



XR on Cross-Border Scale: Designing the EduXR Library Based on User Needs

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EduXR Library



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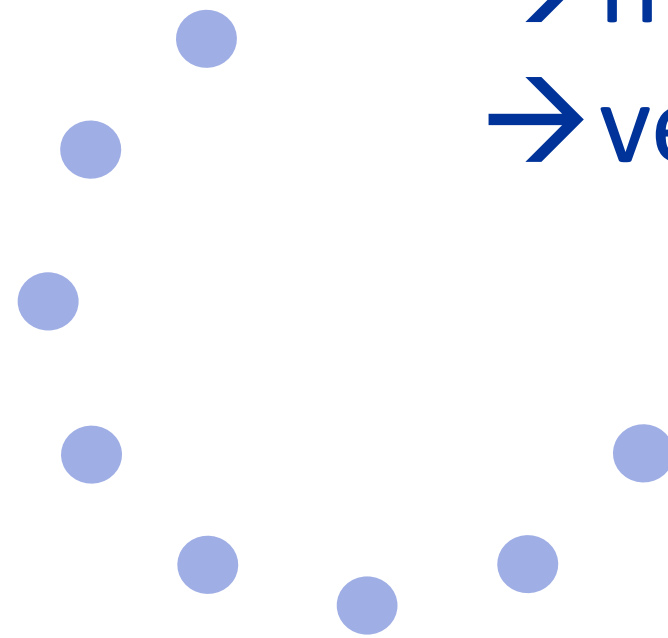


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PROBLEM

- Demand well-trained professionals
- XR could be solution, but
 - providers develop own applications
 - duplicated effort
 - high costs
 - vendor lock-in





**Everyone is doing XR.
But no one is doing it together.**

PROBLEM → SOLUTION?



- Flanders pioneers in XR!
- However... after funding adoption remains lower than anticipated
 - expensive licences
 - hard-to-find content
 - lack of support

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Looking for a solution...

- Crossing the border
- Cross-domain



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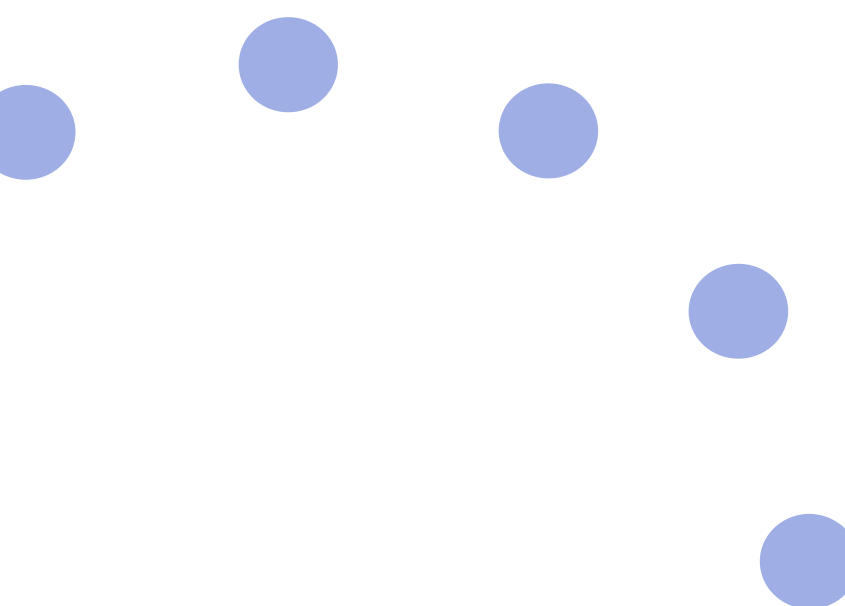
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THE FUTURE
Driven by innovation



**STRONG
PARTNERSHIP**



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XR on Cross-Border Scale: Designing the EduXR Library Based on User Needs

Looking for a solution...

- Crossing the border
- Cross-domain
 - Scalability
 - Collaboration across Flanders and Netherlands
- Very ambitious in scope
 - To keep it workable: 2 sectors, healthcare and energy

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THE FUTURE
Driven by innovation

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SOLUTION

Sustainable

One development, lasting value

Affordable

Higher quality, lower costs

Transparent

Shared knowledge, clear rights



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TARGET GROUPS

EduXR Library

Healthcare and energy: education and businesses in Flanders and the southern Netherlands.

Companies and educational institutions that want to train, reskill or upskill with XR



XR applications are co-created, aligned with the educational requirements and learning needs of both companies and educational institutions.



