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Alliance4XR

Innovation alliance to infuse Extended Reality skills into Higher education and Vocational Training

D3.2 ALLIANCE4XR's digital platform (web presence)

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Author(s)	Michael Zegas / Virtual Solutions / michael@virtualsolutions.gr
	Theodore Giossis / Virtual Solutions / theodore397@gmail.com
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Change history

Version number	Date	Implemented by	Changes made
v0.1	**29/04/2025**	**M. Zegas**	**First Release (Task 3.2)**
V1.0	**30/04/2025**	**K. Smagas**	**Version submitted**

Approval procedure

Since the document is reporting the launch of the platform on the web it has been approved only by the WP3 leader and the coordinator.

Disclaimer

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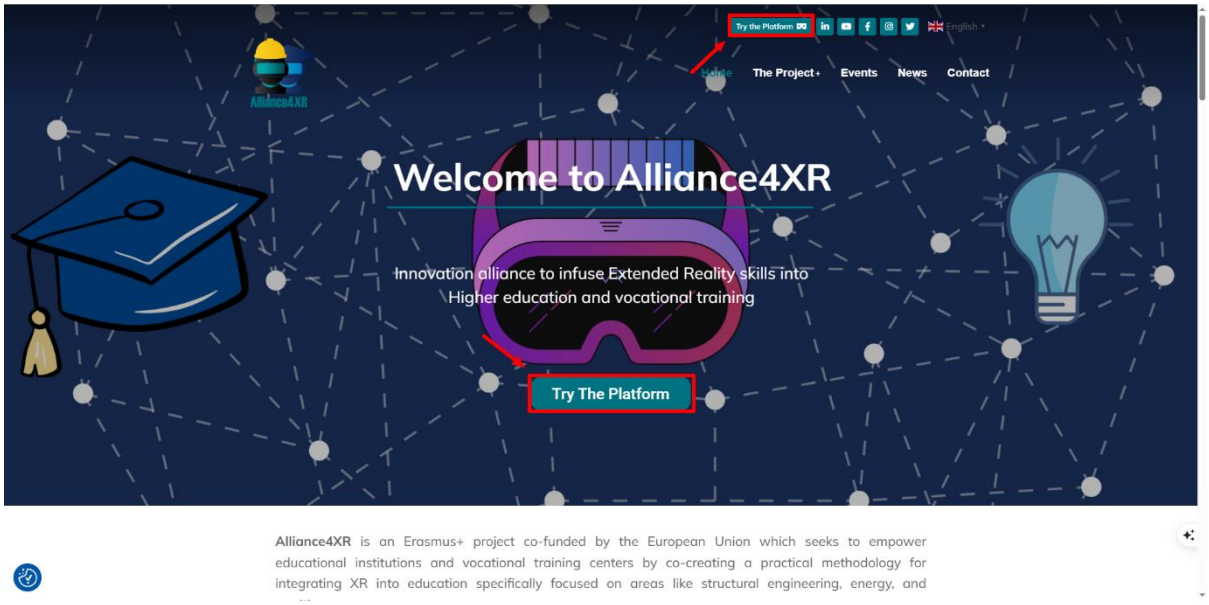
EXECUTIVE SUMMARY

The web presence deliverable focuses on the launch of the platform at https://app.alliance4xr.eu/, which provides a comprehensive suite of tools for creating, sharing, and previewing educational content, including 3D objects. It enables teachers to upload and present learning materials, create immersive 3D objects, and engage in live, interactive sessions with students. The platform's dashboard offers a convenient overview of the user's uploaded files, courses, lessons, and live sessions, while also functioning as a schedule reminder. This deliverable showcases the platform's capabilities in delivering an immersive, interactive learning experience online.

