Buckle up, Bulldog!

Bellevue College XR Lab
Takes Big Bites of OER and Open XR;
Not Afraid of What Comes Next!

Drew Stone
- XR Lab Coordinator at Bellevue College

Other & Relevant Previous Work:

- Locusium, Virtual Reality Event Production (Founder)
- Eastside VR Meetup (Co-organizer)
- Seattle VR Hackathons (Participant, Mentor)
- AltspaceVR (VR Event Coordinator)

Higher Education:

- UW Bothell – Bachelor of Arts double-major, 2011-2014
  - Media and Communications Studies (MCS)
  - Society, Ethics, and Human Behavior (SEB)
- UW Seattle – Communication Leadership, 2014-2016
  - Master of Communications in Communities and Networks (MCCN)

Putting Bellevue College XR Lab 'On the Map'

How we set ourselves apart

- Differentiation: We are not competing with MIT, Stanford, etc. for R&D efforts
  - We are fulfilling the niche-need for connectivity, communication, and knowledge-share for Open XR development in teaching and learning
  - Providing opportunity for student-led initiatives and intellectual exploration to OER
- Our uniqueness: Easy-access, community, and networking
  - Weekly lab hours open to public tours
  - Community outreach and engagement (XR Club, XR EDU Network, Alumni Events)
- Strengths: Adjacent to bleeding-edge tech industries, access to local mentor talent, pre-established brand & innovative programs, deep community engagement, broad international impact, educational pedigree
- Opportunities: Emerging market awareness, student access to trends and emerging technology, social-justice frameworks for identifying underserved segments, sensitivity to evolving needs as perceived by students, OER output

Bellevue College XR Lab Grants

Bellevue College Interactive eLearning

- National Science Foundation Grant; 3-year, $763,482 award
  - *Northwest Open XR Initiative Project*

- Grant objectives:
  - Increase use of the XR lab across faculty, staff, students
  - Create regional XR teaching-learning hub & resource: *NW XR EDU Network*
  - Produce Open Educational Resources (OER)
  - Fund faculty-stipend projects to explore & produce OER (@ 10 x $1000 per cycle)
  - Develop XR Studio, and XR (DEV/DMA) courses offered Winter (294) - Spring (295)
    - Equipment: 10 x Alienware Aurora 16; 4070ti, 64GB DDR5, 1440p/240hz monitors
    - Developer/Digital Media Arts course enrollment goal @ 10 students

Our Recent Successes

- "Cycle 1" micro-grant applications; 29 applications
- Established an inter-library loan process for XR equipment (Alma)
- Massively-successful interpersonal networking at AWE 2024
- NW XR EDU membership @ 90+ individuals (Sept. 2024)
- Hosting classes in SimX for our Nursing Program students with Prof. Taessa Chism
- Established a development partnership with the CurioXR platform
- Strengthened our educational relationship for ShapesXR licenses
- Workshops on identity & communication through Ready Player Me avatars (OER)
- Interview and media coverage for XR Lab and NSF grant projects with GeekWire, and the Puget Sound Business Journal

Plans upcoming

- [Bellevue College Discovery Day](#) (Oct. 19) hosting student-led VR demos for prospective students and family

- Quarterly Beat Saber competitions: faculty, staff, student, alumni

- "15-minute vacations" in virtual environments during finals week

- TBD: 2025 Bellevue College multi-day XR Con & Hackathon

  - 50-500 participants

  - Tracks expected: XR, AI, Education, Collaboration

  - Pursuing ITYC (Innovation in Two-Year College STEM Education) grants

  - Investigating sponsorship opportunities

Thank you!

- NW XR EDU Network: bellevuecollege.edu/xrlab/nwxr
- Instagram: @bc.xrlab
- Email Drew Stone: drew.stone@bellevuecollege.edu
- XR Lab visits by appointment: xrlab@bellevuecollege.edu