Women in TECH
Discussing AR and XR

Speaker
Dr. Johnson-Glenberg
Dr. Johnson-Glenberg runs a spinout company and lab in Psychology at Tempe creating immersive Augmented/Virtual Reality (XR) content, and assessing the content's efficacy. At this talk, she will present on a new rubric she is developing to quantify the pedagogical quality of educational content in immersive VR. She encourages designers to implement creative and active uses of assessment that can be seamlessly embedded in simulations and games. She is excited about the affordances of VR with hand controllers for creating embodied lessons that help students learn abstract STEM topics. She will present the rubric and is actively seeking feedback from the audience.

Speaker
Professor Retha Hill
Professor Retha Hill is helping her students at the Walter Cronkite School of Journalism and Mass Communication push the limits in digital storytelling. After a semester in the New Media Innovation and Entrepreneurship Lab, her students can create AR applications, 3D scenes for virtual reality, video games, mobile applications and smart speaker apps – all to help newsrooms tell stories in new ways. Hill, the executive director of the Lab, is a leader in both innovation and entrepreneurship. Retha will present on journalists’ and newsrooms’ use of AR and VR for storytelling. Some newsrooms have enthusiastically embraced XR as news tools and others have voiced concerns that these new mediums can lead to recreation of events.

Info on the Lab
Website

Related Publication
Website