OBJECTIVES

- Gaining insight into
 - available XR applications
 - needs for these sectors
- Developing 10 XR applications addressing the blind spots in the needs overview
- Building a cross-border XR app library
- Train-the-Trainer and embedding within organisations
- Scaling up and further rollout of the library via a community and engaging additional stakeholders



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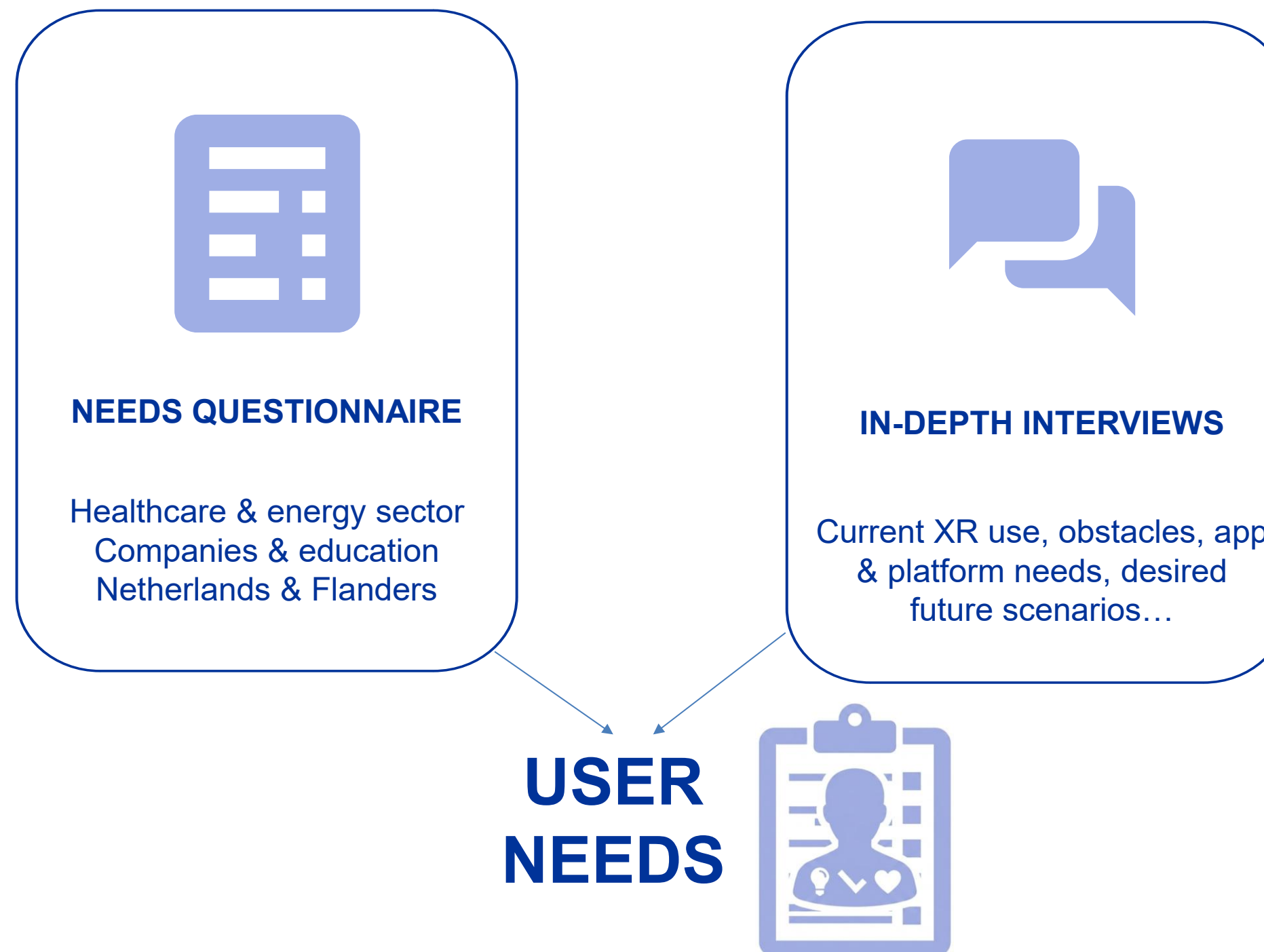
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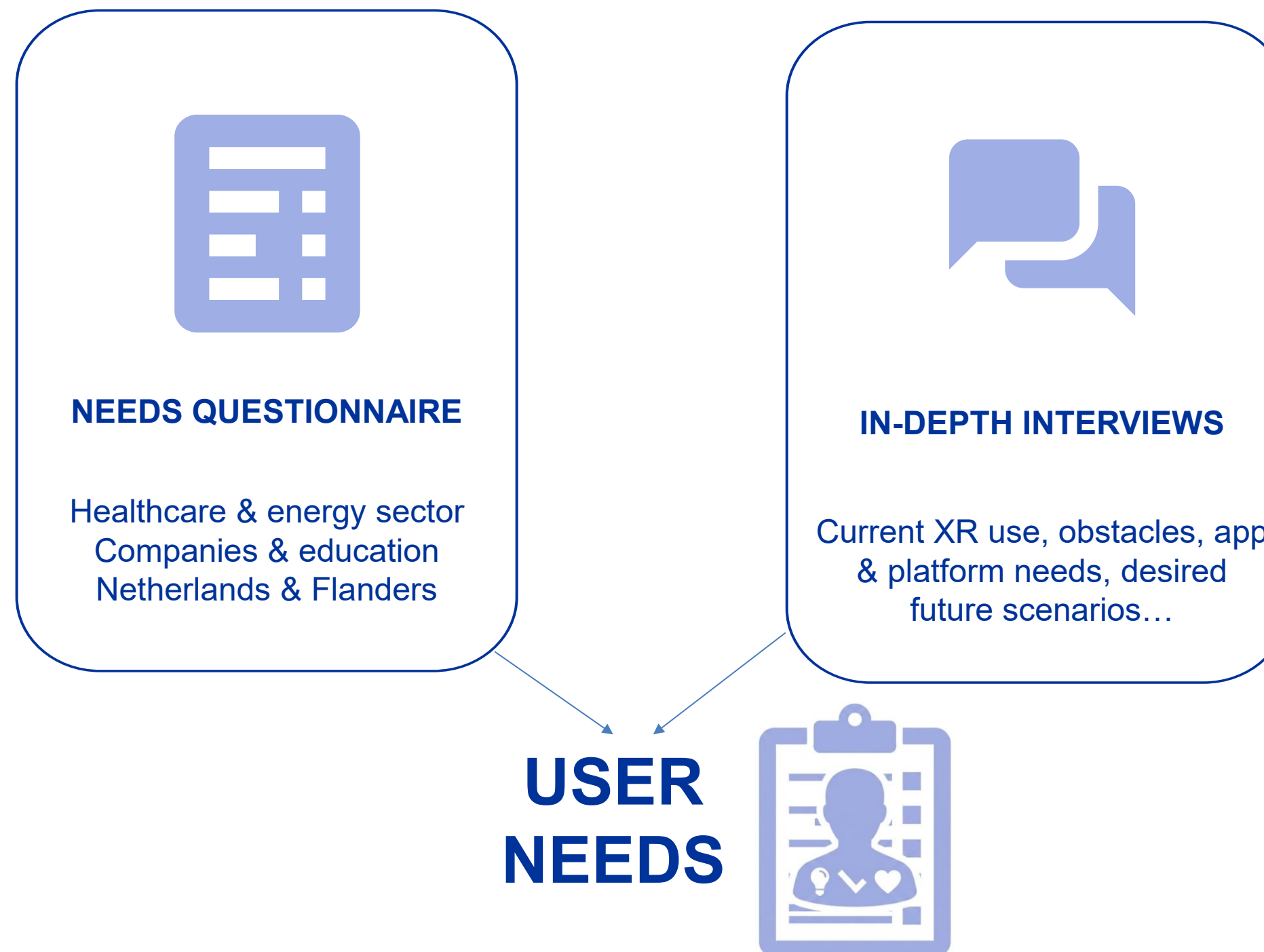
FROM LEARNING NEEDS TO APP IDEAS



