

NATO- Science and Technology Organization (STO)

Sep 21 2021



Exploratory Team on “Common Framework for the assessment of XR technologies for use in Training and Education” – Kick-Off meeting, 16 Sep 2021, Virtually.

*Virtual Reality (VR), Augmented Reality (AR) and Mixed Reality (MR) are increasingly popular immersive technologies that offer a novel user experience incorporating virtual or simulated elements. **Collectively known as XR**, these technologies offer potential benefits for defence training and education (T&E). Last week, the newly established exploratory team on “Common Framework for the assessment of XR technologies for use in Training and Education” held their first meeting with representatives from nine countries. The lead nation (UK) presented an approach to determining the effectiveness of XR technology for training and education (XR4TE) and provided team members with their research outputs. The purpose of this exploratory team is to determine if the XR4TE approach is valid. Members were invited to: assess the evaluation framework and identify improvements; decide if a NATO XR4TE would be useful to members; and recommend any further activities to mature this. The meeting was a success, with positive engagement from all and an agreed way forward towards the aim of submitting a proposal for establishing an extended technical activity on this topic to the NATO Modelling and Simulation Group. For further information, please*

tni.otan.osc@gsm