1. PLATFORM LAUNCH REPORT

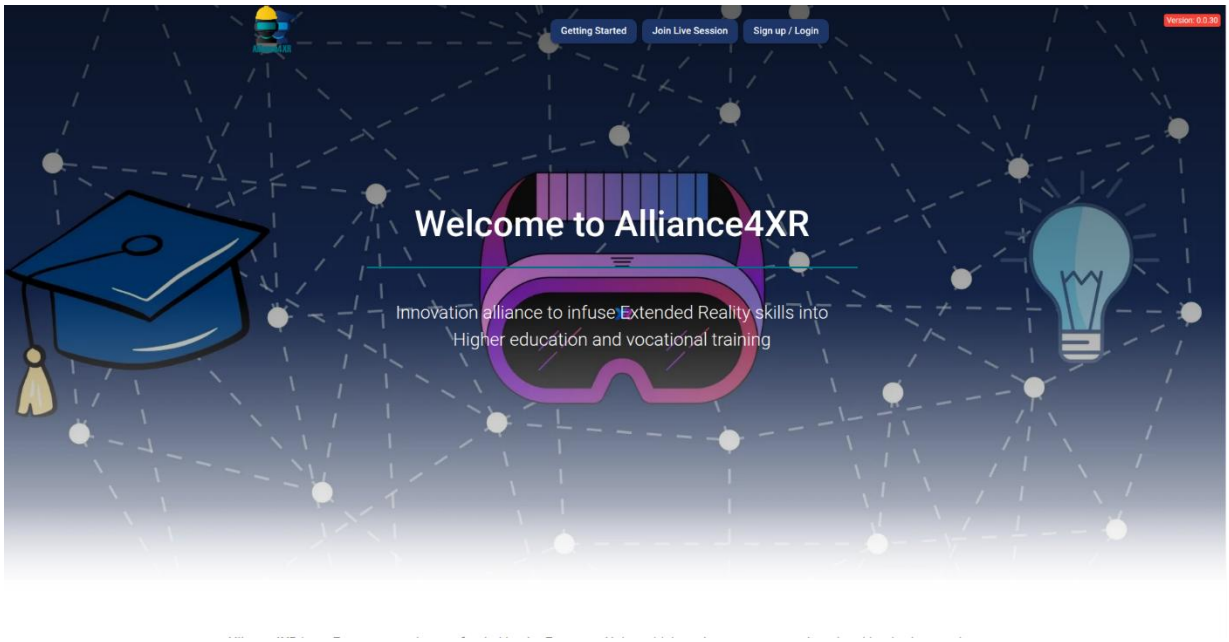
This report outlines the launch of the newly developed platform, now available online at https://app.alliance4xr.eu/. The platform is designed to facilitate an immersive and interactive learning experience by allowing users to upload and preview educational content, including 3D objects, and providing tools for creating and sharing these materials. The Alliance4xr platform can be accessed directly by visiting the link given above or through the main project's page by hitting the "Try The Platform" button (as indicated in the image):



APPENDIX 1

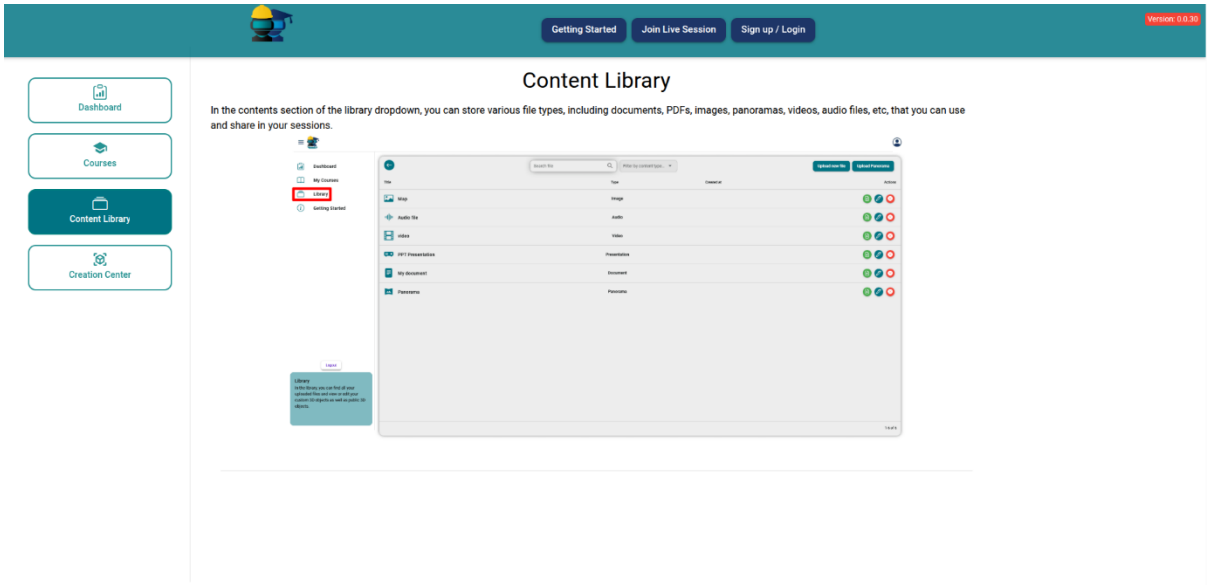
Homepage overview

The homepage of the platform contains essential information regarding the project and the consortium behind it. It serves as an introduction to the platform's objectives, features, and the team responsible for its development.