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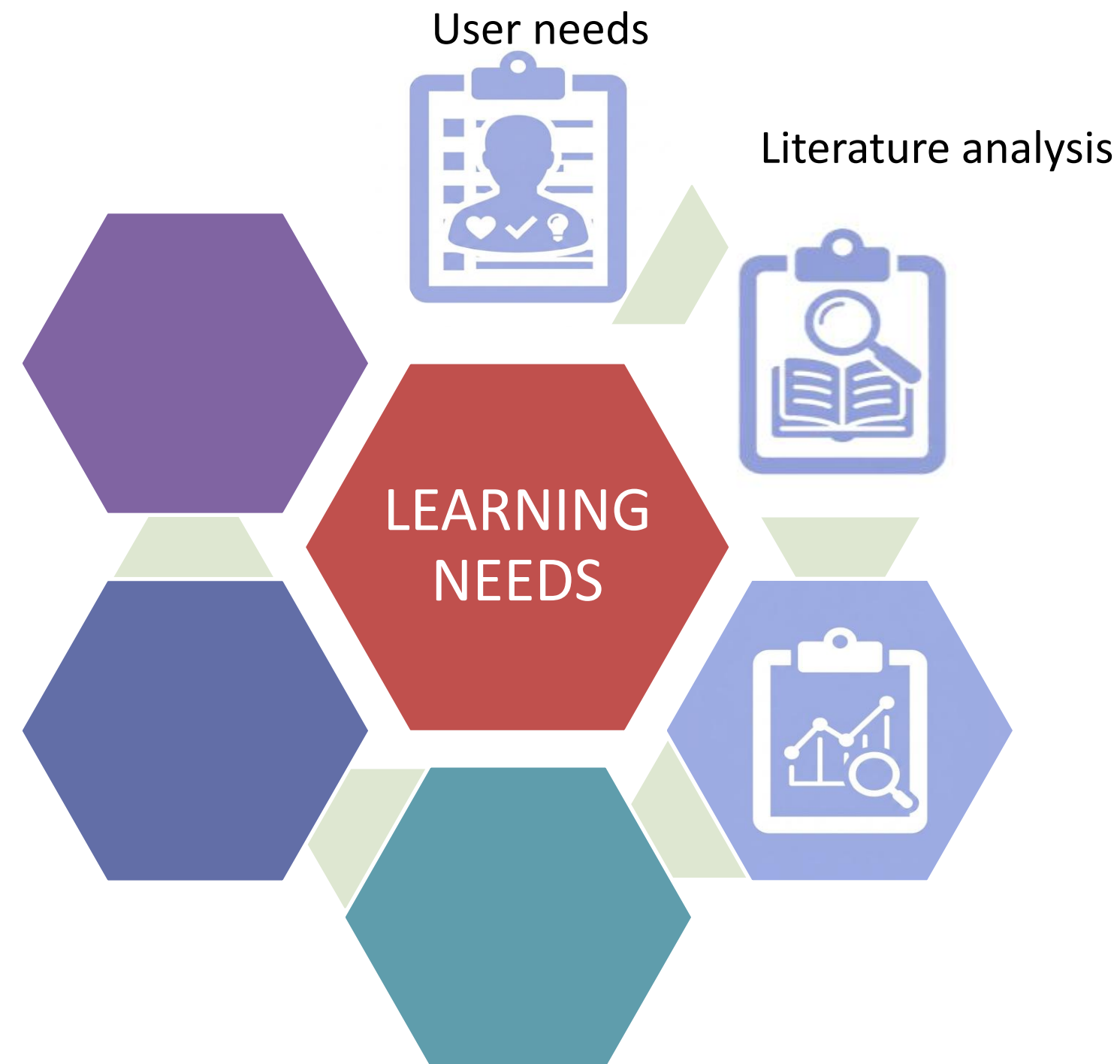
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LITERATURE ANALYSIS

