

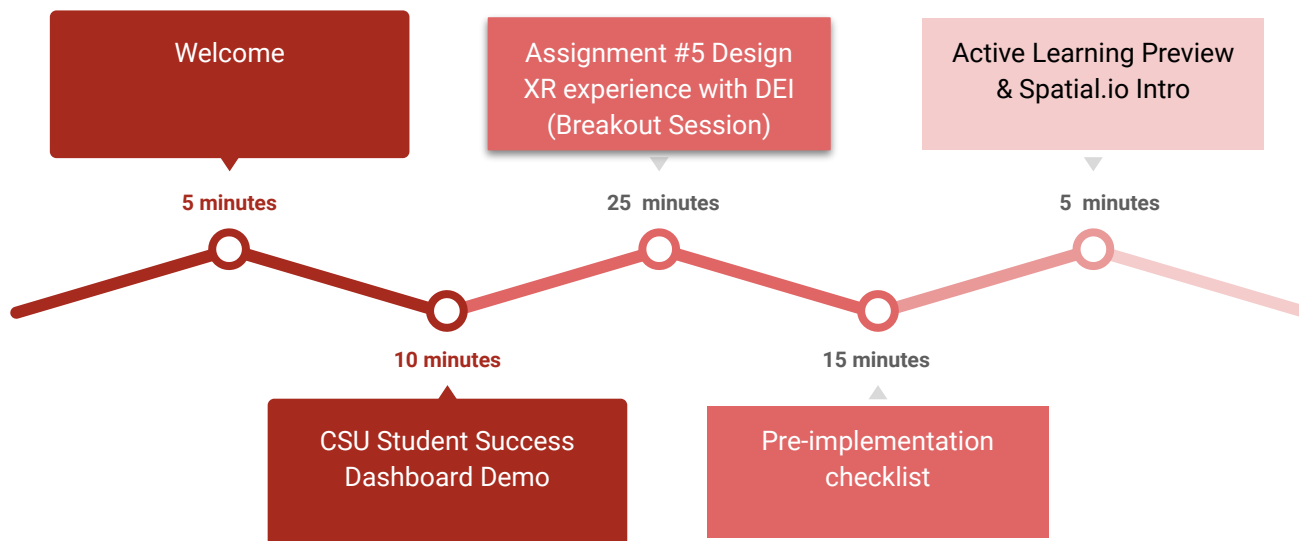


# XR-FLC Cohort A Bi-Weekly Meeting

Feb. 11, 2022



# Agenda





# Diversity, Equity, and Inclusion (DEI)

*“Faculty development should include DEI as a foundation for any instructional training and development for example, but not limited to, culturally relevant and sensitive pedagogy training, implicit bias awareness and mitigation, stereotype threat, microaggressions, and fixed vs. growth mindset.”*

Resources:

<https://www.peatworks.org/futureofwork/xr/inclusiveworkplacexr/>

<https://www.microsoft.com/design/inclusive/>

<https://www.indeed-innovation.com/>



# CSU Student Success Dashboard Demo - 10 mins



<http://calstate.edu/dashboard>



**Institutional Data Narrative**





# Revisit Assignment #5

Design XR Learning Experience with DEI



# Breakout Session - 25 mins



- Does your current XR learning activity consider DEI?



- Will your assessment plan reflect how students learn differently?



- How would you rewrite your backward design with DEI in mind?



[Jamboard Link Room 1](#)

[Jamboard Link Room 2](#)





# Design Inclusive XR Learning - Additional Readings

- [Can XR improve Racial Equity in Higher Education?](#)
- [XR Accessibility](#)
- [Immersive Learning Environments: Designing XR into Higher Education](#)
- [XR Association Developers' Guide Chapter 3 - Accessibility & Inclusive Design in Immersive Experiences](#)



# Pre-implementation checklist (10 mins)

- Backward design completed?
- Technology selected/obtained/purchased?
  - Hardware
  - Software
- Student sample determined?
  - Control vs. experiment?
  - ABBA? (students try both conventional and XR-integrated experience)
- Assessment measures finalized?
- How to understand and interpret results?
- Anything else?





# Your little reading and fun assignments:

## Preview: Active Learning

- [Active learning increases student performance in science, engineering, and mathematics](#)
- [Active learning narrows achievement gaps for underrepresented students in undergraduate science, technology, engineering, and math](#)

## Explore: Spatial.io

- <https://spatial.io/> (Use a headset if you have one. Otherwise, any device is fine)