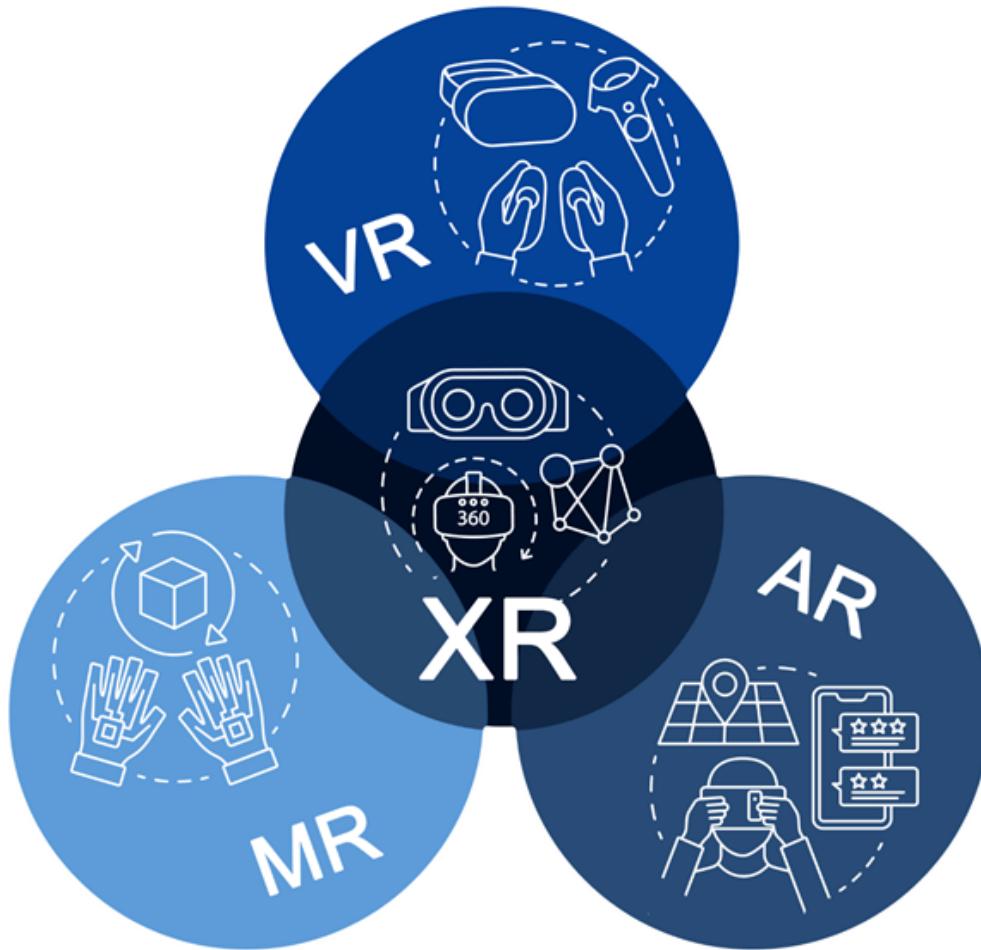


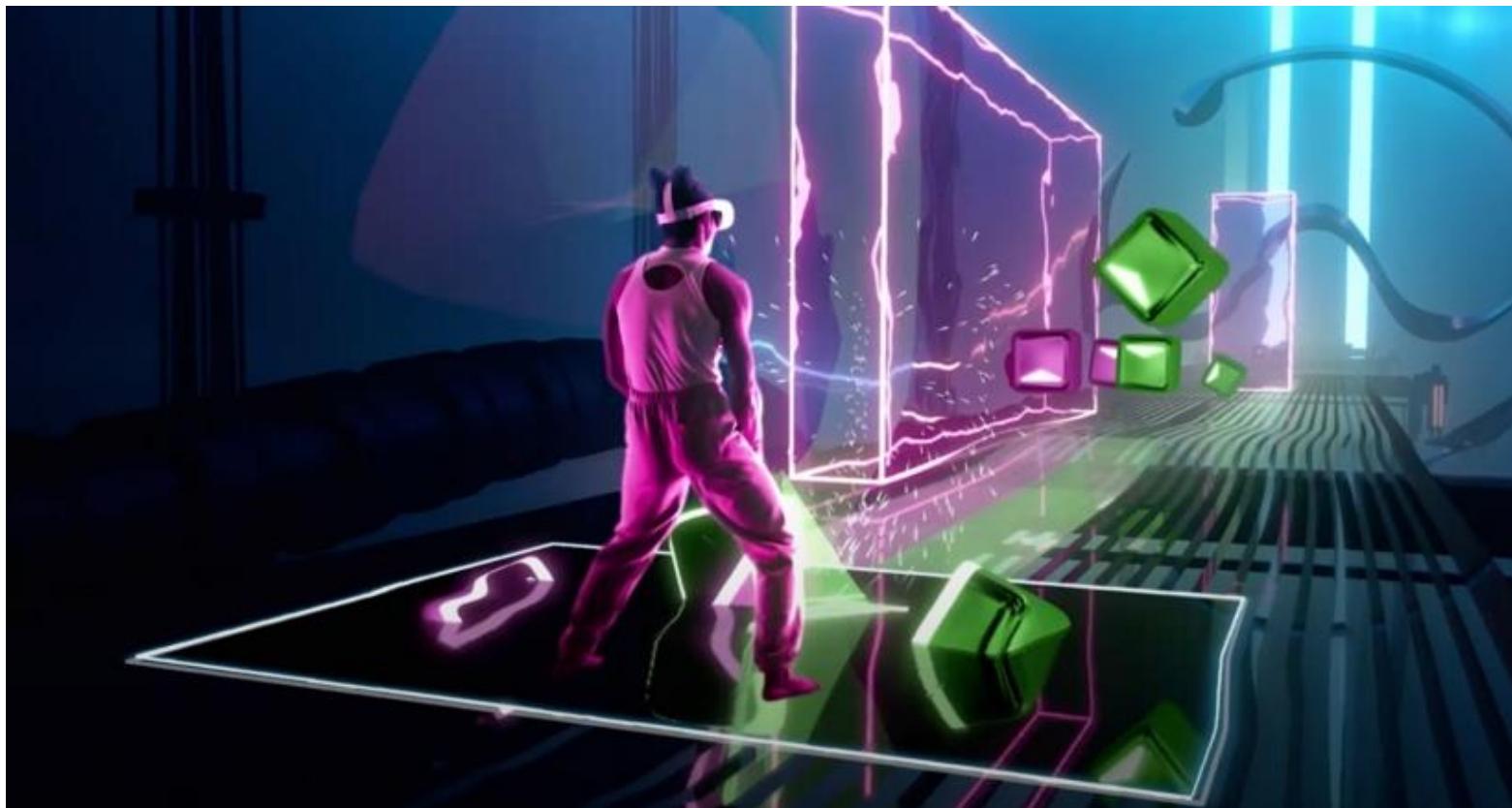
Introductie XR & status XR Valley

Jelle Demanet (co-founder Xrvalley)

