

HOTEL ACADEMY

ENRICHING THE TEACHING AND LEARNING EXPERIENCE IN
HOSPITALITY MANAGEMENT

RESEARCH PARTNERS



TARGETS

Teachers, trainers, and students in
the field of Hospitality

PROJECT CALENDAR

Project beginning: Q3 2019
Project ending: Q3 2021

FORMATS



OTHER RESOURCES

[https://www.erasmus-
hotelacademy.com/](https://www.erasmus-hotelacademy.com/)



THE PROJECT

HOTEL ACADEMY is a European collaborative project whose purpose is to develop digital tools, including mobile application, collaborative Virtual Reality tool and serious games and evaluate how they can be integrated in daily practices to train students and professionals in the field of Hospitality. The project also aims at evaluating the impact of the integration of such tools in the teaching and learning.

The research program gathers four organisations from three countries, it is coordinated by Manzavision and is supported by ERASMUS+ funding.

EXPERIMENTATION

An experimentation will be conducted in 2021 in the 3 partner training centers. Teachers will use the digital tools in class with their students for a couple of weeks.

STATUS

The consortium gathers 3 European training centers: FHD (Germany), MBA ESG (France) and EUC (Cyprus), in which teachers are involved. During a first stage, teachers are interviewed, in order to give their expectations and possible restrictions regarding digital technologies. The adaptation of the digital tools will be based on this feedback. A prototype will be built from Manzalab's expertise and tested in real-life situations.