

From chaos to quality: Sharing XR apps with impact via simulearn

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26 June 2025



Missie Thema XR:



Removing barriers to enable institution-wide implementation and support of *Extended Reality (XR)*, ensuring its use leads to high-quality education.





... you could access countless eXtended Reality (XR) learning materials via a single platform, easily share content with others, and use it effortlessly?









4 DESIGNSESSIES

Design a platform that not only makes XR learning modules and apps easily discoverable for teachers, administrators, ICT coaches, and developers, but also accessible to the vocational and higher education.



1. FIND

DISCOVER XR CONTENT QUICKLY AND EFFECTIVELYT A clear overview of high-quality XR content, with advanced filtering options and clear categorization, so education professionals can quickly find relevant materials.







Simvana: aansluiten anesthesie



Simulatie beschrijving

Deze simulatie biedt een gedetailleerd overzicht van het aansluiten van een anesthesie-apparaat. Het leert gebruikers hoe ze het apparaat veilig kunnen instellen en controleren, zodat de patiënt voortdurend de juiste dosering zuurstof en anesthetica ontvangt tijdens de procedure.

Start simulatie op jouw VR-bril



Sneak previews, demos, and detailed descriptions so users know in advance how the XR learning material works, which devices are supported, which learning objectives are covered, practical tips, and experiences from teachers on how to use it in the classroom.





3. SHARE

COLLABORATION ON QUALITY

Besides commercial content, there is a strong demand for open-source offerings, including institutionally developed content.

CONNECTION

Which institutions and developers are involved, who is using this specific XR content more widely, and transparency about whether the content complies with GDPR.

QUALITY FRAME

robin@np	ouls.nl	
•••••		
	Login met jouw EdulD	
	Login met SURFconext	



4. EXCHANGE

TOOLBOX

★★★☆ GAIN INSPIRATION & SHARE EXPERIENCES

COMMUNITY

A platform for sharing experiences, feedback, and inspiration, enabling teachers to learn from each other and improve their XR use and skills.





7. CONDITIONS

A national, vendor-independent platform suitable for higher education, focusing on open standards and interoperability.





7. CONDITIONS

XR in every institution

Npuls and DUTCH join forces

Npuls and DUTCH, two National Growth Fund programs, have joined forces to **develop an innovative digital education** platform for simulation education and XR: the Simulearn platform. These programs are collaborating with SURF to connect technology and (health) education.











Quality frame for XR in education

Leontien van Rossum en Diane Smits





Why a quality frame?

XR offers opportunities in education but how do you ensure quality?

A <u>clear</u> guideline framework for ITeducational specialists and developers



Lay-out Quality frame





1. User Interface (UI)



INTUITIVE CONTROL

SUPPORT HANDTRACKING, JOYSTICK, TELEPORTATION



ABILITY TO CUSTOMISE CONTROLS



2. User Experience (UX)





3. Instruction





4. Course didactics



XR must align with learning goals

Realistic practice environment and added value compared to traditional teaching

Feedback and evaluation essential



5. Accessibility & Ethics



class

and glasses into account

mandatory (WCAG 2.1)

Privacy and inclusivity secured



6. Technology



Stability (low number of bugs)



23

Relevant metadata Fields (subject area, hardware, etc)

Sustainable employability: future-proofing for new hardware



7. Course content





Content must be current, correct and widely applicable

Source identification essential

Curriculum integration recommended



Practical implementation of quality frame





<u>Monitoring</u> option: A seal Who awards seal of approval?

Independent review by tester groups (teachers, students, experts)

Not by developers themselves Frame is assessment frame





Role in platform (Simulearn)

Quality frame as a visible 'measuring tape' Infographic or fillin-the-blank template as a tool

Transparency to users and developers



Discussion topics

What is beyond the scope of the app?

- Alternative supply
- Privacy policy
- Troubleshooting by support teams

How far should standardisation go?



Closure & questions

Conclusion Quality frame helps with verifiable, informed choices

Call: please use and develop with us

Questions?

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