Training Course on Augmented Reality (AR) and Virtual Reality (VR) in EducationLeadership

Professional Development Training Course Outline

Category	Educational Leadership and Management	**Duration**	5 Days
Base Fee	$1,500 USD	**Delivery Mode**	Online / On-site Hybrid

Course Introduction

In today’s rapidly evolving educational landscape, Augmented Reality (AR) and Virtual Reality (VR) technologies are redefining how learning experiences are delivered, accessed, and assessed. Education leaders must now equip themselves with the digital fluency to implement immersive learning environments that engage students, bridge learning gaps, and personalize instruction. Training Course on Augmented Reality (AR) and Virtual Reality (VR) in Education Leadership empowers school administrators, instructional designers, curriculum planners, and education policymakers to integrate AR/VR technologies into their institutions effectively, ensuring future-ready learning outcomes.

Leveraging cutting-edge innovations, this training will explore how immersive technologies transform STEM instruction, vocational training, distance learning, and inclusive education. Participants will engage in interactive case studies, practical demos, and strategy-building exercises, equipping them with leadership capabilities to adopt, manage, and scale AR/VR initiatives in schools and higher learning institutions. By the end of the course, learners will be equipped with actionable insights and leadership skills to revolutionize teaching and learning using immersive technologies.

Programme Curriculum

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Course Objectives

1. Define the core principles and functionalities of AR and VR in education.
2. Explore emerging trends in immersive learning and digital transformation.
3. Analyze the pedagogical impact of AR/VR on student engagement and knowledge retention.
4. Evaluate tools, platforms, and content creation strategies for immersive education.
5. Understand budget planning, infrastructure, and investment for AR/VR integration.
6. Lead the strategic adoption of immersive learning tools across school systems.
7. Design equity-focused AR/VR learning environments for inclusive education.
8. Assess the effectiveness of AR/VR in achieving educational goals using data analytics.
9. Navigate ethical, accessibility, and safety issues in immersive learning.
10. Collaborate with stakeholders to scale AR/VR initiatives.
11. Develop professional development plans for faculty using immersive tech.
12. Implement VR/AR in hybrid and distance education models.
13. Create policy guidelines to govern AR/VR implementation at institutional levels.

Target Audiences

1. School Principals and Administrators
2. Instructional Designers
3. Curriculum Developers
4. Education Policy Makers
5. Technology Coordinators
6. Teacher Trainers and Coaches
7. University Deans and Academic Leaders
8. Digital Learning Consultants

Course Duration: 5 days

Course Modules

Module 1: Foundations of AR & VR in Education

- Overview of AR/VR technologies
- Key differences between AR and VR
- Educational benefits and limitations
- Tools and platforms overview
- Industry applications in K-12 and higher education
- **Case Study**: Exploring Google Expeditions in Middle School Science

Module 2: Immersive Pedagogy and Instructional Design

- Instructional design models for immersive learning
- Integrating AR/VR into lesson plans
- Learner engagement strategies
- Designing personalized learning experiences

- Use of simulations for real-world application
- **Case Study**: Medical VR Simulations in University Settings

Module 3: Infrastructure, Devices, and Resources

- AR/VR hardware and software requirements
- Network and bandwidth considerations
- Classroom setup for immersive tech
- Cost-effective implementation strategies
- Open-source and freemium tools
- **Case Study**: Budget-Friendly VR Labs in Rural Schools

Module 4: Leadership for Digital Transformation

- Building a school-wide immersive tech vision
- Stakeholder communication and engagement
- Leading digital change initiatives
- Building strategic partnerships
- Managing resistance and fostering buy-in
- **Case Study**: Vision-Driven VR Adoption at a Charter School

Module 5: Inclusive and Equitable AR/VR Learning

- Accessibility in immersive environments
- Designing for neurodiverse learners
- Culturally responsive AR/VR content
- Bridging the digital divide
- Policy and compliance issues
- **Case Study**: Inclusive VR Learning for Students with Disabilities

Module 6: Data, Analytics, and Impact Measurement

- Key performance indicators (KPIs) for AR/VR
- Measuring student engagement and outcomes
- Data dashboards and real-time analytics
- Tracking teacher training effectiveness
- Adjusting strategy based on insights
- **Case Study**: Using Learning Analytics in AR-Based Assessments

Module 7: Professional Development and Faculty Training

- Building faculty AR/VR competencies
- Designing training programs and toolkits
- Encouraging innovation in teaching
- Community of practice and peer learning
- Ongoing support structures
- **Case Study**: District-Wide AR Training for Educators

Module 8: Policy, Ethics, and Future of AR/VR in Education

- Policy frameworks for AR/VR use in schools
- Privacy, safety, and ethical considerations
- Future trends: XR, Metaverse, AI convergence
- Preparing students for AR/VR-powered careers
- Scaling AR/VR with sustainability in mind
- **Case Study**: Developing an AR/VR Policy for a State Education Board

Training Methodology

- Interactive presentations and live AR/VR demos
- Group discussions and leadership forums
- Hands-on labs using VR/AR headsets and apps
- Real-world simulations and scenario-based learning
- Reflective exercises and feedback loops
- Capstone project to design an AR/VR initiative

Register as a group from 3 participants for a Discount

Send us an email: info@fineskilltrainingcenter.org or call *+254769199797*

Certification

Upon successful completion of this training, participants will be issued with a globally- recognized certificate.

Tailor-Made Course

We also offer tailor-made courses based on your needs.

Key Notes

a. The participant must be conversant with English.

b. Upon completion of training the participant will be issued with an Authorized Training Certificate

c. Course duration is flexible and the contents can be modified to fit any number of days.

d. The course fee includes facilitation training materials, 2 coffee breaks, buffet lunch and A Certificate upon successful completion of Training.

e. One-year post-training support Consultation and Coaching provided after the course.

f. Payment should be done at least a week before commence of the training, to Fineskill Training Center account, as indicated in the invoice so as to enable us prepare better for you.

Upcoming Scheduled Sessions

Start Date	End Date	Location	Price
23 Nov 2026	27 Nov 2026	Online	$1,000
23 Nov 2026	27 Nov 2026	Physical	$1,500
23 Nov 2026	27 Nov 2026	Physical	$3,000
23 Nov 2026	27 Nov 2026	Physical	$3,000
23 Nov 2026	27 Nov 2026	Physical	$6,000

Start Date	End Date	Location	Price
23 Nov 2026	27 Nov 2026	Physical	$4,500
23 Nov 2026	27 Nov 2026	Physical	$6,000
23 Nov 2026	27 Nov 2026	Physical	$6,000

Ready to enroll or request a customized program? Book online or contact us:

Register Online Now

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