

PRESS RELEASE

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ExQuMe partners meet in Cyprus to shape the next generation of quantum mechanics learning

On 2-3 June 2026, the ExQuMe (Experiential Quantum Mechanic) Erasmus+ consortium came together at UCLan Cyprus for its second Transnational Project Meeting. Bringing together experts in education, technology, and quantum science, the meeting focused on advancing the development of immersive virtual reality experiences designed to help students better understand the often-challenging concepts of quantum mechanics.

Over two days of intensive discussions and co-creation workshops, partners worked together to refine ideas, challenge assumptions, and agree on the educational and technical foundations that will guide the development of the ExQuMe virtual reality scenarios.

A key outcome of the meeting was the refinement of the project's educational framework, which draws on findings from surveys, focus groups and interviews conducted across the partner institutions with Professors and students respectively in order to better understand what makes quantum concepts challenging but also more accessible, engaging, and meaningful. Partners also agreed on a common methodology for designing the Virtual Reality VR experiences, ensuring that learning objectives, scientific accuracy, and user engagement remain at the centre of the development process.

Much of the meeting focused on the creation of the project's Virtual Reality scenarios. Partners worked together to define how each experience will combine storytelling, interactive challenges, and guided learning to help students explore fundamental ideas in quantum mechanics. The consortium agreed that every scenario will address common misconceptions, encourage conceptual understanding through comparisons between classical and quantum perspectives, and include narrative-based puzzles that actively engage learners.

One distinctive feature of the ExQuMe approach will be the inclusion of female scientist role models as guides within the virtual environments. Through interactions that incorporate storytelling elements and feedforward assessment opportunities, these characters will support learners throughout their journey while promoting inclusivity and showcasing the contributions of women to science.

The meeting also confirmed the use of Unity as the project's development platform and established the next steps for the production of the first Virtual Reality scenario, which will be developed jointly by UCLan Cyprus and ESTIA Institute of Technology in the coming months.

Beyond technical planning, partners reviewed quality assurance, dissemination activities, and upcoming milestones, concluding the meeting with a clear roadmap for the months ahead.

With development now underway, the consortium looks forward to seeing the first ExQuMe scenario come to life, transforming months of planning, research, and collaborative design into an immersive learning experience that students will soon step into.

The next Transnational Project Meeting will be hosted by ESTIA in France in April 2027.

About ExQuMe

ExQuMe is an Erasmus+ project that aims to transform the teaching and learning of quantum mechanics through immersive virtual reality experiences.

The ExQuMe consortium brings together six partners from Finland, Cyprus, France, Greece, and Croatia: the University of Turku (Finland), UCLan Cyprus (Cyprus), the University of Zagreb (Faculty of Mechanical Engineering and Naval Architecture, Croatia), the University of Patras (Greece), ESTIA Institute of Technology (France) and ThePressProject (Greece).

For more information:

- Website: www.exqume.eu
- Instagram: <https://www.instagram.com/exqume/>
- Facebook: <https://www.facebook.com/profile.php?id=61583233946126>
- LinkedIn: <https://www.linkedin.com/company/exqume-project/>