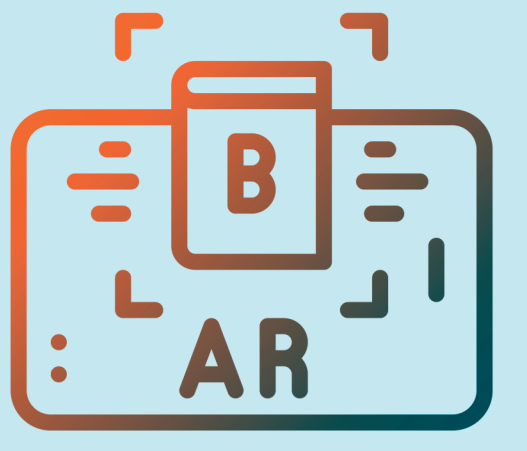




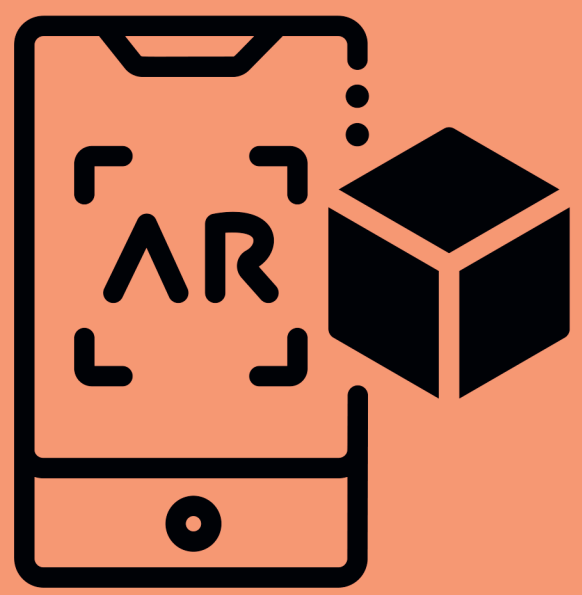
# EXTENDED REALITIES IN TEACHING



# AND LEARNING MATHEMATICS

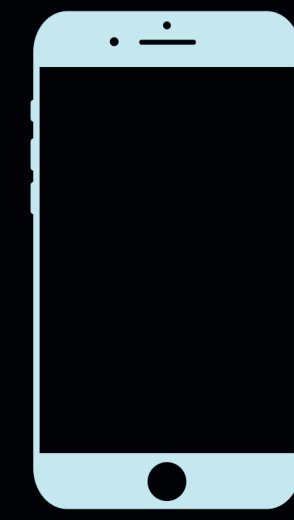
## WHAT IS XR?

Extended Realities (XR) is an umbrella term used to cover all aspects of Augmented Reality (AR) and Virtual Reality (VR).



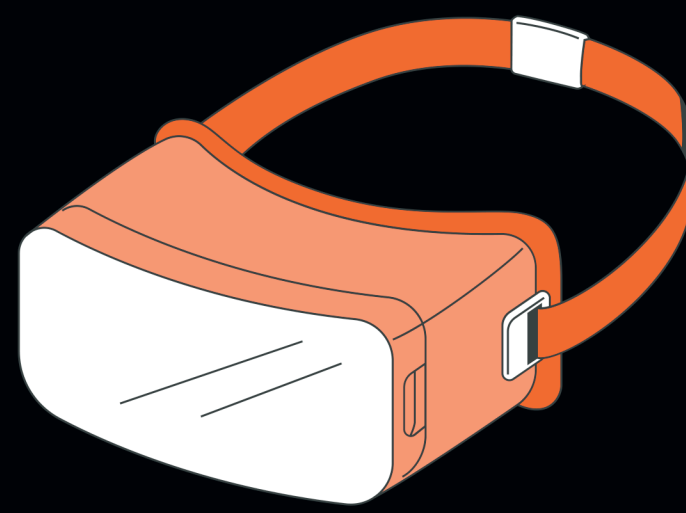
## LOW IMMERSION

AR is used for low immersion activities through a computer or mobile device, meaning that virtual, computer-generated information is added to the real-world environment.



