eXtended Reality (XR) Community Group Meeting

November 1, 2019

FACILITATED BY:
William McCreary, Bobbi Vaughan, Gemma Henderson, Art Sprecher
Agenda

1. Welcome
2. EDUCAUSE CG Meeting Summary
3. Subgroup Charter Overview & Discussion
4. XR Technologies Overview and Next Step
5. XR Content Overview and Next Step
6. XR CG Next Steps & Close
Discussion topics included:

**XR Technology and Tools**
- Repository of Use Cases
  - California State University – Forums every 3rd Wednesday of the month
- Adaptable / Extensible Content
- XR Content – VR/AR/MR content developed and applied within higher education
  - Content / Tools / Use Cases
  - Adaptable / Extensible Content

Significant interest in creating a central repository for use cases and associated tools and content
Subgroup Charter Overview & Discussion
XR CG: Sub-Groups & Leaders

Focus on outreach, resources and guidance on use of XR technologies and content within higher education.

**XR Technologies & Tools**

Bobbi Vaughan  
*Director of the Center for Creative Instruction  
University of Toledo, Ohio*

**XR Content**

Gemma Henderson  
*Senior Instructional Designer, Academic Technologies  
University of Miami, Florida*
XR Technology & Tools SG
XR Technology & Tools

Provide access to a list of VR/AR/MR technology and tools to higher educational institutions for guidance on development and/or purchasing decisions.

Desired Outcomes

1. Inventory of Tools
   Assemble a list of XR hardware/software.

2. Identify XR Use Cases
   Associate use cases with inventory of tools.

Year 1: Initial Outreach Activities and Programming

Survey CG and Explore Ways to Share Results, Attend/Host Virtual Sessions in VR/AR/MR, Establish Repository of Technology & Tool Resources, Submit Presentation Topics for CG Meetings / Webinars.
XR Technology & Tools: Questions for CG

What outcomes should we prioritize for Year 1?

Are there any other pressing issues you would like this group to address?

Are there any members interested in leading specific outcomes?

1. Assemble a list of XR hardware/software.
2. Associate use cases with inventory of tools.
XR Content SG
XR Content

Raise awareness of VR/AR/MR content being developed and applied within higher education institutions for pedagogical and research purposes.

**Desired Outcomes**

1. **Creation of Content**
   Identify institutions creating XR Content.

2. **Application of Open Content**
   Identify institutions applying Open Content.

3. **Crowdsourcing resources** from community to create / apply XR Content.

4. **Establish cross-institutional communities** to shape other SGs.

**Year 1: Initial Outreach Activities and Programming**

Survey CG and Explore Ways to Share Results, Attend/Host Virtual Sessions in VR/AR/MR, Establish Repository of Resources, Submit Presentation Topics for CG Meetings / Webinars.
XR Content: Questions for CG

What outcomes should we prioritize for Year 1?

Are there any other pressing issues you would like this group to address?

Are there any members interested in leading specific outcomes?

1. Identify institutions creating XR Content.
2. Identify institutions applying Open Content.
3. Crowdsource resources from community to create / apply XR Content.
4. Establish cross-institutional communities to shape other SGs.
XR CG Next Steps & Close
Contact Information

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