Agenda

• Review Survey Results
• Define Subgroups
• Discuss EDUCAUSE Annual XR CG Meeting Agenda
Q1 Please select three subgroups from the list below that you would like to work on. Rate them from 1-3. (1 being most desirable, and 3 the least desirable)

Answered: 40 Skipped: 0
## XR CG Survey Results Q1

<table>
<thead>
<tr>
<th>Category</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>Total</th>
<th>Weighted Average</th>
</tr>
</thead>
<tbody>
<tr>
<td>XR Technology (Augmented, Mixed Reality, Virtual Reality, 3D, …)</td>
<td>44.00%</td>
<td>20.00%</td>
<td>36.00%</td>
<td>25</td>
<td>1.92</td>
</tr>
<tr>
<td>XR Development Tools (e.g. Artificial Intelligence, C#, Unity, Unreal, 3D S Max, Maya, …)</td>
<td>27.27%</td>
<td>45.45%</td>
<td>27.27%</td>
<td>11</td>
<td>2.00</td>
</tr>
<tr>
<td>Content (Creation, Special Collections, Open Content Communities, …)</td>
<td>22.22%</td>
<td>50.00%</td>
<td>27.78%</td>
<td>18</td>
<td>2.06</td>
</tr>
<tr>
<td>Simulation and Gaming</td>
<td>18.18%</td>
<td>54.55%</td>
<td>27.27%</td>
<td>11</td>
<td>2.09</td>
</tr>
<tr>
<td>XR Pedagogy (Learning Spaces, Blended and Online, Instructional Design)</td>
<td>37.93%</td>
<td>31.03%</td>
<td>31.03%</td>
<td>29</td>
<td>1.93</td>
</tr>
<tr>
<td>XR and STEM</td>
<td>16.67%</td>
<td>16.67%</td>
<td>66.67%</td>
<td>6</td>
<td>2.50</td>
</tr>
<tr>
<td>XR and Liberal Arts</td>
<td>62.50%</td>
<td>25.00%</td>
<td>12.50%</td>
<td>8</td>
<td>1.50</td>
</tr>
<tr>
<td>XR and Healthcare Education</td>
<td>37.50%</td>
<td>25.00%</td>
<td>37.50%</td>
<td>8</td>
<td>2.00</td>
</tr>
<tr>
<td>Space, Facilities, and Architecture Design</td>
<td>0.00%</td>
<td>33.33%</td>
<td>66.67%</td>
<td>3</td>
<td>2.67</td>
</tr>
</tbody>
</table>
Top Subgroup Interest

- XR Technology and tools – All the gizmos and development tools – including everything needed to create content
  - We have a volunteer for the subgroup lead
- XR Pedagogy – Learning Spaces, Blended and Online, Instructional Design
  - We have two volunteers for the subgroup lead
- XR and specific subject application
  - XR and Liberal Arts – had high rating but no leader volunteer
  - XR and STEM – we could make this STEM2 with Math and Medicine
  - We have a volunteer for the STEM subgroup lead
- XR Content (Creation, Special Collections, Open Content, Communities)
  - Content finished in the second tier of results but was in the top four
  - We have two volunteers for the subgroup lead
XR CG Annual Meeting Topics

- Collect and inventory tools being used now and collect requirements of tools needed
- Advances in hardware and software tools available
- Attention to open standards and open platforms
- Sharing Best practice cases; setting up projects and virtual work groups

- Pedagogical models including XR Technology
- XR Pedagogy and relation to curriculum design. Although many XR prototypes are developed, the relation to core curriculum is still challenging
- Am a novice in this space with extensive tech and education background having taught IT courses for many years. Need Train the Trainer tools for individuals like myself. I am eager to help

- Content creation for instructors; Accessibility
- I am doing a lot of work around accessibility (referring to those with disabilities) standards for VR

- Case studies
- Experiences from diverse institutions to showcase
- A show room of showcases from universities not corporate.
- What is actually being done in different colleges around the world and how we can collaborate together
- A 360 visit of the conference center available on attendees smartphones
Thank you for your input and participation