

Michaela Mabe Challenge #3 1/30/23 EDCI 60002b Spring '23	
SUPRA-BADGE:	Planning and Analysis
SUB-BADGE:	Analyze Technologies
CHALLENGE:	Analyze the characteristics of existing and emerging technologies and their potential use
ARTIFACT:	Course Discussions in EDCI 577
CRITERIA:	<p>Criteria for successful completion of this challenge: Evidence of describing emerging technologies and evaluating the benefits and limitations of the tool's usage.</p> <p>Reflection must address: How you determined the use of a piece of technology and described its potential use or non-use.</p>

Competency and artifact identification

My **Week 5 Discussion Post** from EDCI 577 provides the evidence for the sub-badge, Analyze Technologies, and the challenge, "Analyze the characteristics of existing and emerging technologies and their potential use". This artifact provides evidence that I am able to complete research on emerging technology and discuss how it can potentially be used in instructional design.

Description of how the artifact supports the competency

I decided to do research and talk about the emerging use of Augmented Reality/Virtual Reality (AR/VR) and how it is being used in the instructional design space. I read through an article and looked at how AR/VR is currently being used in the education space and the importance of policymakers investing in this technology to improve education. I chose to complete research on AR/VR because I thought it would be interesting to see how it was being implemented with distance and remote learning and the effect it would have on instructional technology for education and other institutions. While I haven't used it yet in my teaching career I would love to look into ways that I can try and incorporate it when we get the correct technology to work with AR/VR. That is the main limitation of AR/VR is you need the right technology to use it the most effectively. Not every school can get a VR system to utilize even though it would be beneficial to the students.

Competency alignment with prior knowledge and experience

I have had some prior knowledge in researching technologies to use in my teaching career. I've completed google educator certification classes and researched programs to utilize in my classroom for instruction such as Prodigy and Flocabulary. A new piece of technology I was able to get in my classroom last year was the Clevertouch, which I use daily. When I first got it, I completed research to look at different ways I could integrate it into my classroom environment for instruction, communication, and classroom management.

Reflection on experiences

Overall, this challenge has been a great way to reflect on the ways that I try and find more information on up-and-coming technologies and the way I conduct research on programs I can use for my day-to-day job. I will be using the skills from this challenge in my teaching job for finding new programs and technology that I can use with my students. I will also use it in my instructional design courses and my future career in instructional design by finding new technology to use when creating instructional design materials and programs. I want to research some AR/VR technology to use with my students, especially programs like Google Earth or when we do a lesson on the solar system or other science lessons.

Week 5 Discussion

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Instructional Design Trend: AR/VR in Education

Michaela Mabe posted May 31, 2022 7:48 PM • 336 Words • Subscribed

Article: The Promise of Immersive Learning: Augmented and Virtual Reality's Potential in Education by Ellyse Dick

<https://itif.org/publications/2021/08/30/promise-immersive-learning-augmented-and-virtual-reality-potential>

The trend I chose to find more information about was Augmented and Virtual Reality (AR/VR) and how it looks currently and new trends that are starting to pop up in the instructional design landscape. This topic is an important trend in the instructional design field because AR/VR has already had prevalence. Especially during COVID-19, AR/VR gave people who were learning remotely a chance to see real-life examples and models of what they were learning about. Dick (2021) states that "...immersive learning has only recently transitioned from small-scale experimentation to a multimillion-dollar market with rapidly growing use" (Dick, 2021). This article stresses the importance of policymakers to invest in more research on the health, safety, and efficacy of AR/VR technologies, improve digital literacy, accelerate content development, and support equitable adoption of any new AR/VR initiatives.

The article discusses the value of AR/VR in K-12 Education and Higher Education and how AR/VR is currently used in both areas. The report states, "AR/VR based education tools offer enormous potential to transform the way students of varying ages and disciplines learn" (Dick 2021). In K-12 Education, the author talks about public resources such as the Smithsonian Institution and NASA, content collections such as The New York Times, Google Arts and Culture, Edtech Services, Kai XR, and higher education resources such as Polar Explorer, Air Force Academy, and HoloAnatomy. There were many more AR/VR resources and platforms available than I knew about. One of the resources that I found interesting is that Purdue University has its own VR astronomy 3D models to help them access a virtual model of space. Overall, AR/VR has already made many new strides in the instructional technology world, and it seems like it's just going to become more prevalent and important as time goes on.

References

Dick, E. (2021). The Promise of Immersive Learning: Augmented and Virtual Reality's Potential in Education | ITIF. Information Technology and Innovation Foundation. <https://itif.org/publications/2021/08/30/promise-immersive-learning-augmented-and-virtual-reality-potential>

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Adam Stutzman

Jun 3, 2022 4:44 PM

I find AR/VR fascinating. I was going to my BYOR on AR/VR in education, but I decided not to. It will be interesting to see how VR is used in education. I remember that during student teaching, I had students learn a science lesson through VR goggles. The students observed the VR world that was loaded in the goggles. They then took them off and wrote down their observations. Then they put the goggles on again and went back to observing. The students observed objects in that environment a few times until they found what they needed to find.

VR is expensive and requires some technical training, but in my opinion, it is worth it. It is worth it because it can take students to the worlds or new places they might never get to travel to.

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Assessment

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