

Day 1: Getting to Know XR:

- 10:00 – 10:15: Welcome and introductions
- 10:15 – 10:45: XR Triple revolution and 4R model of human & machine partnership
- 10:45 – 11:30: DEFF-X: digital exploration and the forever frontier of XR
- 11:30 – 12:00: Introduction to the MIT Sloan 4DX virtual centre and XR family
- 12:00 – 12:30: Break
- 12:30 – 12:45: XR application framework
- 12:45 – 1:15: XR 3E Use case 1: Entertainment
- 1:15 – 1:45: XR 3E Use case 2: Enterprise
- 1:45 – 2:00: Break
- 2:00 – 2:30: XR 3E Use case 3: Education
- 2:30 – 3:00: Gaming in our Organizations

Day 2: Working with XR:

- 10:00 – 10:15: XR Journey so far
- 10:15 – 11:15: Connecting XR dots : NFT, Web 3, Digital Twins
- 11:15 – 12:00: Unified Reality (UR): $Pr + Xr = Ur$ 12:00 – 12:30: Break
- 12:30 – 1:30: Towards a consilient mindset
- 1:30 – 1:45: Break
- 1:45 – 2:45: Building metaverses & multiverses
- 2:45 – 3:00: Day 2 review and closing comments

Day 3: Leading & Managing with XR

- 10:00 – 10:15: XR Journey so far
- 10:15 - 11:00: Responsible XR
- 11:00 – 11:30: XR Inclusion: Key Principles
- 11:30-12:00: Integrating and embedding XR in your teams & orgs
- 12:00 – 12:30: Break
- 12:30 – 1:45: Introduction to XR Leadership Model
- 1:45 – 2:00: Break
- 2:00 – 2:30: Getting started with XR in your teams today
- 2:30 – 2:45: XR Program Review