XR for Teaching and Learning

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Poll Question

Please rate the importance of XR technology to the future of higher education:
- Not at all important
- Somewhat important
- Moderately important
- Very important
- Extremely important
- Don’t know
Chat Question

Does your institution have XR projects going on?

If so, please briefly provide one example in the chat.
Learning in Three Dimensions:
Report on the EDUCAUSE/HP Campus of the Future Project

XR for Teaching and Learning:
Year 2 of the EDUCAUSE/HP Campus of the Future Project
educause.edu/hp-xr-2
Participating institutions (returning)

Dartmouth
Kiaa
Florida International
University
Miami
Harvard
Massachusetts Institute of Technology
Syracuse University
Lux et Veritas

Participating institutions (new)

Bryant University
Bucks County Community College
Foothill College
Morgan State University
North Carolina School of Science and Mathematics
The New School

Research Question

1. What factors influence the effectiveness of XR technologies for achieving various learning goals?
Novelty

Increases time on task
Ease of use

Spirit of experimentation
Questions?

Factors in adopting XR for teaching & learning

1. Fits into existing instructional practices
2. Cost
Student device access & ownership

Student device use and ratings of importance
## Respondents who think XR technologies are very or extremely important to the future of higher education

<table>
<thead>
<tr>
<th>Technology</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Augmented reality (AR)</td>
<td>78%</td>
</tr>
<tr>
<td>Virtual reality (VR)</td>
<td>75%</td>
</tr>
<tr>
<td>3D printing</td>
<td>63%</td>
</tr>
<tr>
<td>3D scanning</td>
<td>62%</td>
</tr>
<tr>
<td>Wearable computing</td>
<td>57%</td>
</tr>
<tr>
<td>Head-mounted displays</td>
<td>39%</td>
</tr>
<tr>
<td>Smartglasses</td>
<td>37%</td>
</tr>
</tbody>
</table>

**NOTE:**  
* p < .05; ** p < .01; *** p < .001

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Questions?

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**UNCOMMON THINKING FOR THE COMMON GOOD**
Adoption and Deployment of XR in Higher Education:
Year 2 of the EDUCAUSE/HP Campus of the Future Project

Research Questions

1. What factors influence the effectiveness of XR technologies for achieving various learning goals?

2. What factors influence institutional adoption and deployment of XR technology?
**XR deployment models**

1. The Technology Initiative (e.g., Yale)
2. Service integration (e.g., FIU)
3. Grassroots

**Factors affecting XR deployment**

1. Institutional infrastructure
2. Organizational culture
EDUCAUSE XR Community Group

edзуае.еdu/community/
xr-extended-reality-community-group

Thank you!

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Report

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