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XR & EDUCATION

TOPICAL



UNC ARVR

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XR & EDUCATION

XR technologies can be used to create immersive and interactive experiences for students to help them learn better. Some studies have also found a direct correlation between VR usage and increased engagement by students

RELATED CARDS:

- (64) VR Visualization
- (11) What is VR
- (43) Merge Cube

*For more
information, visit
our website*



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<https://go.unc.edu/arvr>

Make a card:

1. Cut along the red lines
2. Glue the backs together

For best results, use a heavy cardstock for printing