



Sponsorship of iLRN's 2020 State of XR and Immersive Learning Report

This project, which is being jointly undertaken by the [Immersive Learning Research Network \(iLRN\)](#) and the [IEEE ICICLE XR for Learning SIG](#) in collaboration with [EDUCAUSE](#) and the [Consortium for School Networking \(CoSN\)](#), combines a systematic review and synthesis of the scholarly evidence and knowledge base on extended reality (XR) and immersive learning with a Delphi-inspired environmental scanning and forecasting exercise in the vein of the well-known [Horizon Project](#).

The goals of the project are to:

- 1) distill key research findings on “what works” in the use of XR and immersive technologies for supporting and enhancing learning across a range of education, training, and lifelong learning contexts;
- 2) identify the technological, pedagogical, and other innovations in the XR and immersive learning arena that exhibit the most promise, along with the major trends and challenges related to their adoption and implementation over the next five years;
- 3) highlight priority areas in need of further exploration, investigation, and development.

Key benefits to sponsors

- Recognition as an official sponsor on the project website and other promotional material, as well as at related workshops and presentations;
- Sponsor's logo prominently displayed in the front matter (e.g., inside cover, copyright page, or similar) of the final report;
- Representation on the expert panel for the Delphi-inspired component of the project by a nominated individual from the sponsor's organization;
- Access to the collection of literature references and other resources amassed by the project team, as well as opportunities to contribute materials to the collection for consideration by the project;
- Option for the sponsor to work with the project team to prepare a short case study involving the use of the sponsor's products and/or services, for inclusion in the final report and/or on the project website (as mutually agreed upon by the sponsor and the project team);
- Early access to the results and findings of the project, including an advance electronic copy of the report (to be delivered to the sponsor at least 6 weeks before the official release date);
- One complimentary registration for the iLRN 2019 Annual Conference.

Sponsorship ask

A modest amount of **US\$5,000** is being asked of each sponsor so as to encourage broad representation of a range of businesses, corporations, and other organizations. Larger sponsorship amounts may be negotiated with philanthropic, civic, and community organizations that do not have business interests directly related to XR and immersive learning.

Sponsorships will be administered through the Immersive Learning Research Network (iLRN).

Intended use of sponsorship funds

The funds will be used mainly for the purposes of:

- 1) employing a part-time graduate assistant to assist with basic research tasks and with the administrative aspects of the project;
- 2) engaging two consultants (including the former director of the Horizon Project) to advise on and help facilitate the Delphi-inspired process;
- 3) procuring the development, hosting, and maintenance of an online community workspace for the 50-60 expert panelists who will participate in the process;
- 4) offering small honoraria to the writers of various sections of the final report;
- 5) enabling the effective dissemination and promotion of the final report to maximize its visibility, readership, and impact.

Timeline

The project commenced in May 2019. The inaugural edition of the report is expected to be released during the first quarter of 2020.

Contact

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Tiered sponsorship packages are available that include benefits beyond the State of XR and Immersive Learning project, including options for gaining exposure through iLRN's annual conference, *The Versatillist* podcast series, social media channels, and more. Please contact us for more information.