

BUILDING A COMMUNITY OF XR PRACTITIONERS: EQUIPPING STAFF AND STUDENTS TO LEAD ACROSS SUBJECT AREAS

Improving adoption through
putting the tools in their hands



Immersive Learning Centre



CONTEXT, OPPORTUNITY, AND CHALLENGE

WHAT ARE XR AND IMMERSIVE LEARNING AND HOW CAN THEY BENEFIT THE LEARNER?

Presence and engagement

Headsets, inside the experience

Immersive Technology

XR and browser-based – and tools

Broader definition

Engaging, interactive, often simulated environments

Interactivity and agency

Decision making, exploration, experimentation → deeper understanding

Retention improvement = 26% (Kumar, Gorai, 2025)



THE CORE CHALLENGE: ADOPTION, NOT TECHNOLOGY

Adoption Challenges in Education

Relevance, confidence, and perceived risks.

Centralised teams

High-quality but can create dependency

Make your own content

Better align to learning outcomes, avoids bottlenecks

Cultural and Pedagogical Solutions

Enable alternative assessments, more exciting learning resources, drive innovation.



STRATEGIC SHIFT AND ENABLING TOOLS



FROM CONTENT CREATION TO CAPABILITY BUILDING

Strategic Shift in IL Approach

People create their own immersive experiences

Emphasis on Capability Building

Skills development, confidence, and participation

Tools and Support Redesign

Intuitive, flexible tools and shifted support to mentoring and sharing best practices

Sustainable Innovation through Empowerment

Community support to scale organically.

THINGLINK AS A CREATION PLATFORM



WHY THINGLINK WORKS ACROSS DISCIPLINES

Flexible Multimedia Layering

Add text, images, video, audio, and links onto images, videos and 3D models

Accessible for All Users

Simple to use, excellent accessibility options

Supports Diverse Pedagogies

Adaptable to different teaching methods, from exploratory learning to reflective assessments.

Collaborative and Iterative Creation

Browser-based creation allows collaboration, peer feedback, and continuous content improvement.

