



The VR/AR Coordination Network: An Overview

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Identifying the Need

What we know

Virtual environments offer a unique ability to immerse learners in environments they are studying.

VR has potential to create new teaching spaces for highly accessible personalized learning experiences

Virtual learning experiences can be facilitated via online means

What we don't

With anticipated growth, VR developers and faculty are ill-equipped with research and information on best practices for incorporating VR into curriculum.

Overarching Goal

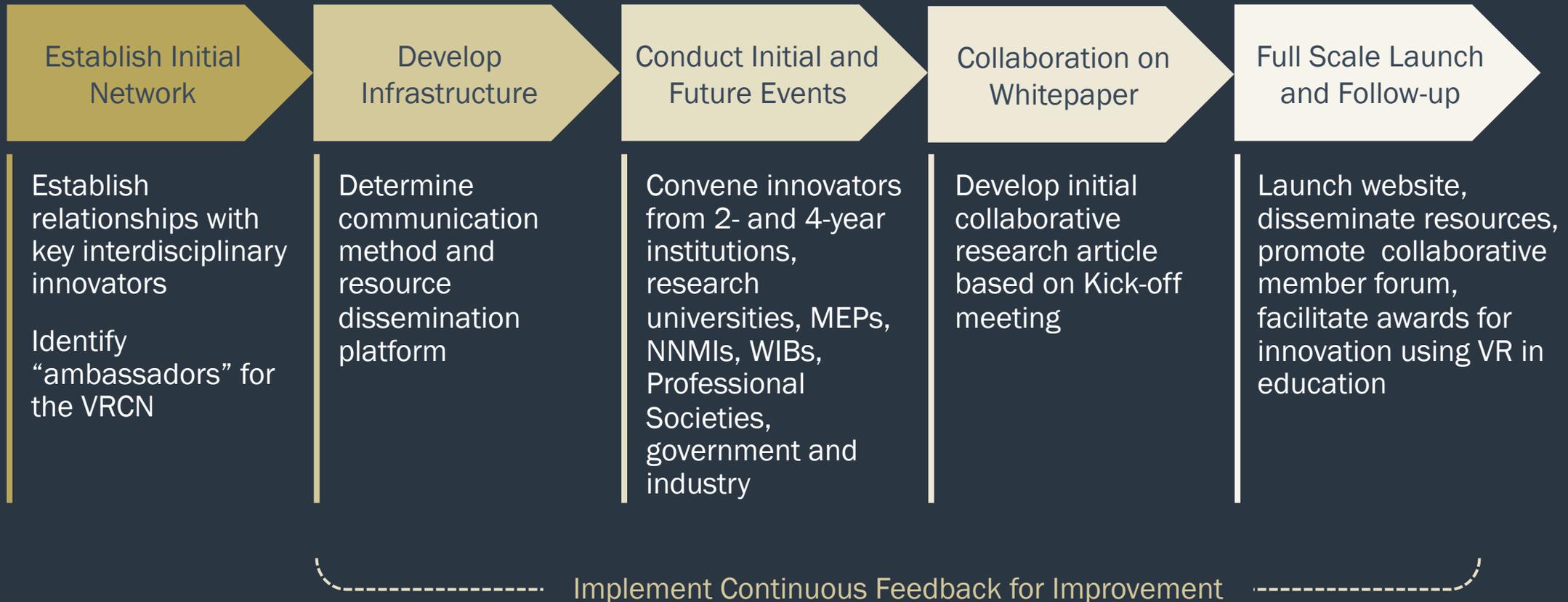
Create a collective, end-to-end innovation ecosystem to lower barriers for two-year colleges to embrace VR/AR based technology innovations to enhance personalized learning.

The CA2VES CN will:

- Represent a broad discipline, nation-wide member network
- Leverage the network's collective expertise
- Enhance the technician workforce pipeline
- Engage in transformative research and educational collaboration
- Develop infrastructure, identify facilitators, and compile materials to be shared across the network

The power of our network rests with each member contributing for the benefit of all.

Implementation Strategy



Current Partners



Key Takeaways

- Plan for continuous engagement with the network
- Host events to connect members and foster excitement
- Encourage each member to contribute to the discussion
- Identify “ambassadors” to be evangelists for the CN with academia and industry

Coordination Network Website:

www.theVRCN.com

Coordination Network Forums:

www.theVRCN.com/forums

CA²VES **CN**

COORDINATION NETWORK



THANK YOU.

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