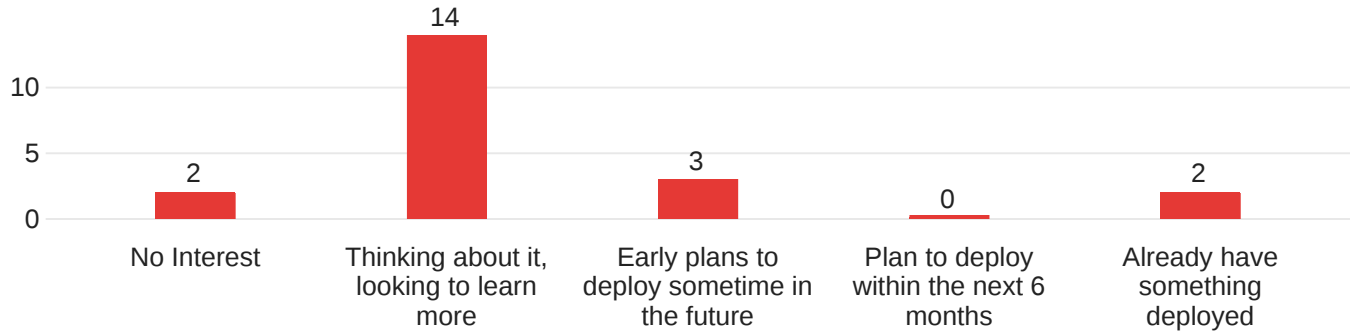# **Educause XR Community -- XR Digital Twins Survey --** May 2022 -- 21 responses
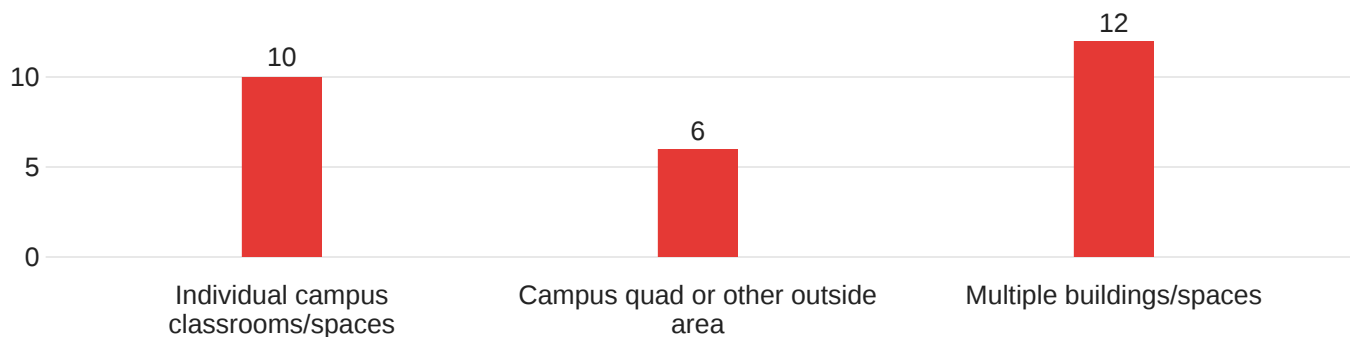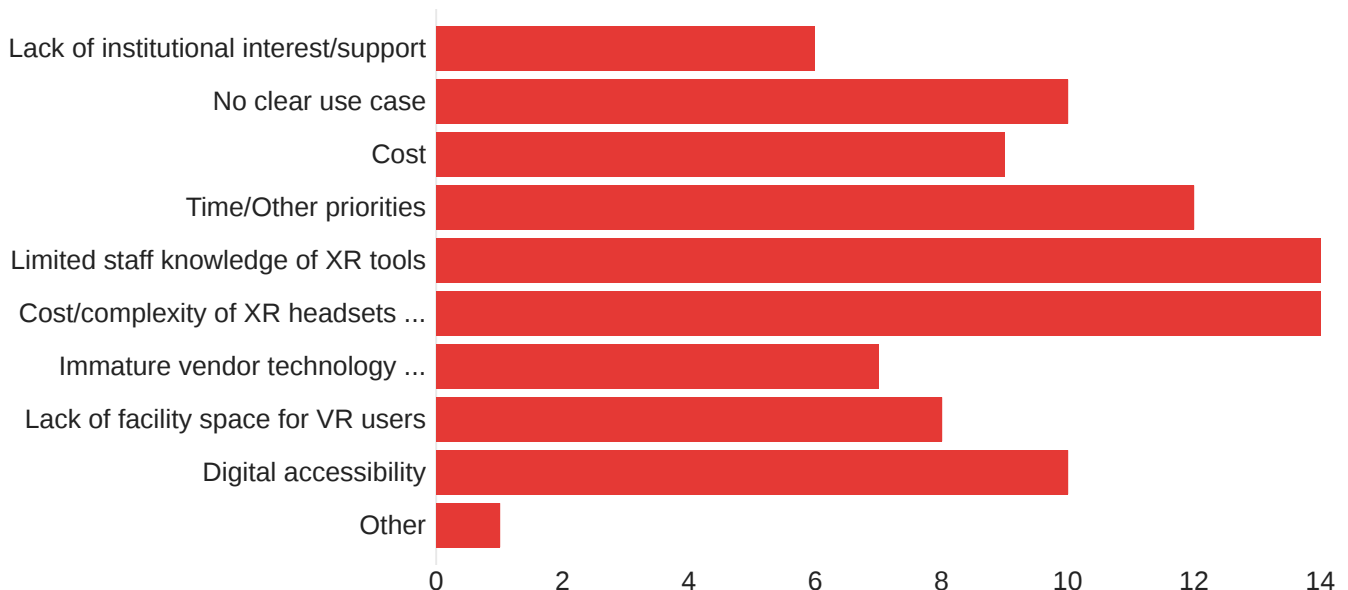
Interest in XR digital twins of your campus

