**Visitors could feel like playing a video game at the Open Day of the Faculty of Engineering and Information Technology of the University of Pécs**

**In December 2020, the Faculty of Engineering and Information Technology of the University of Pécs was one of the first in Hungary to organize an open day for prospective students on a VR platform. Visitors to the online platform could find themselves in a virtual space application developed for this occasion, and like the characters of a video game, they could walk around the faculty's lobby, move through the computer labyrinth between the walls of the space, along video and chat windows providing information, project presentations, and activate the appropriate elements at the current points. There was no shooting, but the skill was needed to access the information and get answers to the questions asked. In the virtual space, real people - teachers and students - were behind the desks for each discipline. In addition to information about education, student life, and university life in Pécs, the participants of the Open Day were also able to get to know the companies that are partners of the Faculty of Engineering and Information Technology in the dual training. The second virtual open day will be organized at the end of January.**