**ELI Online Event | eXtended Reality (XR): How AR, VR, and MR Are Extending Learning Opportunities**

**Activity Workbook**

The purpose of the online event activities is to provide you with the opportunity to apply what you are learning through the presentations to your institutional context. This event explores the diverse learning opportunities augmented, virtual, and mixed realities make possible—yesterday’s pop culture science fiction is today’s scientific reality. Whether you want to remove time and space barriers to experience historic places and people a la *Bill and Ted’s Excellent Adventure*, channel Dennis Quaid’s *Innerspace* miniaturization to explore the human body from the inside, or join Michael Dorn on the Starship *Enterprise* holodeck for Klingon calisthenics—XR technologies provide innumerable possibilities to extend the walls of the classroom and virtually immerse students into the curriculum.

The activity below is designed to stimulate ideas and actions to integrate XR technologies into your institution’s teaching and learning practices. The Day 1 activities ask you to reflect on what you have learned thus far; Day 2 activities ask you to work on a plan of action.

IMPORTANT: Through engaged and verified participation in the focus session activities below, you are eligible to earn a digital badge that recognizes your professional development accomplishment. **YOU MUST COMPLETE** **ALL ACTIVITIES BY 5/31/2018 TO QUALIFY FOR THE FOCUS SESSION BADGE. To receive the badge, you must fill in your name and email address in the Google forms below. All submissions will be kept anonymous.**

**Curricular Design and XR Technology Integration**

Over the past year, interest in eXtended reality (XR) technologies (such as virtual, augmented, immersive, and mixed reality) has surged. New and more affordable XR technologies, along with voice activation and sophisticated visual display walls, provide promising directions and opportunities to immerse learners in the curriculum, offering deeper and more vivid learning experiences and extending the learning environment. But what's the curricular reality with respect to these technologies at your institution?

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| **Tuesday, May 22, 2018, Day 1 Activity** | **Thursday, May 24, 2018, Day 2 Activity** |
| **Step 1: Read.**  Take a moment to read   * “[Virtual and Augmented Reality in College Classrooms: More Hype Than Help](https://www.forbes.com/sites/forbestechcouncil/2018/01/16/virtual-and-augmented-reality-in-college-classrooms-more-hype-than-help/#414ec14d15a5)” * “F[aculty Predict Virtual/Augmented/Mixed Reality Will Be Key to Ed Tech in 10 Years](https://campustechnology.com/articles/2017/10/11/faculty-predict-virtual-augmented-mixed-reality-will-be-key-to-ed-tech-in-10-years.aspx)”     **Step 2: Discuss and/or reflect.**  Either individually or as a team (if you are participating with others locally), please respond to the questions below [here](https://goo.gl/forms/opsOZkPjOnyjSptc2).     1. Based on what you’ve been hearing today and what you’ve read elsewhere, what are some promising ways the XR technologies could be used to create meaningful and successful engagements for learners? 2. Which of these XR technologies would you want to pursue at your institution? Why? 3. What are the anticipated challenges in integrating XR tech into classrooms and learning spaces?     Continue to think about these questions how to use XR to expand classroom experiences as you attend sessions tomorrow. Tomorrow’s activity will be a continuation on today’s theme. | **Step 1: Discuss and/or reflect.**  During this online event, you’ve heard testimony from colleagues who have effectively integrated XR technologies into teaching and learning practices. Now it is your turn to map out an action plan for how you might integrate XR technologies into pedagogical practices and curricular design. Yesterday you identified some XR technologies that have potential for successful use at your institution and the anticipated challenges.    Either individually or as a team (if you are participating with others locally), please respond to the questions below [here](https://goo.gl/forms/q0SfOVtrqcKF6ewj2).     1. Sketch a plan for moving ahead with the XR integration opportunities you identified yesterday. Be sure to include your ideas to address anticipated challenges and what resources are needed to move forward. 2. If you move ahead with your ideas, what would success look like? How would you evaluate the impact of these new learning engagements? 3. Describe how you can engage others in your team or campus partners/key stakeholders to support and participate in your initiative with XR technologies in your classrooms. |

Find additional focus session resources [here](https://events.educause.edu/eli/focus-sessions/2018/extended-reality-xr-how-ar-vr-and-mr-are-extending-learning-opportunities/resources).

*Questions about the focus session activities or badge requirements?*

Contact Eden Dahlstrom at [edahlstrom@educause.edu](mailto:edahlstrom@educause.edu)  or Malcolm Brown at [mbrown@educause.edu](mailto:mbrown@educause.edu).