



Transcript for Accelerate Platform audio.

Mick Grierson UAL 2023

The accelerate project has been designed to support both students and teachers in the development and exploration of WebXR, our virtual and extended reality projects.

We do this through the creation of educational resources that support approaches to learning and creative practice.

The immersive ecosystem is a core element of accelerate. It is a collection of tools and resources, including tutorials, PDFs, platform information, demonstration materials, and guides that can provide students and teachers with a starting point for their own work. The immersive ecosystem features tools and resources from across the web. And these range in complexity and capability from 3d modelling tools, asset creation tools all the way to fully fledged, interactive, immersive networked environments. Furthermore, these tools offer teachers and students different levels of support depending on skill and competence, including beginner level tools through to intermediate, and even advanced learning.

However, the majority of these tools are third party platforms. And this can have a number of important critical ethical and educational implications. For example, if a service ceases to operate for any reason, there is a risk that student and teacher data will be lost or sold onward, which could be an IP and data rights risk.

As a way of addressing this we have created a platform to help students and teachers make online networked WebXR in a more sustainable way, the platform is entirely open, ensuring IP and data rights are respected. And that virtual worlds they create are sustainable transparent software which users can wholly own interrogate, edit and reuse.

The platform is usable by beginners, intermediate and advanced users. We have included a range of techniques from our research and teaching expertise in creative coding. Collaborative interactive coding allows users to work together online point and click interaction allows users to create elements in a document more easily through the use of selectable code snippets. Finally, our live code window overlay allows users to transparently interrogate and edit the software they have developed in real time.

In this way, we provide students and teachers with a means to develop a deep powerful understanding of how WebXR works under the hood acting as a bridge between an interactive experience and a conventional coding tool. Further, as this tool uses open web technology, for student and teachers code is readily available to them both online and as a download. They have complete control over their virtual environments, allowing them to build and deploy



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their own fully fledged WebXR are worlds without requiring any third-party services or data storage. Incorporating these approaches into a platform enhances the potential for core digital skills development, encouraging those teachers and students to fully grasp the reality and potential of the tools available to them. To help people get used to the platform. We have produced a course in PDF form explaining to users how to develop their own simple projects both on their own and interactively.

The platform provides a space where users can store, share and collaborate on projects interactively retaining ownership of all their data sustainably, providing a launchpad for developing on demand digital skills in WebXR.

We hope you enjoy using the accelerate WebXR our platform.



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