flat screens the tool poses no particular risks; the recommendations below apply to use in the VR environment. In the pilot programme, no participant reported stress.

Stated in the guides

- The VR app is used seated, which reduces the risk of falls and collisions.
- The user is introduced to VR gradually and can first watch the same video on a flat screen.
- The session can be stopped at any time; its length is increased gradually.
- The professional monitors balance, attention and signs of discomfort.

Recommendations for safe use

- Before first use, the professional reads the safety instructions of the Meta Quest headset manufacturer.

- VR can cause nausea, dizziness, headache or eye strain; at the first symptoms the session is stopped immediately.
- People with epilepsy or sensitivity to light stimuli use VR only after prior medical advice; a flat screen is a safer alternative for them.
- The first session is short, about 10 minutes; later the length is gradually increased to 20–30 minutes, with breaks between sessions.
- VR is used in line with the device manufacturer's age limit; minors use it only under adult supervision.
- When headsets are shared between users, the facial interface and surrounding surfaces should be cleaned; a replaceable or hygienic cover is recommended.
- Before the session, the professional and the user agree on a stop signal. In case of sensory or emotional overload, the session is stopped immediately, the user rests in a quiet space, and continuing is agreed only when they feel ready.

10. Data protection

The tool does not ask for personal data and does not record user responses; the content is only watched and read.

Question	Answer
Does the tool ask for personal data?	No – the user only selects a language and an occupation
Does the VR app use the microphone or camera?	No
Does the website collect usage data (cookies, analytics)?	No
Videos on YouTube	YouTube's terms and privacy policy apply
Does the VR app send data to an external server?	No
Recording of sessions	No recording
GDPR compliance	Full, applied according to the current situation
Meta account	A Meta account is required to use Meta Quest devices. A shared institutional Meta account (or device-managed organizational account) is used by the participating institutions to manage the headsets and deploy the application, ensuring that no

Question	Answer
	individual or personal user accounts of learners/clients are required. Individual users can simply create an account and download it from the store.

11. Validation and testing

The tool was tested in a pilot programme in Croatia and Germany with a total of 52 participants, who completed evaluation questionnaires. The questionnaire results are one of the elements on which Innoversa Factory bases its final homologation decision.

Item	Details
Homologation body	Innoversa Factory (Germany)
Pilot programme	Completed; period: 1 October 2025 – 15 July 2026
Pilot institutions and countries	Croatia: Slavonski Brod – Industrijsko-obrtnička škola; Zagreb – Edukacijsko-rehabilitacijski fakultet (Faculty of Education and Rehabilitation Sciences), Udruga za autizam Zagreb; Čakovec – Tehnička škola, Udruga Pogled. Germany: SRH Berufsbildungswerk Neckargemünd.
Number of participants	52 – Croatia 21, Germany 31
Sample structure	Croatia: 12 autistic people, 8 educational rehabilitators and students of the Faculty of Education and Rehabilitation Sciences and 1 preferred not to say. Germany: 23 autistic people, 1 professional working with autistic people, 7 preferred not to say
Evaluation instrument	Evaluation questionnaire, completed by all participants who tested the tool
Report	VR 360° Video - Occupations – Pilot Evaluation in Croatia and Germany (WP3)

Questionnaire results

Indicator	Croatia (21)	Germany (31)
Ease of starting and using the app	mostly “Yes”, some “Partly”	Yes 24, Partly 7, No 0
Dominant emotion	relaxed	neutral 22, relaxed 9
Stress reported	0	0
Usefulness of the 360° video	mostly “Yes”	Yes 23, No 6, no answer 2
Feeling more prepared for the labour market	mostly “Yes”, some “No” and “Partly”	Yes 19, No 7, Yes and no 4
Most viewed occupations	CNC Operator, Laboratory Technician, 3D Computer Graphics Technician	Laboratory Technician 11, CNC Operator 9, Electronic Circuit Technician 9, Web Designer 5

The evaluation results highlight:

- ease of use in both countries
- emotional safety – no participant reported stress
- realistic representation of workplaces and clear value for exploring occupations
- high acceptance among autistic users
- strong interest in technical occupations

The tool shows strong potential as a European tool supporting autistic people in exploring occupations. The results are valuable but not fully representative of the primary target group, as the samples were not aligned across countries.

Recommendations:

- increase video resolution and text contrast and size
- simplify menus and navigation
- expand the number of occupations and improve the videos of creative occupations
- add “next steps” summaries (education, training, pathways) and reflection questions after each occupation
- give more prominence to the existing introductory module so that users do not skip it
- in future pilots, align the sample on autistic people making career decisions

Item	Details
Changes after testing	Based on experience from the pilots, the “What to expect” guide and instructions for facilitators were produced (workshop in Copenhagen, April 2026). Other changes: increased resolution and text size.
Other decision elements	The homologation decision by Innoversa Factory is based on three core criteria evaluated during international testing: (1) Usability and interaction (proven ease of onboarding and navigation), (2) Accessibility and emotional safety (verification that the environment causes no disproportionate stress or sensory overload for autistic individuals, confirmed by 0 reported stress events), and (3) Value for career guidance (realistic portrayal of work environments and clear usefulness for vocational guidance and labour market readiness).
Final homologation decision	Date: September 11, 2026. Outcome: Officially approved (homologated). The VR 360° video - occupations meets all technical, content, and safety-related requirements for neurodivergent users and is officially approved for deployment and vocational guidance within the Green ASC VET project.

12. Documentation and EU visibility

Document	Purpose	Status
360° Video – Occupations: What to expect	For users: content, occupations, sections, sequence of use, limitations	Available (EN)
Setting up the app 360° Video – Occupations	For facilitators and independent users: preparation, access on the web and in VR, tips for facilitators	Available (EN)
VR Video 360°- Occup. – Pilot Evaluation in Croatia and Germany	Results of the pilot evaluation (WP3)	Available (EN)

Document	Purpose	Status
Website with occupation descriptions	metautism.eu/occupations, 7 languages	Available
360° videos on YouTube	Channel Green ASC VET – Metautism	Available
VR app	Meta Quest Store	Available
Atlas for Career Guidance of Autistic People	For users, parents, educators and professionals: assessment of 40 occupations (including the 22 in the 360° videos) against 7 elements of sensory and social accessibility, with suggested adaptations	Available, digital edition, July 2026; 7 languages: English, German, Danish, French, Croatian, Hungarian, Portuguese

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