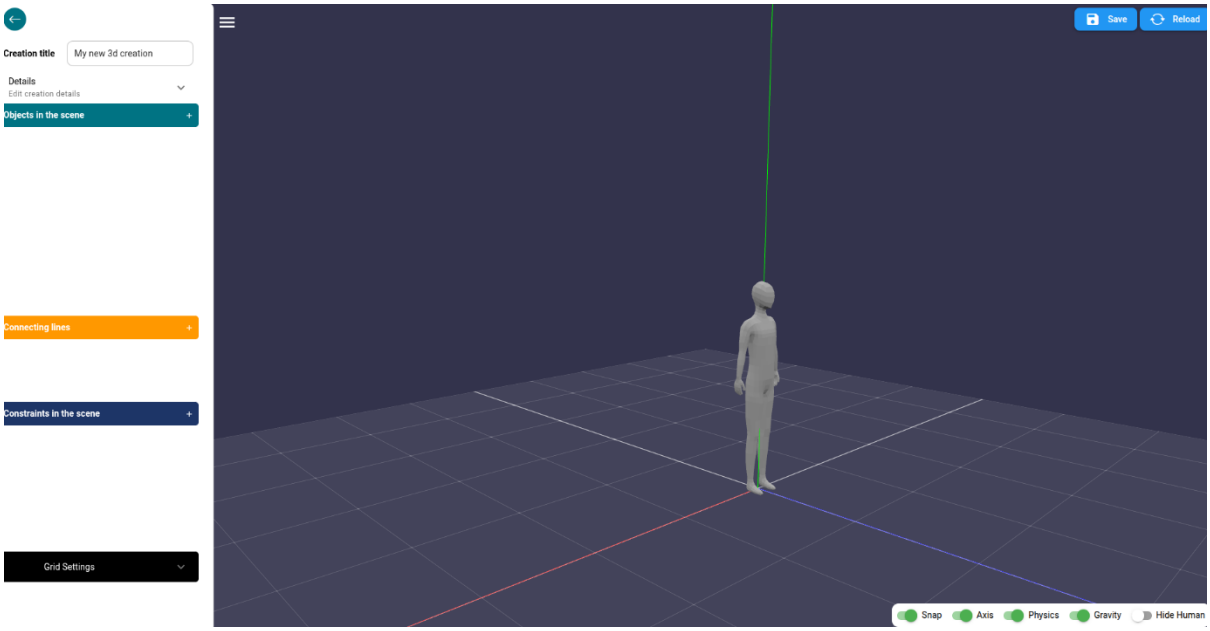


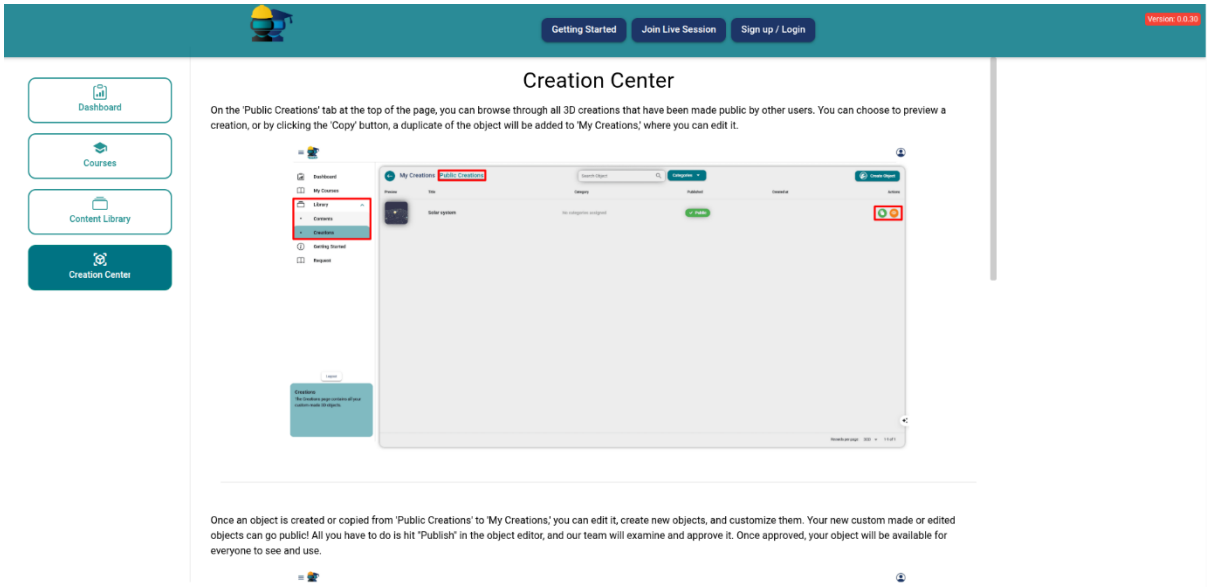
Key Features

Upload and Preview Learning Material & 3D Objects: Users are able to upload various learning materials, including documents, videos, and 3D objects. The platform supports a range of file types, ensuring flexibility in content delivery. Additionally, users can preview their materials before sharing them.

