eXtended Reality (XR)
Community Group Session

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Agenda

• Discuss Structural Strategy for the CG
• EDUCUASE Annual CG Meeting
CG Structural Strategy

Numerous options for how we structure CG engagement

- Showcase for member accomplishments or vendor exploration (presentations)
- Drill down and share findings on member specified topics? If so, which of the numerous possible topics (subgroups) should be our focus?

  Augmented / Mixed Reality
  Learning Space Design
  Pedagogy and Instructional Design
  Blended and Online
  Community Outreach & Engagement
  Simulation Games and AR/VR
  3D Immersion / Virtual Reality
  Administrative / Physical Space Design
  Special Collection Availability and Research
  Academic Focus Areas (e.g. Anatomy)
  Special Collections & Open Content Communities
  Application of AI and Machine Learning to XR

- Physicalization of the digital world (i.e. 3D printing)
- Digitization of the Physical World (i.e. photogrammetry and 3D scanning)
- Integration of large data sets into 3D VR (i.e. integration of MRI data to 3D models)
CG Structural Strategy

Governance

• Leading Subgroups
• Periodicity of and agenda for the large group meeting
EDUCAUSE Annual CG Meeting

EDUCAUSE Annual Meeting – October 14-17, 2019 – Chicago

What CG topics are of interest?

- Showcase one or two CG accomplishments
- Topical area focus
- Other suggestions
Thank you for your input and participation