
**Welcome and Getting Started: 1:00 – 1:10**

**Session Description:**

Welcome to AVID! Hosted by the Division of Digital Learning's Faculty Multimedia Center (FMC) and Pegasus Innovation Lab (iLab), AVID brings together professionals, researchers, and enthusiasts passionate about Virtual and Augmented Reality. Our events foster a dynamic community where you can explore interactive tech demonstrations, learn about real-world applications, and hear insights from experts. Reflecting on past successes, AVID continues to expand, promoting innovation and collaboration across departments and colleges at UCF. We're thrilled you've joined us—let's shape the future of immersive technology together. Welcome, and thank you for being part of our growing AVID community!

**From Pixel to Practice: Creating Hands-On Virtual Labs with 360° Imagery and 3D Models: 1:10 – 2:00**

**Presenters:**

Dr. Amanda Groff and George Lopez

**Session Description:**

How do you teach a lab-based course online without a physical lab? In this presentation, faculty from the Department of Anthropology and Video@CDL share how they addressed that challenge by developing immersive virtual labs for ANT 2511—Human Species. Supported by the Digital Curriculum Innovation Initiative, our project, Bones, Stones, and Virtual Labs: Human Species in 3D and 360º, uses surface-scanned 3D models and 360º photography to transform passive online learning into an interactive, hands-on experience. Students explore anatomical structures and stone tools through virtual lab stations, 3D model manipulation, and guided video instruction.

Our presentation will highlight the pedagogical impact of these labs, particularly for non-science majors who often struggle with traditional static resources. Data from the Fall 2024 pilot show a dramatic drop in non-submission and DFW rates, underscoring the effectiveness of immersive learning. We will also share the development timeline, challenges faced, and lessons learned—giving attendees a realistic look at what it takes to build virtual labs. With around 2,000 students enrolled annually in ANT 2511 alone, this approach has significant implications for scaling immersive labs across online General Education and STEM courses in Biology, Chemistry, and beyond.

### Integrating Extended Reality (XR) into Course Experiences: 2:10 – 3:00

**Presenters:**

Dr. Rebecca McNulty, Dylan Yonts, Faith Delorenzo, Savannah Graves, and Dr. Rohan Jowallah

**Session Description:**

This session explores the role of Extended Reality (XR) in course design and development. Instructional Designers will discuss the pedagogical benefits and challenges of XR, helping faculty understand when and how to use it effectively. Division of Digital Learning staff will then showcase the available XR hardware, review software options, and discuss the feasibility of custom XR content development. The session will close with a brief summary and an extended Q&A, allowing faculty to ask questions and explore implementation strategies. Attendees will consider practical ways to incorporate XR into their teaching, along with institutional resources available to support faculty efforts.

### XR Tech Showcase/Networking Hour: 3:00 – 4:00

**Session Description:**

Join us for a Tech Showcase & Networking Hour, where innovation meets interaction! Explore cutting-edge Virtual Reality with Meta Quest headsets and dive into dynamic Augmented Reality experiences featuring Insta360 X4, Insta360 Pro 2, Oculus, Google Cardboard, and phone clip headsets. Experience hands-on demos designed to inspire creativity, spark curiosity, and showcase emerging tech trends. Connect with fellow tech enthusiasts, creators, and industry professionals in a vibrant environment designed to foster meaningful conversations, idea sharing, and collaboration. Don't miss this unique opportunity to explore groundbreaking VR/AR technologies and expand your professional network!