

# A Place to Tinker and Transform

Our vision for the XR lab for health, well-being and education

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- Our vision
- XR lab's set-up
- pilot project and upcoming projects

# Vision

- Cross-faculty working
- A platform to collaborate with:
  - fellow researchers (at different levels of subject expertise)
  - technicians
  - Third party organisations
  - Independent artists
- A stimulating place for tinkering but also task focused
  - attract postgraduate researchers & early career researchers internationally



# Faculty of Education, Health and Human Sciences (FHHS)



## Greenwich Learning and Simulation Centre (GLASC)

Charles Everard  
Technical Lead

GLASC –  
MSc inter-  
professional  
simulation

Technical  
support

**External collaborators**  
e.g. ZU-UK, Preloaded,  
Rendezvous-projects, Barts  
Health NHS Trust, Crown  
Nutrition, Revolving Doors,  
METRO

# XR lab

# Faculty of Engineering and Science (FES)

School of Computing  
and Mathematical  
Sciences

BA Digital  
Game  
Design

# Faculty of Liberal Arts and Sciences (FLAS)

Post grad &  
ECR  
community



# Technical set-up

- Online and in person space
- Contains stationary and portable equipment

*Mix & match for research projects*

VR

AVRT

Physiological measuring equipment

AR

Tesla suits

Recording facilities / telemetrics



















# AR uses in GLASC







If you have any questions, please email us on:

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# Thank you



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