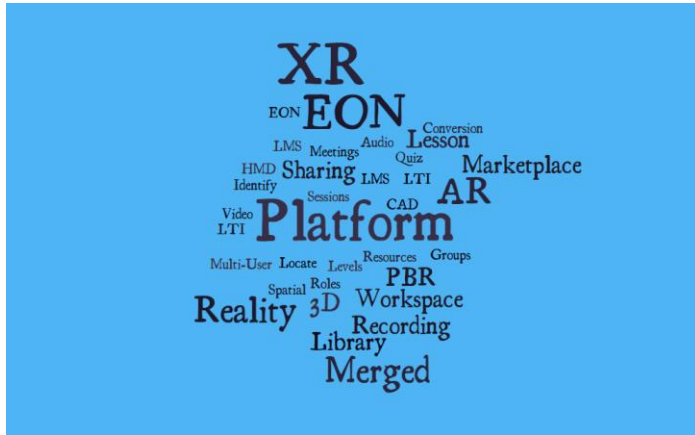




## Introduction



The EON-XR Platform is an amazing gateway to a wide range of unique instructional applications of extended reality (XR), EON Merged XR and EON Spatial Meetings. The current Version 9 release, when matched with other scanning, artificial intelligence and translation technologies, opens the metaverse for highly creative and engaging learning experiences for all students.

The EON-XR Platform Stratum contains 5 distinct stations for exploring, gathering resources, managing, creating, and disseminating amazing XR content. These five stations are:

# THE EON-XR STRATUM

FOUNDATION STATION

RESOURCE STATION

CREATION STATION

DISSEMINATION STATION

MANAGEMENT STATION

## Stations Defined

Foundation Station - Fundamentals of the XR Platform

- Library
- Resources
- Downloads
- Workspace
- Create

Resource Station - Toolbox - Overview of Assets for Content Creation

- XR Library
- Marketplace
- Importing Assets
- PBR Assets
- CAD
- Other Sources

Creation Station

- Lesson Setup
- Navigating the Build Template
- Annotations as Building Blocks

- Audio
- Video
- Identify
- Locate
- Quiz
- 3D Recordings
- EON Merged XR
- EON Spatial Meetings

#### Dissemination Station

- Sharing Lessons
- Multi-devices
- XR, EON Merged XR, EON Spatial Meetings
- Documentation

#### Management Station

- User Management
- Roles
- Groups
- LTI to LMS

In this document, you will find a number of ideas and methods that you can use and adapt in a variety of ways to create your own XR experiences, all from the single EON-XR Platform.

#### **Foundation Station Ideas**

- **Faculty/Staff Accounts:** Create accounts for all faculty and staff and encourage them to experiment with the platform to become aware of what XR actually is. This is in addition to the original educator course. These users may create content or they may just explore, but the outcome is that they are conversant about XR and how it can be used to support student learning.
- **LMS Management:** Use an LTI integration to maximize and simplify student access to the platform through your learning management system. EON can support you with this process to enable as many students as possible to access and experience XR first hand.

## Resource Station Ideas

- **EON-XR Platform Lead Admin Training:** The benefit of Lead Admin training is the engagement of a champion for the implementation of XR and to serve as a visible source of support for administrative tasks such as passwords, user management, marketplace resources and other leadership roles. It is a great idea to invest in this position along with training and coordination from EON Reality Customer Success team members.
- **Student Orientation Program:** Create an XR Exploration Orientation Event for new and existing students. Promote it through student newsletters, email, or other means. This event would be non-credit and is offered to encourage students to explore XR applications and to become aware of the platform. All students who participate in this event offered as a remote online experience would receive an EON XR Platform License for their use in schoolwork and classes.

## Creation Station Ideas

- **Targeted Instruction:** Create lessons and applications that provide “extra” help and resources that focus on engaging students who are struggling with course content.
- **Summer Camps:** Create summer camps for students focused on creating content in the XR Platform. These are open to age groups or other demographic groups that are not part of the normal student body. This is another promotional opportunity for your institution to engage with your community. All participants would receive a XR Platform license
- **XR Hackathon:** Sponsor an EON-XR Platform Hackathon to have participants create 25 “highly engaging” applications in an 8 hour workshop. Provide participants with a license, promote the event to other organizations, enroll all participants.
- **XR Content Development Teams:** Identify specific tasks for lead administrators, key faculty and other staff to coordinate regularly to identify top applications created by faculty, staff or students to highlight best practices, and to expand usage across the curriculum and for cross-curricular integrations. (i.e. safety procedures across all CTE programs)

## Dissemination Station Ideas

- **Student Pathways:** Create a dual credit/dual enrollment pathway with secondary education providers. Enroll secondary students into your institution as content creators and partners as part of a special program aimed at helping secondary students see what is possible at the next level of education.
- **The XR Meeting:** Create lessons and invite students to join in the XR App. Alert them to be prepared to present and discuss the application and expanded discussions at higher levels. In future releases of the platform, conduct spatial meetings guiding students from afar using AR capabilities.
- **Group Power:** Create unique user groups in the platform to excite users, develop a team, create power user groups, or other determiners that helps students access and use the platform not only as consumers but developers of content for their own research and learning.

## Management Station Ideas

- **Enrollment Management:** Default enrollment process - By default, all students with valid institution emails will be provided with an EON XR license that allows them to create and explore XR applications on their own and as part of class assignments.
- **Professional Development Programs:** Provide faculty and staff professional development opportunities focused on integration of XR into the curriculum. This would have more content applications created to engage students.
- **Workforce Development Programs:** Create a Workforce Development Event to promote your capabilities using XR to your business and industry partners. Create groups within your XR Institute for each external customer group. Lead admin can manage adding users and content from external clients. This could be a ½ day online workshop for business and industry. All enrolled participants get an EON XR Platform license to explore and utilize for a set time period.
- **EON-XR Platform GGP Lead Strategist Position:** Designate a single point of contact responsible for managing XR projects, events, data management, other initiatives, etc., either as *part of Lead Admin Role* or as other position. This person is responsible for all aspects of the integration

# Learning Scenarios for EON Merged XR and EON Spatial Meetings

## EON Merged XR for Developing Foundational Competencies

### Scenario 1: The XR Learning Expedition

**Objective:** Develop student knowledge of fundamental content related to tools and equipment, safety, machinery or other technical components.

**Strategy:** Engage students with an activity based research experience using the XR Platform to locate specific content. The goal is to have students correctly identify specific tools, equipment, locations, machines or other technical components with a game-like experience.

**Faculty Tasks:** In order to create this experience the instructor would perform the following pre-assignment tasks:

- Identify Lesson Topics - (which parts, tools, locations, etc.)
- Create an XR App or Scan on each topic
- Develop the lesson contents for each topic in the XR Platform
- Develop student assignment sheet and publish lessons to the XR Platform

**Student Activities:** After the lesson is created the students complete the following tasks:

- Review student task sheet (see sample)
- Use their phone or tablet and begin the learning expedition
- Visit a worksite, classroom, hardware store, or other locations where the objects identified in the task sheet may be located.
- Once located, locate the lesson in the phone or tablet, and open the lesson in AR and overlay it on top of the real world object. Complete the lesson tasks.
- Move on to the next task