IMPACT OF THINGLINK ON ENGAGEMENT AND PRACTICE

Staff Confidence and Experimentation

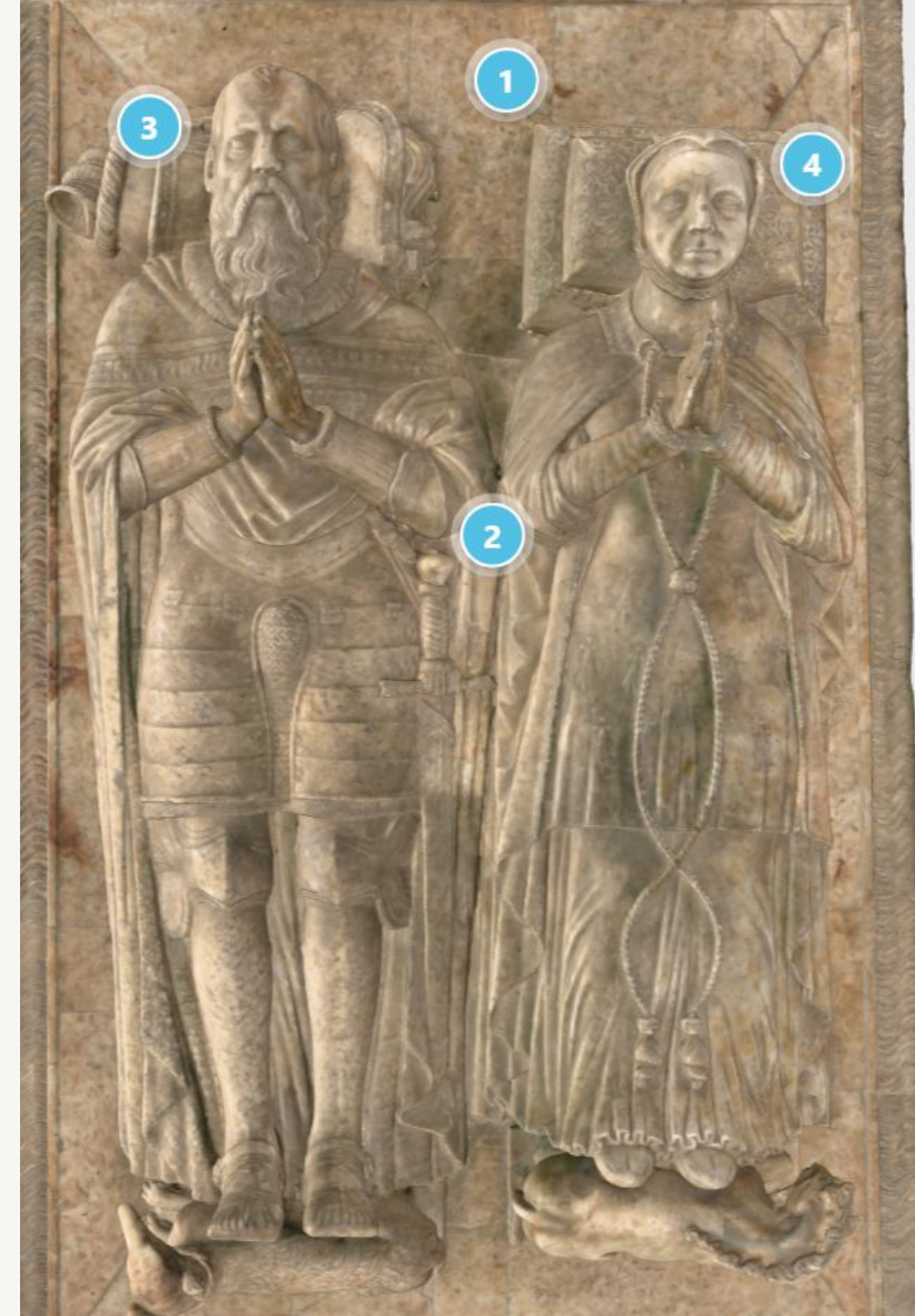
Build experiences that align with your subject

Skill development in students

Assessment, documentation and visual
storytelling

Community Growth and Adoption

Sharing practice drives wider adoption



BODYSWAPS AS A TOOL FOR SOFT SKILL DEVELOPMENT

THE VALUE OF IMMERSIVE PRACTICE WITH BODYSWAPS

Immersive Experiential Learning

Real-life skills practice for deeper engagement.

Immediate Feedback and Reflection

Instant feedback through self-reflection and replay → self-awareness and learning outcomes.

Bridging Theory and Practice

Bridges abstract learning outcomes with applied professional skills → learning becomes relevant and practical.

Support for Educators and Students

Clear frameworks and formative assessment.



OPEN PROMPT FUNCTION AS A CATALYST FOR ADOPTION

User-Generated Scenarios

Tailored, discipline-specific immersive learning experiences.

Curriculum Alignment

Aligns directly with curriculum goals, learning outcomes

Fostering Adoption and Creativity

Ownership, experimentation, and broader adoption by academic staff.

Enhanced Student Engagement

Increases student motivation and perceived learning value.



INNOVATION AND THE ROLE OF COMMUNITY

IMMERSIVE LEARNING AS A LONG-TERM CATALYST FOR INNOVATION

Community-Led Immersive Learning Integration

Educational innovation and collective growth

Transforming Learning Design

Encourages new thinking beyond traditional methods

Transferable Skills Development

Builds digital storytelling, critical reflection, and collaboration skills

Strategic Alignment and Growth

ILC → institutional goals for broader digital transformation.



PRACTICAL ADVICE FOR REPLICATION



Start with Simple Tools

Begin with easy-to-use tools,
experimentation without fear of failure

Embed Immersive Learning into Real Work

Assessments and professional skills
development rather than as
standalone sessions

Focus on People and Community

Build confidence, capability, and
community for sustainable adoption.

HAPPY TO KNOWLEDGE SHARE & COLLABORATE



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