

# Evaluation & Assessment Measures

- *Purpose:* Establish how learning outcomes, skills, and experiences in XR are measured with validity and reliability.
- *Content:* A&E branch rubrics, multimodal assessment strategies, cross-referenced tools from educational measurement, analytics, and immersive UX research. Each iLRN House should contribute pages to this book.
- *Lead Contributor(s):* Assessment & Evaluation Branch (A&E).