

MaFEA

Overview of tool

Meta Quest 2

MaFEA – Making Future Education Accessible
PR2 – Guiding successful adoption



Funded by
the European Union



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What is XR and why were these XR devices selected?

XR stands for “eXtended Reality” and is an umbrella term that includes Virtual Reality, Augmented Reality and Mixed Reality”.

Many devices offer more than just virtual reality experiences. As these devices begin to offer virtual and mixed reality experiences, and everything in between, the term “eXtended Reality” or “XR” has become a term to cover all.

In the MaFEA project, it was decided that 2 “XR” Meta Quest devices would be managed as a set.



The Meta Quest 2 devices were selected due to these reasons:

- Interest from the teachers in the partner schools.
- The popularity of the tools, ensuring a large amount of experiences available to use on the tools.
- Existing positive experiences from partner schools.
- Positive price / value ratio.
- Availability according to the project timetable.

Advantages to reaching learning goals that the Meta Quest 2 devices address:

- Offering learning processes with clear step-by-step guidance.
- Potential to make the invisible visible, and the impossible possible.
- Potential to be temporary replacements of expensive tools (e.g. repairing an engine by clicking “reset” that would otherwise cost thousands to repair.
- Potential to offer kinetic learning and retention.
- Potential to be safer than real life experiences.
- Sustainable travel to new locations.
- Less consumption of chemicals or resources, with little to no cleaning.
- Unlimited repetition of tasks at the students’ own pace.
- Boost excitement and engagement in the classroom.

[Tutorial links](#)



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- First contact with the device Meta Quest 2
- Initial Settings Meta Quest 2

[Lesson plan links](#)