

## Publication and Reports

"Rapid advances in convergent technologies have the potential to enhance both human performance and the nation's productivity." -- National Science Foundation

The Juxtapia Group along with its university, organizational, and industry partners publish empirical learning and training technology research results. We make our publications available to educators, education researchers, educational technology developers, and to communities that need educational technology related information for improving human performance in science, technology, engineering, and math (STEM) skills, workforce training, and cognitive augmentation.

### - Interactive 3D Learning Simulations

Learn from experts on best practices for developing interactive and adaptive learning/training technology simulations ranging from interactive virtual reality learning environments to mobile augmented reality training systems. Our reports provide research results in areas including, but not limited to: STEM learning simulations, professional performance strategy simulations, video game for learning simulations, military rehearsal simulations, health and medical learning simulations, and more.

### - Learning Technology Performance Activity Survey

The learning technology performance activity report provides data about how learning/training technology improves STEM learning of underserved and disadvantaged populations in both formal and informal learning environments. This report also details how learning/training technology improves cognitive and psychomotor proficiency of workers. This report is published annually.

### - Interactive Virtual Instructor

A team of our multidisciplinary research partners investigate and publish reports on how to build and best utilize interactive and "intelligent" virtual instructors in both formal and informal learning environments. From learning toys and 3D virtual instructors to anthropomorphic robot trainers, our empirical research will provide insight into practical ways of building and using this technology.

### - Smart Learning Spaces

Learn from a multidisciplinary research team on how best to construct "intelligent" learning environments ranging from interactive "smart" homes and K-12 learning institutions to outdoor learning environments.