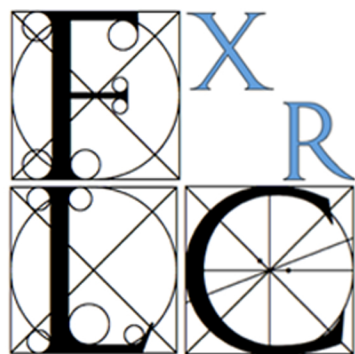




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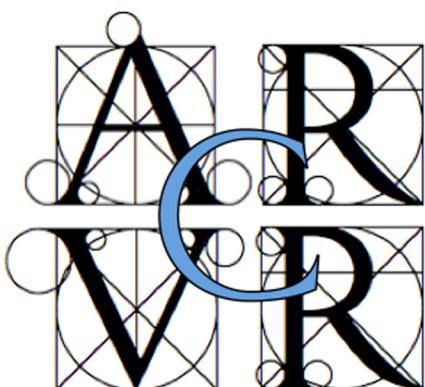
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## For Faculty

The XR Faculty Learning Community at UNC Chapel Hill is a group of faculty members from many different disciplines who explore the use of immersive technologies such as Augmented and Virtual Reality for research and pedagogy. The group meets monthly and welcomes faculty from all disciplines.

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## For Students

The Carolina Augmented Reality and Virtual Reality club (CARVR) is a student organization at UNC Chapel Hill that promotes student development in XR technologies. Students work on XR projects and connect to clients to create real-world applications. All students – graduate or undergraduate, in any discipline – are welcome to join. Occasionally people from outside UNC join us too.

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## For Everyone

The UNC Augmented and Virtual Reality Interest Group includes over 250 people from all across campus, including faculty, students, and staff from just about every department at UNC Chapel Hill, and then some. Our goal is to promote innovative teaching and learning, research, training, clinical care, and entrepreneurship through the use of immersive technologies.

Join Us!

@ARVR\_UNC

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

[arvr@unc.edu](mailto:arvr@unc.edu)