23 Maart 2023



Virtual Reality



Augmented Reality



Augmented Reality



Mixed Reality

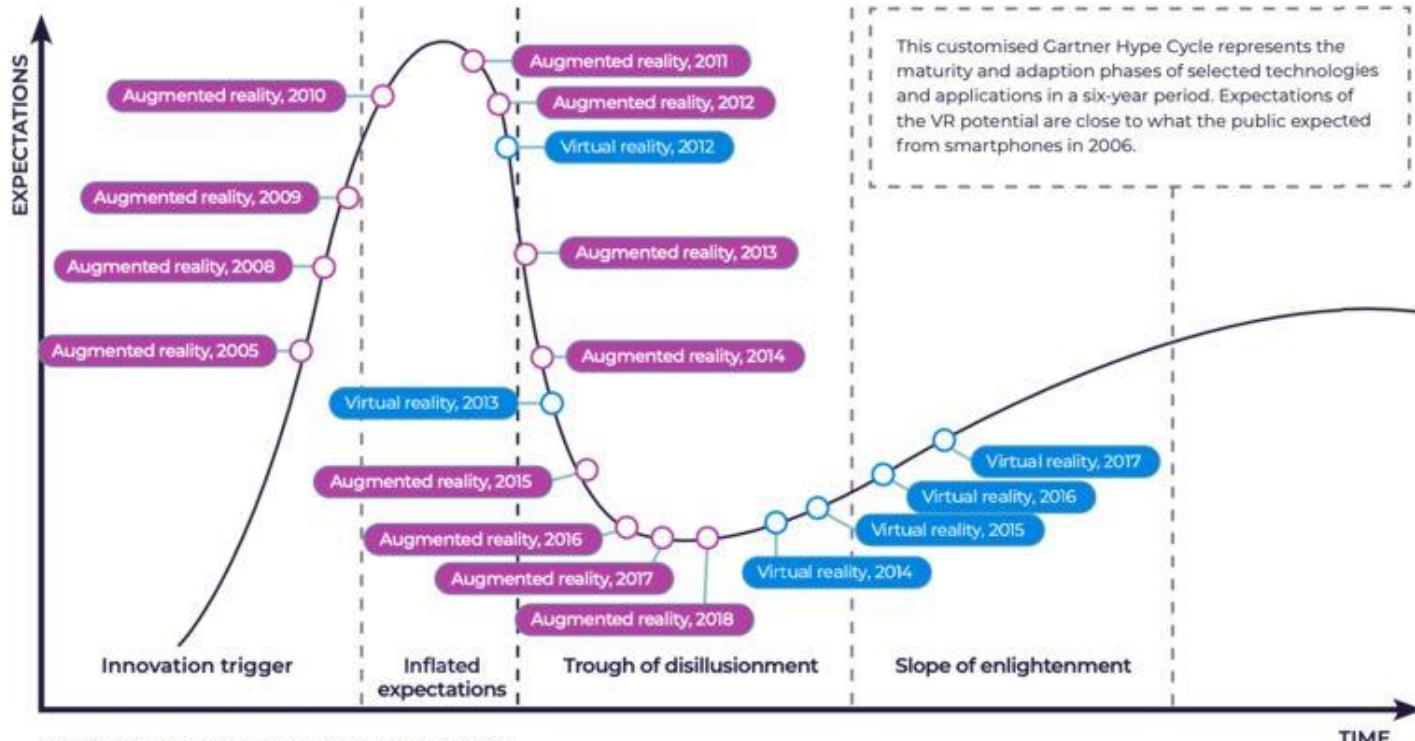


Game Technology



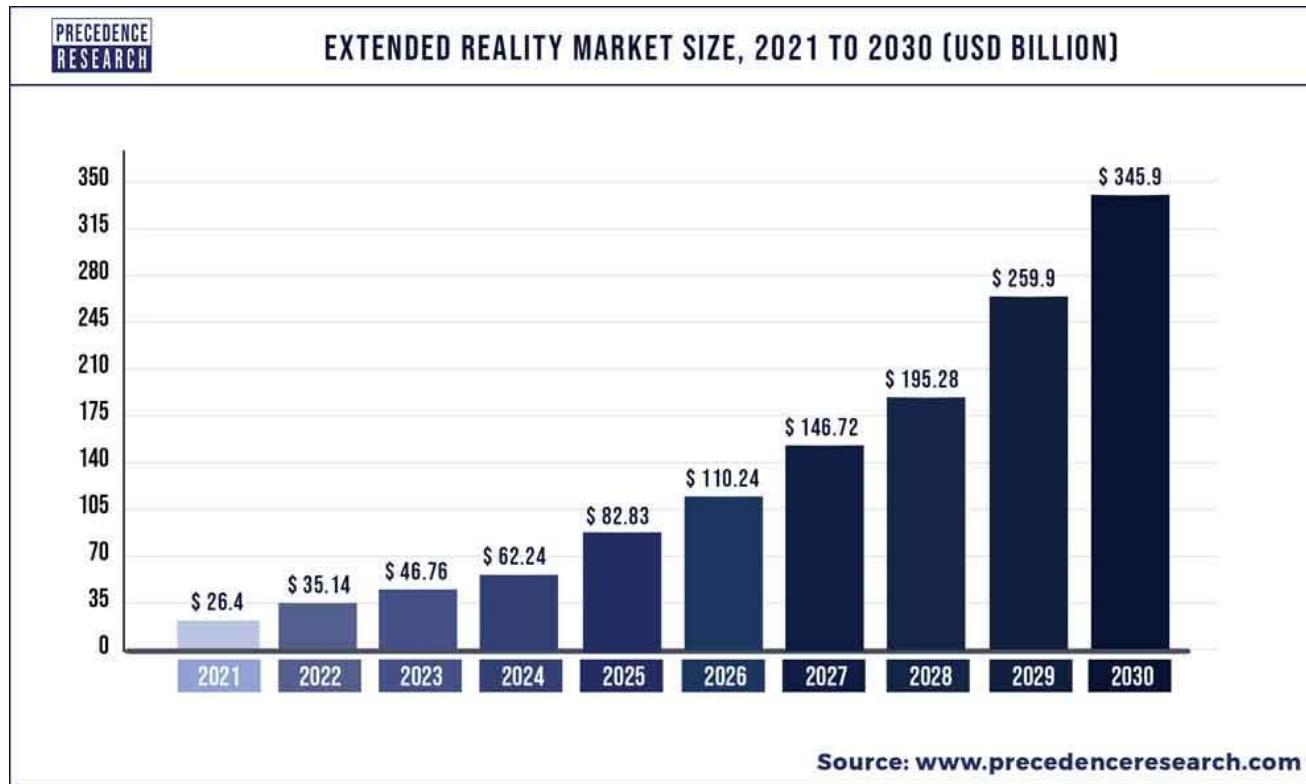
Hype Cycle

Gartner Hype Cycle for VR and AR



Source: Ecorys, based on Gartner Hype Cycle

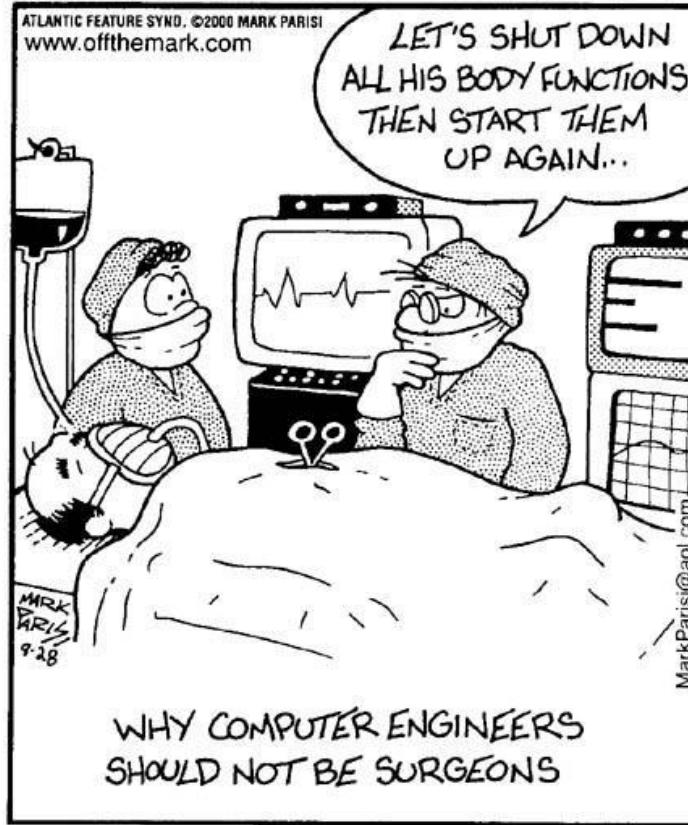
Sterke groei sector voorspeld



XR in education and training



XR needs multidisciplinarity



XR needs multidisciplinarity





XR VALLEY
Augmenting the Belgian XR Ecosystem

Belgium can
and needs to
lead XR

België heeft veel te bieden: XR Talent!

Opleidingen voor studenten

HOWEST

- Digital Arts & Entertainment (Bachelor)
- Smart XR Developer (Bachelor)
- Devine i.s.m KASK (Bachelor)
- Toegepaste Informatica (Bachelor)

AP Hogeschool

- Mixed Reality (B)
- Motion Design (B)

Thomas More

- Interactive Multimedia Design (B)

LUCA School of Arts

- Game Design (Master & Bachelor)
- Traject 3D (B)

Kdg

- Multimedia & Creative Technologies (B)

Erasmus

- Multimedia & Creative Technologies (B)

RITCS

