



Developing

XR

Apps

at a University lab

AR & VR

Bridging the gap between Researcher and Developer when developing educational XR applications

17 Nov 2022, 14:00 – 15:30

Part of series: [Workshops & Seminars](#)

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Media & Learning



IMTEL
Innovative Immersive Technologies for Learning
<https://www.ntnu.edu/imtel>



Explore

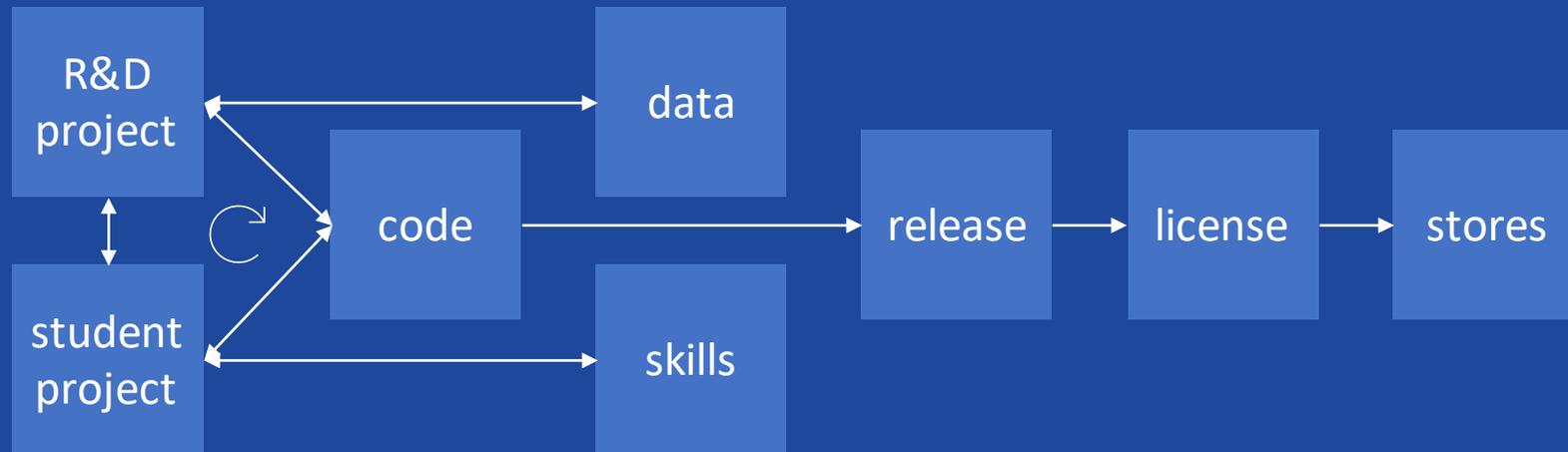


Educate



Experiment

Organization and processes



Practical considerations



- > Software installation for computer class
- > Hardware maintenance and repair
- > Cleaning
- > Managing equipment and accounts: lab-centered vs BYOD
- > Network (Wi-Fi) requirements and protected networks
- > Software licenses

Practical considerations



- > Storing/reusing the code: GIT for student projects
- > Evaluation and grading of student projects
- > Content creation challenge: Libraries of free 3D content vs. creating own content
- > Publishing and distribution of apps with student contribution
- > Ownership and copyright issues
- > Ethics considerations

Practical considerations



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Knowledge and expertise building

AR/VR development skills

AR/VR user skills



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Model Augmented Reality Curriculum

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ABSTRACT

Augmented Reality (AR) is a rapidly growing field in information and communication technologies, drawing increasing numbers of professionals. Higher education institutions, however, are struggling to keep abreast of its development and to train specialists quickly, providing few courses which sufficiently align

Continuing education courses

Theory

- Introduction to VR
- Introduction to AR
- Application domains: education
- Working with XR developers
- Procurement of XR solutions

Practice

- Experience with XR hardware
- 3D / XR content
- XR authoring tools

Project

- Introduction of XR to organization

<https://codereality.net/ar-for-eu-book/>

<https://dl.acm.org/doi/abs/10.1145/3437800.3439205>