

## IITG Project Outcomes Form - Report Outcomes

### Name of person reporting outcomes

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### Email

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### IITG Project Title

2017-SUNY Poly-Yucel-SUNY Immersive Augmented Reality Classroom

### Have you applied for, or received additional funds? (choose all that apply):

- Have applied for additional IITG funds to extend this project
- Have applied for campus funds to support this project
- Have received campus funds to support this project

### Access Keywords: Enrollment, Diversity, Capacity, Affordability

We see this project providing a shared mixed reality classroom to individuals, regardless of major, both on campus and in remote locations through affordable technology. While the core system utilizes mixed reality hardware, our system also allows users to access the virtual space via non-mixed-reality hardware, making it more affordable for a greater number of users

### Completion Keywords: Completion, Persistence, Transfer, Retention

This tool provides learners with enhanced, more engaging ways to learn material. Specifically, it brings more visual and tactile interaction to virtual content, enabling greater engagement to a wider variety of learners. We hope as a whole the technology helps increase retention of those students who had difficulty previously connecting with the subject matter.

### Success Keywords: Applied Learning, Student Supports, Financial Literacy, Career Success

We believe that mixed reality represents one of the core paradigms of human-computer interaction in the future. As such, early exposure, usage, application, and integration of this technology in a student's academic journey prepares them to become better-equipped, informed, capable, and successful leaders in their respective career paths.

### Inquiry Keywords: Scholarship, Discovery, Innovation, Mentoring

Students exposed to mixed reality technology have the opportunity to become innovators in this new exciting medium. By exposing students to mixed reality technology as part of their core curriculum, it can inspire both the creation of more advanced content for this platform and/or the further development of the underlying technology (as discipline-appropriate).

### Engagement Keywords: START-UP New York, Commercialization, Workforce Development, Alumni/Philanthropic Support, Community Service.

As an emerging platform for human-computer interaction, mixed reality has a variety of commercial opportunities in multiple sectors. Alumni entering the local workforce, having completed a program wherein mixed reality is an embedded component, will be better equipped to innovate in exciting new ways.

While we do not have any direct monetary benefits of this project as of this date, the research done on the project was instrumental in the team's interactions with the FACT2 Task group on Mixed Reality in higher education and as evidence of new innovations in the Interactive media and Game design's Performance Improvement Fund. We would estimate the dollar value of these two connections at \$320,000.

### 1st Choice:

Instructional Technologies

**Instructional Technologies**

- Immersive Environment (Virtual Reality)

**2nd Choice:**

No further selection

**3rd Choice:**

No further selection

**If you would like to create a community of practice within the SUNY Learning Commons, please describe "members of your community" who would be most interested in your outcomes. Please be specific (e.g., math faculty, instructional designers, student services, registrars, administrators, accreditation or assessment specialists).**

Staff support to help develop mixed reality applications, maintain existing mixed reality platforms, and enable faculty/staff to utilize mixed reality in the classroom.

**Do you intend to create an ongoing "Community of Practice" within the SUNY Learning Commons to continue work and dialog regarding this project?**

Yes

**Overall, how successful was IITG in meeting your project goals? (You may elaborate on your response in the final question if not addressed elsewhere.)**

Very successful

IITG provided great support and the FACT2 group that helped link us to other campuses interested in our project.

**Do you wish your current abstract to be used?**

Yes

**File One Upload and Brief Description**

Presentation given at CiT with current status of project

**File One**

- [SUNY-Immersive-Augmented-Reality-Classroom-Google.pdf](#)

**File Two Upload and Brief Description**

Appendix of Data from case study.

**File Two**

- [Appendix.docx](#)

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