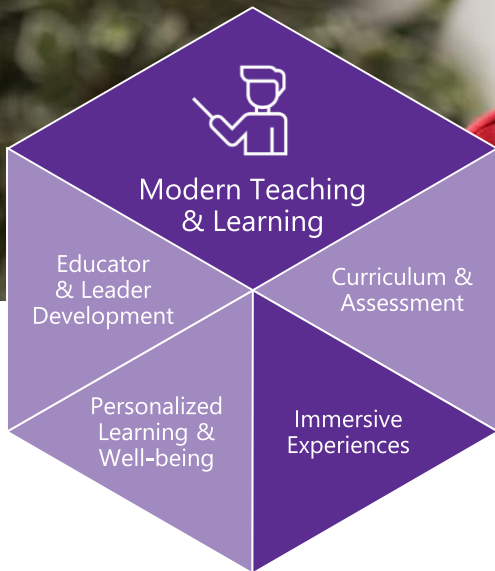


Immersive Experiences



Immersive Experiences are about taking students vividly outside their own experience. What if they could go virtually into a volcano or walk around a living cell in 3D? Or even build their own medieval village or sub-Saharan ecosystem?

The Microsoft K – 12 Education Transformation Framework is an effective, flexible platform for education transformation. To develop it, we combed the latest research and consulted hundreds of academics, experts and policy makers. We distilled the key insights into a single powerful framework.

Modern Teaching & Learning makes the most of new and immersive ways to explore the curriculum, and nurtures a growth mindset in students, emphasizing future-ready skills to help them thrive in jobs not yet invented. It leverages new technologies and new forms of assessment to differentiate instruction.

What are Immersive Experiences?

Evidence supports that students benefit from experience, from doing and from using their senses. Exploring their environment – people, things, places, events – creates a stronger connection to the real world. First-hand experiences such as storytelling, connecting with other cultures, and other forms of inclusive lessons can have a positive and life-changing impact on students.

This active engagement with people, things and ideas promotes mental activity that helps retain new learning, and promotes integration with what they already know.

Current peer-reviewed evidence suggests that using MR/AR/VR technology with children in K-12 educational settings will increase both broad learning outcomes as well as more holistic outcomes that affect increases in learning.

“With Minecraft: Education Edition, students are more motivated to participate in school activities and projects, and they feel more creative and take a more positive role to support each other.”¹

Kyriakos Koursaris:

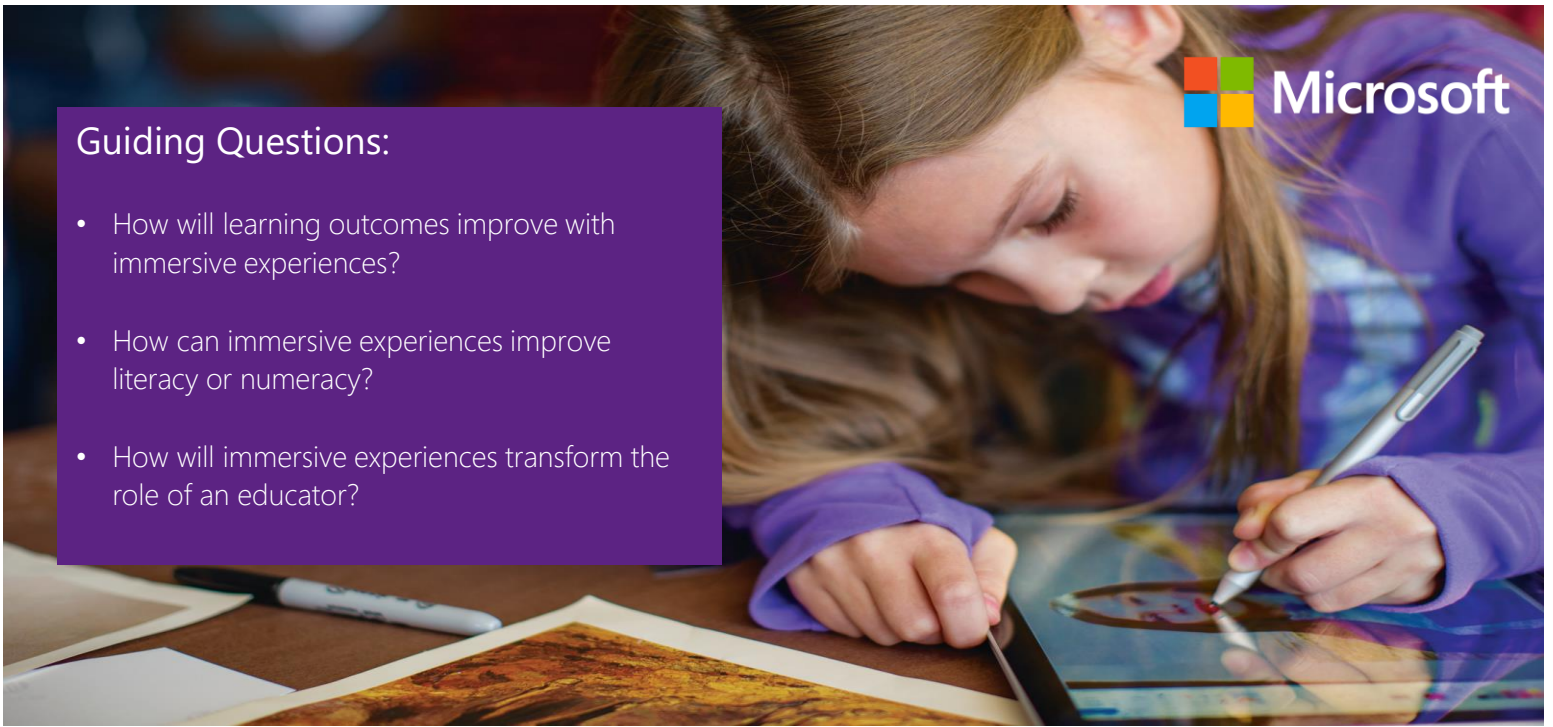
Director of Educational Technology PaRK International School



Education Transformation Framework
microsoft.com/education/leaders

Guiding Questions:

- How will learning outcomes improve with immersive experiences?
- How can immersive experiences improve literacy or numeracy?
- How will immersive experiences transform the role of an educator?



Expected Outcomes

Immersive learning experiences have the ability to increase student understanding and retention in all subjects. Students in immersive environments can:

- Visualize complex relationships and abstract concepts
- Experience phenomena not possible in the real world (too dangerous or remote)
- Interact with 3D objects
- Engage in embodied learning — i.e., interaction of the body with the environment
- Enhance their recall and understanding
- Test their hypotheses and experience outcomes

*"By the second lesson, I had students running to my classroom. I have never seen them so excited to participate in a Geography activity."*²

Noelene Callaghan: Teacher of Technology
Glenwood High School

Technology as an Enabler

Today's education landscape must empower educators and students to teach and learn through doing and exploring. It is essential that schools have access to the right tools that will help drive the most effective learning. Technology applied in new ways can shift behavior and motivation – enabling educators to assess learning in new ways, and supporting students as they learn to be adaptable and resilient through exploration and simulation. The goal is to encourage students to learn through doing – solving problems, practicing, progressing and having fun, with real-time feedback from educators.

Further Reading

Microsoft HoloLens transforms abstract concepts into 3D experiences in the classroom, enabling students to investigate more deeply, see more clearly and learn by doing

Watch now: <https://aka.ms/Fnrrvi>.

Minecraft: Education Edition enables game-based learning in any subject, alongside the fundamentals of coding, and helps develop computational thinking.

Read more: <https://aka.ms/Fevad2>.