

Special Track Kiosks

Select a vessel to enter the Special Track suite.

? — Special Track 1 - Teaching with XR Literacies: Empowering Educators through EU Projects

Teaching with XR Literacies: Empowering Educators through EU Projects' Frameworks

Focus: Developing frameworks, competencies, and pedagogical models that support educators integrating XR literacies into teaching and learning.

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? — Special Track 2 - XRAI4Edu

XRAI4Edu

Focus: Exploring the intersection of artificial intelligence and immersive technologies for education, including adaptive learning systems and intelligent immersive environments.

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? — Special Track 3 - OpenEU Pathways to Immersive Societies: AI-Empowered Learning Ecosystems for Digital Education

OpenEU Pathways to Immersive Societies: AI-Empowered Learning Ecosystems for Digital Education

Focus: Designing open digital ecosystems that connect immersive technologies, AI, and collaborative learning infrastructures.

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? — Special Track 4 - Immersive Futures for a Sustainable World: Advancing the UN SDGs through XR Learning

Immersive Futures for a Sustainable World

Focus: Advancing the UN Sustainable Development Goals (SDGs) through immersive learning and simulation-based engagement.

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? — Special Track 5 - Immersive Learning Across Latin America: State of research, use cases, and projects

Immersive Learning Across Latin America

Focus: Regional research, case studies, and collaborative projects exploring immersive learning across Latin American contexts.

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? — Special Track 6 - Critical Game Literacies in Immersive Learning: Co-creation, Play, & Digital Expression

Critical Game Literacies in Immersive Learning

Focus:

Co-creation, play, and digital expression as foundations for immersive learning environments.

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? — Special Track 7 - OnLIFE Education Paradigm in Ecologically Connected Immersive Contexts

OnLIFE Education Paradigm in Ecologically Connected Immersive Contexts

Focus:

Reimagining education in a world where physical, digital, and ecological systems are deeply interconnected.

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