BRIDGING THE GAP BETWEEN RESEARCHER AND DEVELOPER WHEN DEVELOPING EDUCATIONAL XR APPLICATIONS

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Recording available **HERE.**

Session moderated by **Monika Theron** and **Thomas Ginn**, Leiden University, The Netherlands

Have you ever wondered how researchers and developers work together on creating an extended reality project? How do they approach an idea that can add value to an educational experience? What are the pitfalls that can be avoided? Where do they find funding? If these are questions you are also asking yourself then join us in this session where we will try and give you the best advice on how to approach your VR or AR project.

Presenters were:

Neil McDonnell, University of Glasgow, UK **(presentation)**
Key takeaways:

- Academics need to take initiative with ideas, brief and business case
- Developers need to bring XR wisdom, but defer on audience
- Both need to lower the bar for access: reduce costs, practical difficulties, wherever possible

Mikhail Fominykh, Norwegian University of Science and Technology, Norway **(presentation)**

Moeezo Saleem, University of Michigan, USA **(presentation)**

Adel Qaddoumi, Leiden University, The Netherlands **(presentation)**
Key takeaways:

- Always listen to what the client really wants to achieve and not what they are saying they want to achieve because there is a mismatch between what clients think XR technology is capable of, and it is really capable of.
- XR technology is still in its early days, which is a curse because you feel you are fighting with the technology but also a blessing because most of the problems are still not solved yet, and it's fun to try to solve them.
- XR is useful for certain use cases, mainly where spatiality is important. Don't use the technology for technology's sake but try to find applications where XR has an advantage over other technologies.

Links shared in the chat:

- M&L article *"Making XR a reality across the campus at University of Michigan"*
- *The Open Augmented Reality Teaching Book*
- Open access research article *Model Augmented Reality Curriculum*
- The *WebXR* device API is for accessing virtual reality (VR) and augmented reality (AR) devices, including sensors and head-mounted displays on the Web.
- Neil McDonnell's *Workshop handout template*
- The *TELESPIN* platform. (immersive learning content,content creation tools,skills insights platform)
- *UpTale* - commercial authoring tool for soft skills training that allows creating 360 immersive videos