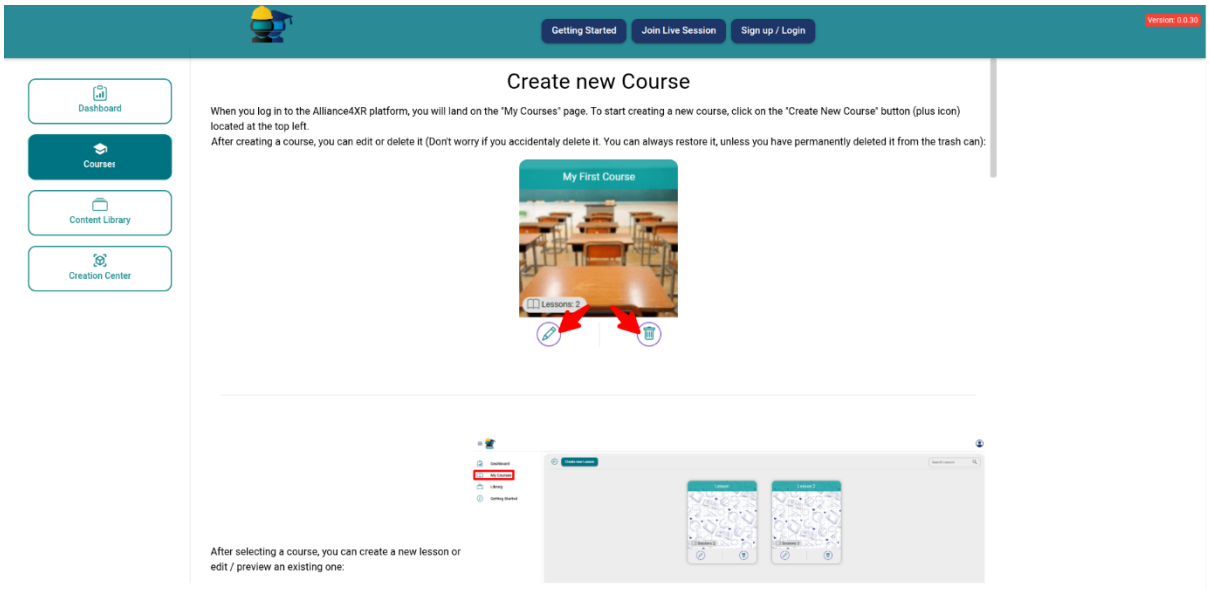


3D Object Editor and Creator: The platform includes an advanced 3D object editor and creator, enabling users to design, edit, and manipulate 3D objects directly within the platform, thereby enhancing the interactivity of educational content.

