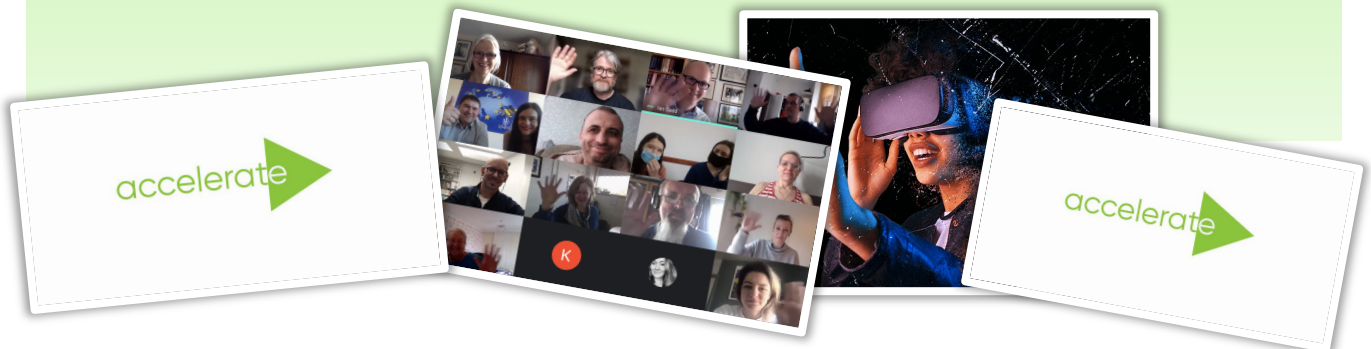# Accelerate Newsletter

November 2021

Immersive Technology
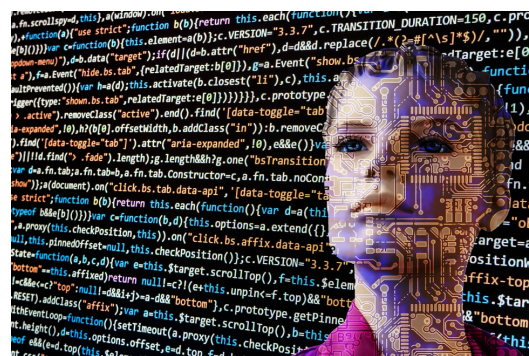
Questions that the project will set out to answer are '*can immersive technologies become a viable solution to teach creative disciplines remotely?*' and '*how can we make sure the use of this technology is accessible for all students and staff equally?*'

Over the project we will explore these questions through the case studies, and present solutions via the Methodological Guide and the Online Courses. We are also aware that the language of immersive tech is constantly evolving and not yet fully defined, so the project will grow alongside the technology.

Tools

There are many tools available for immersive technology teaching – but how many are practical for the use of teaching art and design subjects? We are currently exploring FrameVR and are working to build on previous work by University of Arts London.

Through Accelerate we want to demystify and simplify the entry level into immersive learning by developing WebXR tools and using the existing immersive ecosystems available to us. We'll use familiar digital devices and web browsers on PCs and mobiles as a gateway into understanding the 3D/Immersive web, which in turn can support a natural transition into fully immersive experiences.

"This project is an excellent opportunity to develop new technologies that can make a huge difference to the way we learn, work, interact and create." *Mick Grierson, UAL*

Co-funded by the European Union

Diagnostic Report

The Diagnostic Survey will be carried out to understand the experience of distance learning caused by the COVID-19 pandemic. The research will be carried out amongst partners' teaching staff and students and was collated anonymously.

Data will be collated, analysed and added to the Accelerate website early in 2022.

Case Studies

The creation of five Art and Design Case Studies sets out to demonstrate the potential value of accessible immersive learning for art and design. Each will be a focused transnational collaboration, designed to demonstrate the potential of immersive technologies and the value of sharing approaches and practices between partners in different countries.

Once the Diagnostic Survey findings have been shared, pairings can be re-examined to see if there are any particular issues raised by the survey that can be addressed in one or more of the pairings (e.g. around a specific skill or subject).

How can you participate?

18 May 2023 — Simultaneous one-day events in will be held in London and Bath in the UK, in Dublin, Ireland, Warsaw, Poland, and Ukraine. The purpose of these meetings will be to disseminate the outputs of the projects to a wide audience in all the partners' countries.

Please visit the website in April 2023 to sign up for one of these events