The Emerging ID World of AR/VR

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Concurrent Presentation Session
AR/VR DISTRIBUTED LEARNING DESIGN
Designing Learning: Virtual, Augmented, and Mixed Reality
Where we are headed next...

Augmented Reality
Where we are headed next…

Virtual Reality
Where we are headed next...
What We Know From e-Learning Models

- Make it relevant
- Create visual stimulation
- Reachback / Feedback
- Engage the learner
- Just-in-time events
Augmented Reality
Augmented Reality Models
Virtual Reality Models – 3DLE
Virtual Reality Models – Enhanced SAM

![Diagram of the Enhanced SAM process]

- **Background**
  - Information Gathering
  - SAVVY Start

- **Prototype**
  - Project Planning
  - Additional Design

- **Implement**
  - Design Proof
  - Alpha
  - Beta
  - Gold

- **Rollout**

- **Preparation Phase**
  - Requirements/Mindmap
  - Purpose
  - Environment

- **Iterative Design Phase**
  - Procedures/Reference
  - Game Play
  - Characters
  - Unexpected Actions
  - Results
The Future of Learning