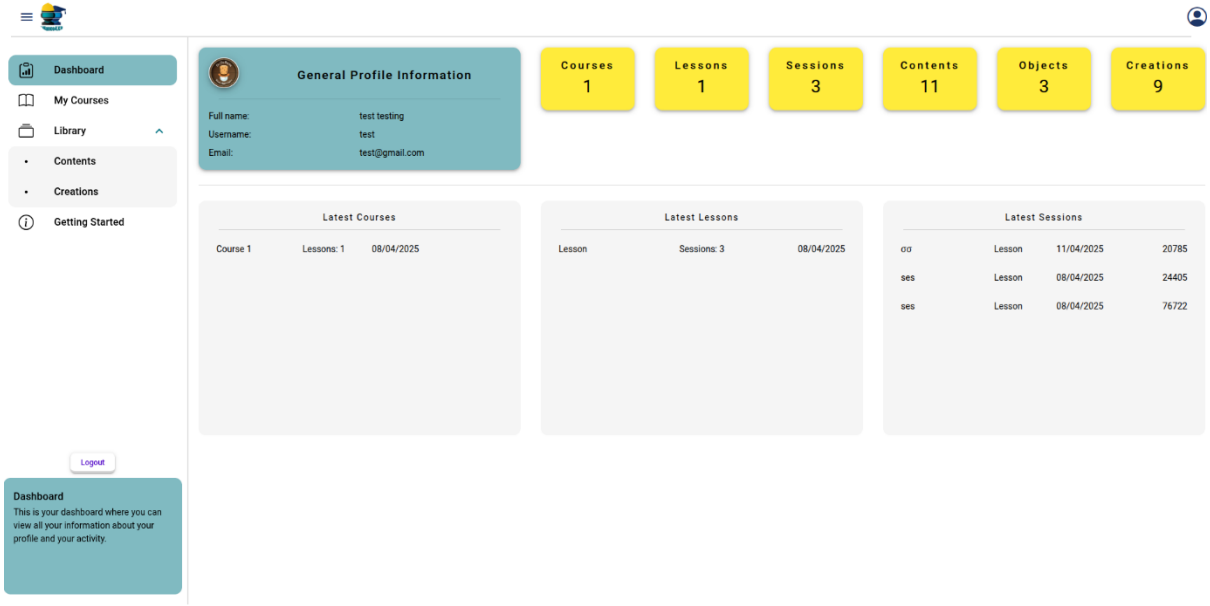




Course, Lesson, and Live Session Creation: Teachers can create and manage courses and lessons, integrating 3D objects and other learning materials. Furthermore, the platform supports live sessions, which allow educators to engage with students in real time while sharing educational content in an immersive 3D environment.



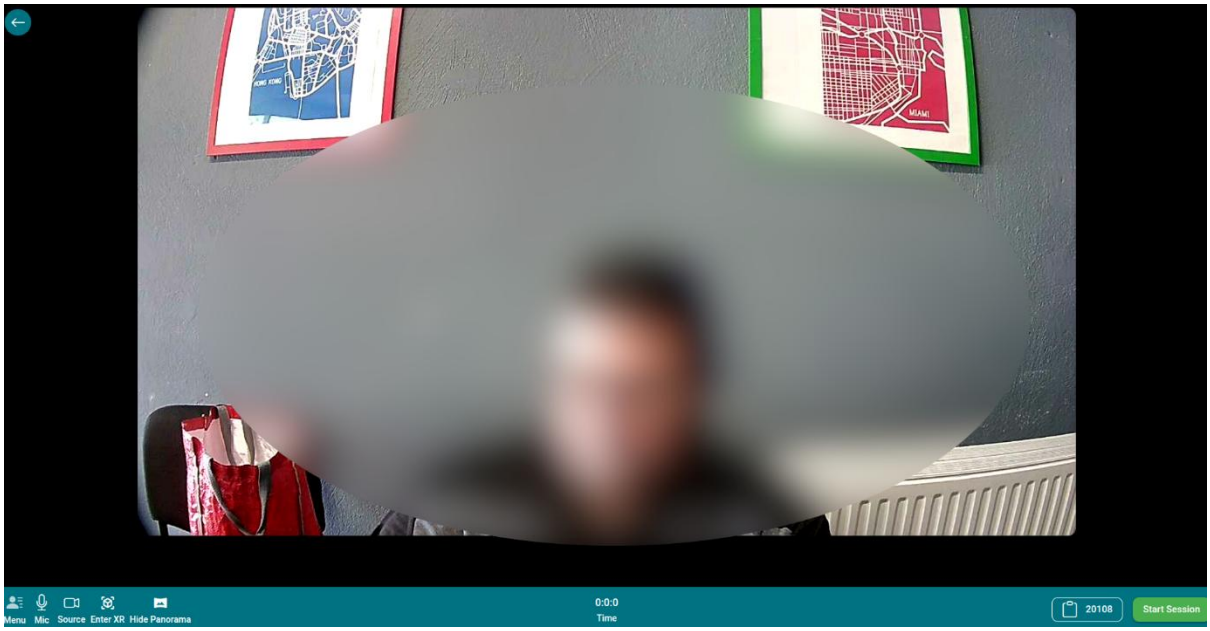
Dashboard Overview: Upon signing into the platform, users are directed to a dashboard that provides a comprehensive overview of their uploaded files, 3D objects, courses, lessons, and active sessions. The dashboard also functions as a schedule reminder, helping users to stay organized and manage their educational content effectively.



Live Sessions

The live session feature is fully functional, offering an immersive view that allows participants to interact with learning materials and 3D objects in real time, thereby enriching the overall educational experience.

This platform represents a significant step forward in the development of immersive educational tools, providing both teachers and students with the necessary resources to engage in interactive, 3D-based learning environments.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