27/03/2025

Train-the-Trainers meeting for the VRDigiJust Project in Athens

On the **27th of March 2025** the VR-DigiJust project organized its second Training of theTrainers (ToT) meeting in Greece. The ToT in Greece is part of project's ToT program that aims to provide knowledge and skills on the use of combined VR and AI technologies for the design and delivery of training courses in the field of justice.

The ToT program will take place in three rounds of sessions including 1) traditional type of learning 2) hands on experience (micro meetings based) and 3) De briefing (feedback based). In total 45 trainers will be trained (in Belgium, Greece and Italy) with participants from all EU MSs, with core characteristic the provision of cascade training skills.

Main thematics of the training program will be around judicial cooperation instruments and in particular covering the 7 topics below:

- European Arrest Warrant (EAW) - Framework Decision 2002/584/JHA;
- Alternative measures and punishment - Framework Decisions 2008/909/JHA, 2008/947/JHA, and 2009/829/JHA;
- Restorative justice and human rights;
- European Investigation Order (EIO) – Directive 2014/41/EU;
- Digital evidence, Digital searches, Trojans and malware in digital evidence collection;
- Digital forensic analysis and cybersecurity;
- European Public Prosecutor's Office (EPPO).

Combining theory and practice, 17 judges and prosecutors across EU MSs (Germany, Greece, Hungary) attended the first traditional type of learning session which focused on the understanding of the use of VR and Gen-AI for judicial experts while exploring the opportunities and constraints of the [VR Justice Academy](#).

All participants took away home exercises for session 2 with an aim to gain hands on experience and develop practical exercises on the use of the EU VR Justice Academy on i) how to structure a course curriculum in the European Virtual Reality Justice Academy. Select the methodology, format and type of delivery; ii) how to integrate personalized training material in the training curricula, iii) how to enrich the competences of the avatar and iv) how to create exercises and evaluations.

The ToT program uses a peer-to-peer approach, where VR and IT Experts will work hands in hands with judiciary experts based on a pre-set program and a blended learning methodology for the cascade national training in June 2025.

The VR-DigiJust project contributes to the effective and coherent application of specific EU cooperation instruments at regional level through a decentralized cross-border and cross-professional training strategy in the framework of Council Conclusions 6926/21 during the project lifecycle. It focuses on the impact of new technologies on the work of regional prosecutors and their staff, judges, lawyers and bailiffs when confronted with large cascade investigations.

The project is co-financed by the European Commission, Directorate-General for Justice and Consumers, coordinated by Agenfor International (Italy), with partners the European Public Law Organization (Greece), the Hochschule fur Offentliche Verwaltung (Germany), the Chambre Nationale des Commissaires de Justice (France), the Institut Europeen de l'expertise et de l'expert (France), the Chambre Nationale des Huissiers de Justice (Belgium), the Corte di Appello di Venezia (Italy), the Procura della Repubblica Presso il Tribunale di Firenze (Italy) bringing together a consortium with diverse expertise and networks with broad reach.