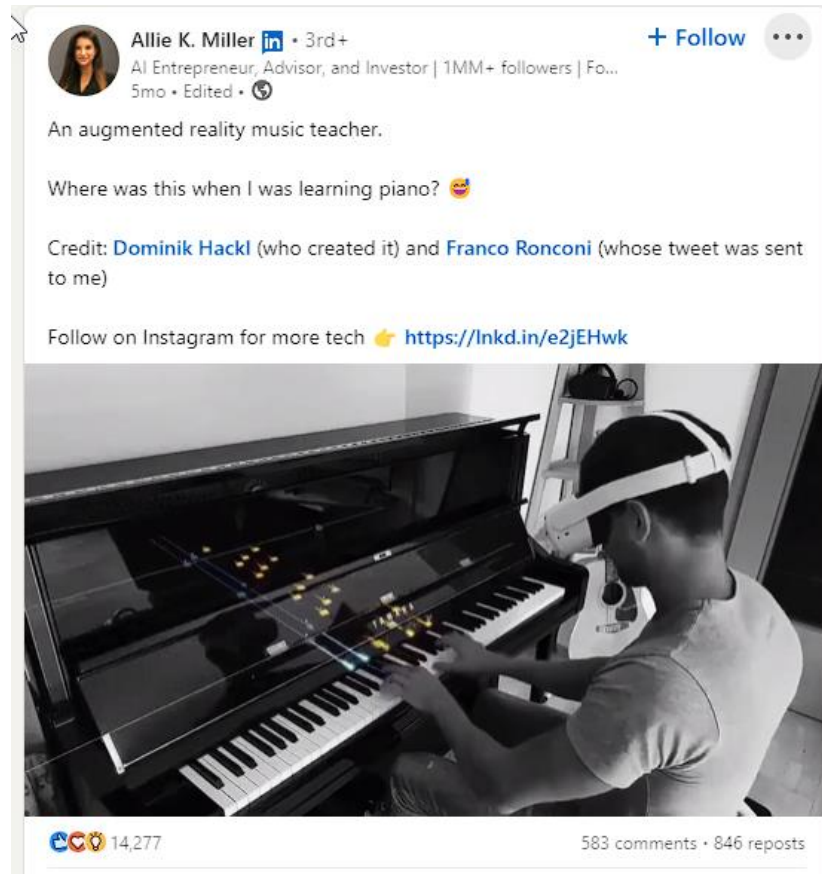


## Describe one trend related to emerging learning technologies.

When doing a search for emerging technologies on Google, one technology that is taking shape is Augmented and Virtual Reality (AR/VR). I typed AR into a search on LinkedIn and found the post below as evidence of this emerging technology. This post also links to a video with a teacher at the piano. Can you imagine this type of Augmented Reality in learning?



Support your description with a discussion from one professional learning network within the last three years.

This post was followed by over 500 comments. One post commented that “Augmented reality would mean that he could still the piano. This seems more like a hybrid of augmented and virtual.” This is an interesting observation as the teacher is using a Virtual Reality headset to teach. The headset in the picture is an Oculus Quest, as mentioned by the poster and teacher in the image. The teacher commented that he was planning on releasing the app on the Meta Quest store this past August of 2022 (Miller, 2022). On the other side of the spectrum, the views were varied. One commenter posted, “In my opinion-it would be a pity if people no longer learnt how to read sheet music, a language used over the last few 100 years in the West to write down music and to communicate and play with other musicians. It’s a cool gadget though!” This shows that the view of emerging technology is not shared by all. However, the impact of such a technology is encouraging.

## Describe one potential impact of the trend on teaching, training, or learning.

I found an article on TechRadar titled, "CES was a wonderland for new VR and AR tech, but where will Apple's headset fit in?" (Cutler, 2023). New AR/VR gadgets included the mixed-reality headset by Sony for the PlayStation and the HTC Vive XR Elite. Newer technologies also included AR glasses from TCL, Lumis and Vuzix.

One potential impact on learning is that "virtual reality is engineered to place a user in a brand-new world (or reality) that they can explore, while augmented reality offers users a different world by adding new elements to the existing reality around them." This could mean that virtual classrooms are within reach, with maybe an avatar as the instructor. Maybe as the learner completes lessons, the classroom would load new content. The possibilities are endless for use cases for this technology.

## Describe one potential impact of the trend on equity or inclusion.

While the prospect of using Virtual and Augmented Reality, the reality is that the cost is prohibiting for most. "...mass-market VR has been rocky as vendors have struggled to find the right balance between experience quality and affordability" (Rubin, 2020). Some professional VR sets can cost upwards of \$600. The mainstream Oculus Quest costs a whopping \$400. This poses a barrier to equity as not every learner will be able to afford such a device. It would be up to the learning institution or company to foot the bill. The medium must support the learning styles, and not every student has access creating a wide gap in the learning experience offered.

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