

# INTEGRATION OF EXTENDED REALITY TECHNOLOGIES INTO EDUCATION

1	Course Title:	INTEGRATION OF EXTENDED REALITY TECHNOLOGIES INTO EDUCATION	
2	Course Code:	BIL6104	
3	Type of Course:	Compulsory	
4	Level of Course:	Third Cycle	
5	Year of Study:	1	
6	Semester:	2	
7	ECTS Credits Allocated:	6.00	
8	Theoretical (hour/week):	3.00	
9	Practice (hour/week):	0.00	
10	Laboratory (hour/week):	0	
11	Prerequisites:		
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Prof. Dr. ŞEHNAZ BALTACI	
15	Course Lecturers:		
16	Contact information of the Course Coordinator:	Prof.Dr. Şehnaz Baltacı Bursa Uludağ Üniversitesi Eğitim Fakültesi A Blok 310 Nilüfer, Bursa 16059 Tel: 0 224 29422165	
17	Website:		
18	Objective of the Course:	Integration of extended reality and virtual reality technologies into education, concepts and terminology, examination of integrated courses and materials.	
19	Contribution of the Course to Professional Development:	It will contribute to professional development in terms of technology integration and monitoring of innovative technologies.	
20	Learning Outcomes:		
		1	Defines concepts related to the integration of technology into the teaching process in schools.
		2	Knows the concepts of extended reality and virtual reality.
		3	Explain technology integration models.
		4	Master the literature on extended reality and virtual reality.
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21	Course Content:		
		<b>Course Content:</b>	
Week	Theoretical	Practice	
1	Objectives, purpose of the course, syllabus, reading and discussion of the resources to be used. Basic concepts.		

2	Fundamentals of Integration of Technology/Technology into the Teaching Process	
3	Learning Theories and Integration Models	
4	Material Development and Design	
5	Integration of Augmented Reality tools into education	
6	Integration of digital storytelling tools in education	
7	Integration of gamificatin tools into education	
8	Integration of presentation tools into education	
9	Integration of virtual reality into education	
10	Integration of extended reality into education	
11	Examples of virtual reality	
12	Examples of extended reality	
13	Individual project studies and presentation	
14	Individual project studies and presentation	

22	Textbooks, References and/or Other Materials:	What is Extended Reality (XR)?: <a href="https://www.interaction-design.org/literature/topics/extended-reality-xr?srsltid=AfmBOoojbD-G094oLBII5WdgHE_X-nuExcN1sDiUtk4oOiGq-Qrlcf3x">https://www.interaction-design.org/literature/topics/extended-reality-xr?srsltid=AfmBOoojbD-G094oLBII5WdgHE_X-nuExcN1sDiUtk4oOiGq-Qrlcf3x</a>
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Activites		Number	Duration (hour)	Total Work Load (hour)
Theoretical		27	3.00	42.00
Practicals/Labs		0	0.00	0.00
Self study and preperation	12		4.00	48.00
Homeworks		0	0.00	0.00
Projects	0	0	40.00	40.00
Field Studies		0	0.00	0.00
Midterm exams	1	60	10.00	10.00
Others		0	0.00	0.00
Final Exams		0	40.00	40.00
Contribution of Term (Year) Learning Activities to		40	40.00	40.00
Total Work Load				180.00
Contribution of Final Exam to Success Grade		60.00		6.00
ECTS Credit of the Course				6.00

Measurement and Evaluation Techniques Used in the Course	Presentation, demonstration
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24	<b>ECTS / WORK LOAD TABLE</b>
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25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	0	0	5	0	0	5	5	5	0	0	0	0	0	0	0	0
ÖK2	1	1	5	5	0	5	5	5	0	0	0	0	0	0	0	0
ÖK3	1	5	5	5	5	5	5	5	0	0	0	0	0	0	0	0

ÖK4	0	0	0	5	0	0	5	5	0	0	0	0	0	0	0	0
LO: Learning Objectives   PQ: Program Qualifications																
Contrib ution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			