Bar chart values:
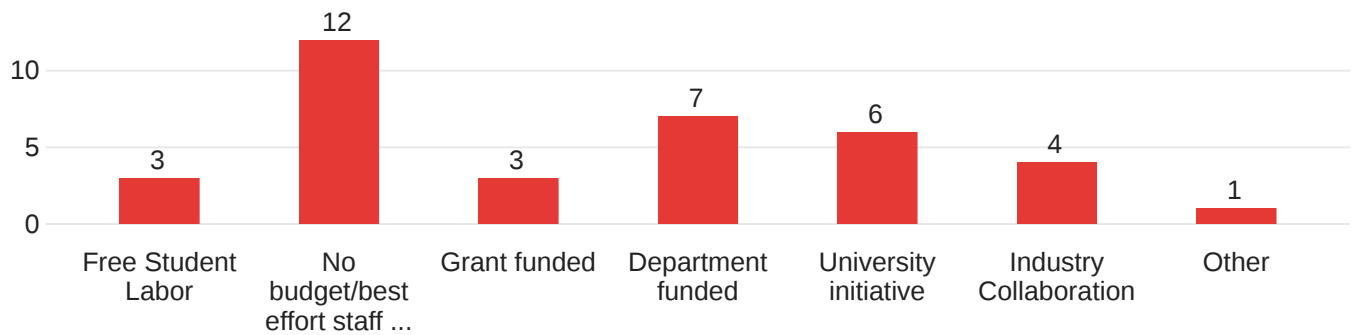- No Interest: 2
- Thinking about it, looking to learn more: 14
- Early plans to deploy sometime in the future: 3
- Plan to deploy within the next 6 months: 0
- Already have something deployed: 2

What scope are you considering/implementing?

Bar chart values:
- Individual campus classrooms/spaces: 10
- Campus quad or other outside area: 6
- Multiple buildings/spaces: 12

What barriers to deploying digital twins exist in your environment?

Horizontal bar chart values (approximate):
- Lack of institutional interest/support: 6
- No clear use case: 10
- Cost: 9
- Time/Other priorities: 12
- Limited staff knowledge of XR tools: 14
- Cost/complexity of XR headsets ...: 14
- Immature vendor technology ...: 7
- Lack of facility space for VR users: 8
- Digital accessibility: 10
- Other: 1

How are/would you fund the project work?

Bar chart showing funding sources:
- Free Student Labor: 3
- No budget/best effort staff ...: 12
- Grant funded: 3
- Department funded: 7
- University initiative: 6
- Industry Collaboration: 4
- Other: 1

What are you/would you use XR campus digital twins?

What are you/would you use XR campus digital twins?

Student orientation. Possibly virtual attendance at fund raising concerts in the library.

There have been several small-scale efforts to recreate spaces on campus led by individual faculty in the past; we've talked about a unifying virtual space that brings them together, so each of the previous use cases (which were mostly about virtual social spaces) would need to be accommodated.

I'm about to start some PD with VictoryXR for their micro certification on "Teaching in VR". That will give me a chance to explore this further.

Campus tour. Recruiting

We're creating a digital twin of our iconic main campus. Inside there will be "classrooms" of various types (ex: one is a relaxing meadow), an art gallery where we'll show our student's work, an outdoor amphitheater and more.

A professor in our Department of Architecture built a digital twin of their building (Wurster Hall) during the pandemic. A related effort would build digital twins or other kinds of representations (e.g., even 360 images and videos) to help tell immersive stories about what's happening at UC Berkeley.

We are using them to host classes and alumni events.

We have a prototype of two small labs now and using them for promotion so far. Working on XR experiences with technically challenging equipment for learning. Want a full XR campus twin in the next year or two.

I believe constantly being on zoom is exhausting, and digital twins can allow for that sense of presence without the fatigue.

Our Entertainment Arts & Engineering program used it to host graduation, "play" events, etc.

What tools/platforms are you using to develop/host?

What tools/platforms are you using to develop/host?

Don't know.

Unknown; unification is speculative.

VictoryXR uses EngageVR. I've also done some work in Altspace which I find has a good interface. So, it would probably be one of those two.

We are working with Acadicus/Arch Virtual.

We're exploring Social XR spaces like Mozilla Hubs, Spatial, etc. We have a couple visualization walls. And we have done some Unity development for Quest, Vive.

Blender, Unity, Unreal, Altspace

EON Reality and Oculus Quest

Unsure, still investigating. We set up a Mozilla HUBS instance at Rutgers, but the digital avatars lack detail and the space doesn't have the interactivity we would like to see.

I'm not sure where they built out the digital space but they broadcast it on Twitch

Responses from:
Stevens
St Cloud State
Amherst
Stony Brook
Dartmouth
Lewis & Clark
Madison College
Berkeley
Southern Illinois University
University of Michigan
Rutgers
Parker U
Georgia Tech
Endicott
Grand Valley State University
Kansas State University
A.T. Still University of Health Sciences
(plus 4 others)