## HIGH IMMERSION

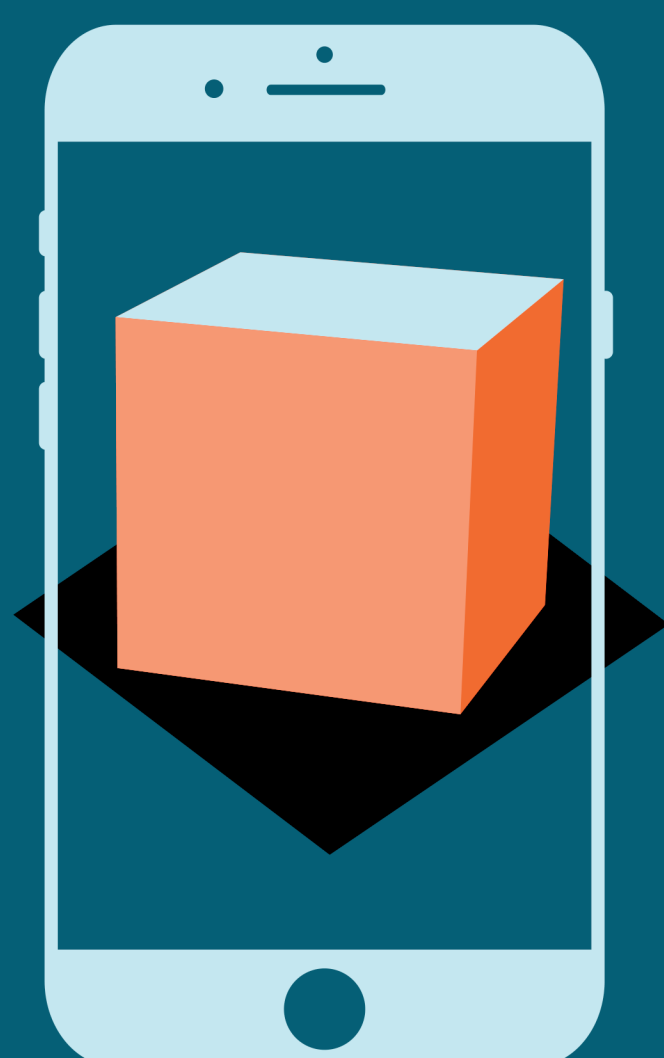
VR is used for high immersion activities through a Head-Mounted Display (HMD), like a Quest headset. The user's perception is modified as they are transferred into a completely digital environment.



## HOW TO USE XR IN THE CLASSROOM

### GEOGEBRA 3D CALCULATOR

- This mobile app is used to graph 3D functions, create and place 3D shapes on any surface, and solve 3D math problems.
- With this interactive program, students are able to experiment with different shapes and equations, and allows the visualization of abstract concepts.



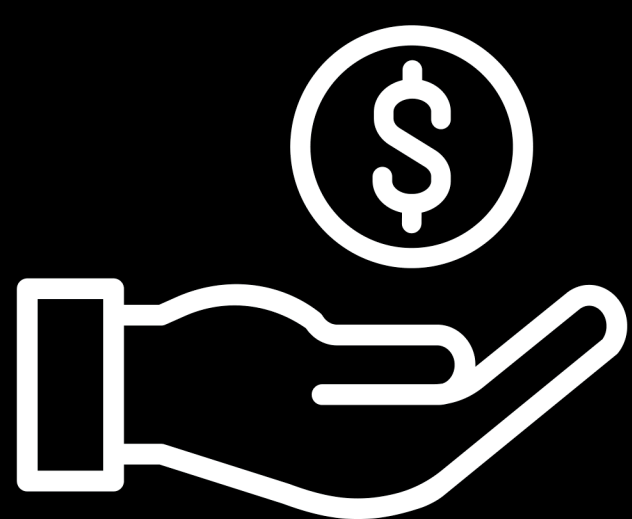
### PRISMS VR

- This program fully immerses users into a virtual world where they get to solve real-world math problems individually or as a team.
- This program includes content modules, a multiplayer sandbox, and a dashboard so teachers can monitor student progress.

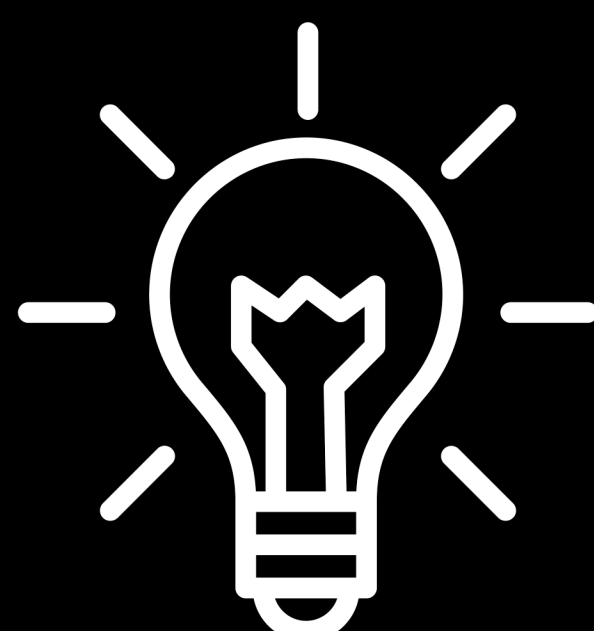


## BENEFITS OF XR

- Increases motivation, learning willingness, self-efficacy, engagement, and curiosity for learning.



- Reduces experiment costs and promotes collaborative learning.



- Develops skills such as spatial orientation visualization and logical thinking.

## CHALLENGES OF XR



- Hardware limitations, software limitations, and teaching and learning methodologies.

- A steep learning curve or complicated usability for both teachers and students.



- Can be hard to translate all the meaningful content into an enhanced reality experience.



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