



**Xtended
Reality
Leadership**
for Xtra-ordinary Leaders

newsletter 2

autumn 2019

The XRL project just completed its first year of activity. The training curriculum is now available, and comprises a total of seven learning units:

- Inclusive leadership
- Improving productivity
- Core leadership skills for Globalisation: multicultural diversity
- Leading a multicultural team
- Integrated technology innovation
- Responsible Leadership
- Cross Cutting Leadership Themes

The OER platform has been launched and the leadership training tools for the XRL project are available online.

Partners just met in Stockholm to validate the work done so far and define the next steps of the project, including the testing phase in the UK, Portugal, Spain and Sweden, with leaders, students, coaches/trainers, to start in January 2020

The screenshot shows the website for 'Xtended Reality Leadership for Xtra-ordinary Leaders'. The navigation bar includes links for Home, Learn, Tools, Contact, and News & Events, along with social media icons for Facebook and a flag icon. Below the navigation bar is a teal banner with the text 'LEADERSHIP TRAINING TOOLS'. The main content area is organized into three levels of immersive training tools:

- IMMERSIVE LEVEL 1**
 - Serious Lego Play
 - Game changers
 - Sprint workshops
- IMMERSIVE LEVEL 2**
 - Digital badging
 - 360 Interactive videos
 - Social media time management
- IMMERSIVE LEVEL 3**
 - Augmented Reality (AR)
 - Interactive 360 VR simulations

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