



Fall 2020 course offering

Fridays, 9:00am - 12:00pm

Location: TBD, based on UIC policy decisions for distancing

Learning Sciences Research Institute
College of Liberal Arts and Sciences

LSRC 594

Designing Technologies for Learning: **Interaction & Embodiment** in **Space & Time**

This course will explore how mixed reality (XR) technologies can be used to support learning and enhance learning environments. Students in this class will learn a hands-on understanding of how to design technologies, including augmented reality (AR) and virtual reality (VR), and how to support productive collaborations between programmers and educators. This is not a programming course, and is open to students from diverse backgrounds.

We will explore how XR technologies -that include all corners of the digital world- can be used as additions to reality, or creations of new realities to help students at the time and place in which they are needed for learning.

Design activities and readings will help us explore our assumptions and theories of how people learn, and we will apply principles of learning sciences to formal and informal settings, including classrooms, community spaces, zoos, museums, or online spaces.

This course will be a valuable design workshop for anyone interested in developing XR learning spaces, including instructional designers, K-12 teachers, higher-education instructors, informal educators, science communicators, learning researchers, designers or computer scientists looking for learning applications.

The class will combine asynchronous and synchronous learning activities and will be flexibly responsive to the public health realities we are dealing with in the fall semester.



Instructor's permission is required for registration
Instructor: [Brenda Lopez \(brendita@uic.edu\)](mailto:brendita@uic.edu)