XR at FHS

Immersive technology strategy for including immersive teaching and learning

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Introduction

Immersive teaching at the University of Pretoria

- The Faculty of Engineering, IT and Build environment collaborate with Faculty of Health Sciences
- XR implementation experience is shared between the faculties
- Pilots of platforms are deployed in different disciplines
  - Mining Engineering
  - Civil Engineering
  - Taxation
  - Anatomy
  - Center for Simulation and innovation
Strategy for implementing XR as a teaching technology

Immersive teaching at the University of Pretoria
Exposure

Expose staff and students XR technology

- XR Toybox in Faculty of Health Sciences
- Situated in the Library
- A space to “play” with the technology
Engagement

Engage both staff and students to expose them to XR technology
• Students will start to develop a “XR Literacy” – getting used to the technology
• Staff will see what the technology is capable of
• Staff start thinking how to use the technology within their teaching and research
• Identify “Ambassadors” that are willing to show the efficacy of XR within their contexts
Enable

Enable staff to:

• Create their own Immersive learning content
• Make the technology available to them to experiment with
• Provide them with expertise
Learning spaces

Learning spaces can be:

- Dedicated XR/Computer labs
- Living labs
- Virtual reality centres
THANK YOU

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