- Audiovisuele kunsten (M & B)
- Podiumtechnieken (B)

Artevelde

- Digital Content Creation (B)

Odissee

- Interactive Design (B)

Vives

- Emerging Technologies (B)

KU Leuven

- Imaging and Light in Extended Reality (M)

PXL

- Game & Art design (B)
- Interaction Design (B)

La Cambre

- Cinema D'animation (M & B)

ERG

- Animation Cinema (M & B)

IAD Arts

- Multimedia (M & B)

Saint-Luc Liège

- Communication Visuelle et Graphique (M & B)

Académie Beaux Arts Tournai

- Digital Arts

Albert Jacquard

- Video Game Art (B)

HeLiA

- Animation 3d (B)

Le Cad

- 3d image design (B)

He-Ferrer

- Info graphice 3d video (B)

Opleidingen voor werkenden/werkzoekenden

HOWEST & VIVES

- Digitale Transformatie in de maakindustrie (Post-Graduaat)

Albert Jacquard

- Video Game (PG)

KASK

- Digital Storytelling (PG)

AP Hogeschool

- Immersive storytelling in VR

Syntra/SBM

- VR Developer
- Animation producer
- 360-video
- VR 360 producer
- Game Developer

NHA

- Game Designer

Technocité

- Game Designer

Technofutur

- Game Developer



XR VALLEY
Augmenting the Belgian XR Ecosystem

België heeft veel te bieden: XR bedrijven



XR valley faciliteert samenwerking



Committee Co-Chairs



Carl Boel

Education & Training Committee Co-Chair



Dimitri Pirnay

Education & Training Committee Co-Chair



Lode Sabbe

Healthcare Committee Co-Chair



Isabelle Francois

Healthcare Committee Co-Chair



Kurt Callewaert

Engineering, Design & Visualization
Committee Co-Chair



Jelle Saldien

Engineering, Design & Visualization
Committee Co-Chair



Annelies Volckaert

Education & Training Committee Co-Chair



Carine De Potter

Healthcare Committee Co-Chair



Vacant

Engineering, Design & Visualization
Committee Co-Chair

Learn More? Reach out

Executive team

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- Jelle Demanet – Director of Memberships, Initiatives and Committees – jelle@xrvalley.be
- Kasper Jordaens – Director of Hubs – kasper@xrvalley.be

Info

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Linkedin: <https://www.linkedin.com/company/xrvalley/>

Hashtags: #xrvalley #belgianxr

