

# XR FOUNDATIONS FOR EDUCATORS

XR TERRA

verizon<sup>✓</sup>

**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 gain a comprehensive understanding of XR industry growth, the function and benefits of XR in education, and see examples of how they can bring XR into their classrooms.

**Day 2** introduces learners to hands-on XR projects. With guidance from instructors and the support of project mentors, participants will work in teams to create project outlines and get started with industry platforms along with provided resources to begin building learning-related projects

**Day 3** continues learners' hands-on XR projects. Participant teams will further customize their project experiences with interactives, responsive environments, and storytelling while hitting key XR learning objectives.

**Day 4** packages XR team projects. Participants will learn the tools to build a project demo, video, and presentation while working together to define their next steps and use of XR in their educational practice.

## TECH REQUIREMENTS

- Computer with Windows 10 or macOS High Sierra
- Webcam
- Mouse (middle scroll wheel)

## FOR MORE INFORMATION

[www.xrterra.com/programs/teachers](http://www.xrterra.com/programs/teachers)

617-800-0541

admissions@xrterra.com

## 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

**XR TERRA**

© XR Terra. All Rights Reserved



THE GLIMPSE GROUP  
Nasdaq: VRAR