Best practices, evaluation criteria, quality framework for XR apps, XR action scan...

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MARKET RESEARCH

Different kinds of applications on the market, testing, which learning goals, etc.

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- User journeys
- Learning goals
- Reaching out to developers

7 DESIGN INTENTIONS

01

HIGH-QUALITY AND DISCOVERABLE CONTENT

Curated and clearly organised offering of XR apps in the broadest sense

02

ACCESSIBLE STARTING POINT

User-friendly XR platform that is widely accessible to all users.

03

FUTURE-PROOF PLATFORM

Extensible architecture, aligned with standards and supporting a range of devices.

04

PEDAGOGICAL INTEGRATION

XR content linked to learning objectives, teaching practice and existing education and training systems.

05

CLEAR AND FLEXIBLE MANAGEMENT

Workable classification of applications and access based on clearly defined roles

06

COMMUNITY-DRIVEN

Active knowledge sharing and feedback between users and developers.

07

ETHICAL APPROACH

GDPR-compliant solution with secure applications and transparency about data use

During the project

10 in-house apps / Separate healthcare and energy groups

How it works

- Community split into EduXR Healthcare and EduXR Energy
- Per domain: dedicated expert groups, members' council and needs cycle
- Training providers and companies pay an annual membership fee

 **Sustainability: Realistic**

Stable membership base

Why this is sustainable



Relevant community

Healthcare members sit only with healthcare trainers. Energy members only with energy professionals.



Co-creation as the engine

Companies invest in apps they need. The library grows organically after the subsidy.

After the project

Extended with an external catalogue as referral

How it works

- External apps are referrals to the provider
- EduXR is the discovery point, not the distributor
- Charging providers for visibility in the catalogue to reduce licensing fees
- Companies can co-finance the development of specific apps
- New co-creation for apps available to all members

Why this is sustainable



Broader discoverability

Members find all available XR apps for their domain in one place — both in-house and external.



Additional revenue stream

External providers pay for visibility. Complementary to membership fees.

 **Sustainability: Realistic**

The external catalogue strengthens the value proposition. Co-creation remains the sustainability engine, not the catalogue.



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Stay informed!