XR for Teaching and Learning

Jeffrey Pomerantz

Associate Professor of Practice
Simmons University
XR: VR, AR and MR

Augmented Reality: Digital content added to the world.
Virtual Reality: Complete immersion in 3D.
Mixed Reality: Virtual objects are integrated.

XR
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)
Participating institutions (new)
Year 2: 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?
Fidelity and Realism
Provides something otherwise unavailable
Increases time on task
Ease of use
Spirit of experimentation
Uses of XR for teaching & learning

1. Skills & Competencies
2. Hands-on experience
3. Experimentation
Factors in adopting XR for teaching & learning

1. Fits into existing instructional practices
2. Cost
Maija Anderson  
Director of Nursing, Morgan State University

Melanie Hibbert  
Director of Media Center & IMATS, Barnard College

Meredith Thompson  
Research Scientist, MIT
Adoption and Deployment of XR in Higher Education:
Year 2 of the EDUCAUSE/HP Campus of the Future Project

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