XR FOUNDATIONS FOR EDUCATORS

XRTERRA

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What is the Metaverse?

How do I bring in Virtual Reality and Augmented Reality into my classrooms?

How can I use immersive experiences to get my students excited about science, technology or even history?

XR Foundations for Educators is designed to lay a foundation for XR (including Augmented Reality and Virtual Reality) and help teachers gain confidence in the fundamentals of the latest immersive technologies.

XR and the Metaverse are cutting-edge learning tools to engage students and enhance instruction. Educators will become part of a supportive learning community that will propel their learning, foster excitement, and inspire them to apply their new skills in classrooms.

This 4-day program, with no coding background required, helps teachers to experience building a simple XR experience with the support of a live instructor and mentors. The program also lays the foundation for the teachers interested in more advanced study of experience design and gameplay interaction.

This professional development opportunity is offered at no cost in partnership with the Verizon Foundation.

DESIGNED FOR EDUCATORS WITH:
- an interest in engaging and inspiring their students
- an interest in experiencing XR apps and platforms
- an interest in building familiarity with new technology to help improve students' learning experiences and outcomes

AT THE END OF THE PROGRAM, PARTICIPANTS WILL:
- Have an understanding of XR and the Metaverse
- Have an understanding of how they can leverage XR in their classrooms
- Be prepared for an increasingly digital teaching environment
- Be able to share their XR team projects to inspire their students
- Be able to support students interested in careers in immersive technology

COURSE STRUCTURE

This is a 4-day course that meets 4 hours/day.

Day 1 introduces learners to the world of XR and the Metaverse. Participants will also be introduced to a platform that allows for user-friendly creation of interactive displays and they will begin building their first project - an interactive poster than can easily be implemented in the classroom!

Day 2 introduces learners to social VR for education. Participants will have the opportunity to learn how to create a virtual classroom environment that can be customized to easily adapt into current lesson plans.

Day 3 introduces learners to a new VR platform that will allow them to build unique 3D environments. This lesson is designed to lay a foundation for more advanced steps towards the use of XR in their educational practice.

Day 4 Participants will learn the function and benefits of XR in education and discuss how they can bring XR into their classrooms. They will also have the opportunity to finish their final projects and share them with the class.

TECH REQUIREMENTS

- Computer with Windows 10 or macOS High Sierra
  (Chromebooks will limit access to some programs)
- Webcam
- Mouse (middle scroll wheel)
- Mobile device (Android or iOS)

FOR MORE INFORMATION
www.xrterra.com/programs/teachers
617-800-0541
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ABOUT XR TERRA

XR Terra (a subsidiary of The Glimpse Group, NASDAQ: VRAR) is a leader in augmented reality (AR) and virtual reality (VR) training and professional upskilling. In close collaboration with XR experts, we provide market-driven programs to students in various stages of their AR/VR journey as they delve further into the XR Industry

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