Workshop: Challenge-Based Learning with XR: Bridging Research, Design, Development, and Project Management

This hands-on workshop introduces educators and researchers to a practical Challenge-Based Learning (CBL) framework enhanced by Extended Reality (XR). Participants will learn how to translate research questions into XR design decisions, structure multidisciplinary teamwork, and guide students through prototyping workflows. Working in small teams, participants will create a mini CBL–XR concept, produce user stories and requirement canvases, and explore XR examples using the BMS Lab open-source Demo Framework. The workshop concludes with a facilitated discussion on integrating CBL+XR into university courses.

The workshop supports technology-enhanced learning, enhances educator XR literacy, and offers scalable methods for integrating XR into research-driven project courses. It equips educators with hands-on tools for engaging students in research and development processes through immersive technologies.

Workshop Objectives, Target Audience, and Required Equipment (if applicable)
- Understand foundational XR prototyping workflows.
- Learn how to guide interdisciplinary student teams using CBL.
- Translate research questions into XR design and development choices.
- Apply workflow and project management approaches for XR student projects.
- Explore XR scenarios using the BMS Lab Demo Framework.

Target audience: Educators, instructional designers, and program coordinators interested in challenge-based learning

Required Equipment: none

Workshop Facilitator(s)

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