



BISMARCK STATE COLLEGE

**XR FOR VR**

**Extended Reality for  
Vocational Rehabilitation**

**BISMARCK STATE COLLEGE**

# XR for VR

- BSC XR for VR uses extended reality (XR) and assistive technology to help individuals with disabilities explore and prepare for careers
- Funded by a \$9.9M Disability Innovation Fund grant from the U.S. Department of Education, it's a 5-year grant
- Goal: pilot a replicable, postsecondary-based model that helps individuals with disabilities access Competitive Integrated Employment (CIE)
- Strengthens North Dakota's CIE ecosystem by connecting disability service providers, educators, and employers
- Integrate personalized assistive technology into daily living, education, training, and employment.

# What do we offer:

- Learn About Careers in Different Sectors
- Career Coaching & Goal Setting
- Assistive Technology Support
- Training & Education Resources
- Employment Guidance & Networking
- Community & Referral Services



# Assistive Technology - Our Toolkit

- Core tools bring career exploration to life:
  - VR Headsets - individual, portable career exploration
  - Immersive Reality (IR) Room - full-room, hands-on simulation experience
  - Assistive Technology loan library
- Both let participants safely explore manufacturing careers, practice job skills, and build confidence



# Virtual Reality Headsets

- Portable, one-on-one immersive experience
- Participants explore manufacturing career environments virtually - no travel required
- Used for career awareness and "try before you train" exploration
- Available for participants and service professionals



# Immersive Reality Room

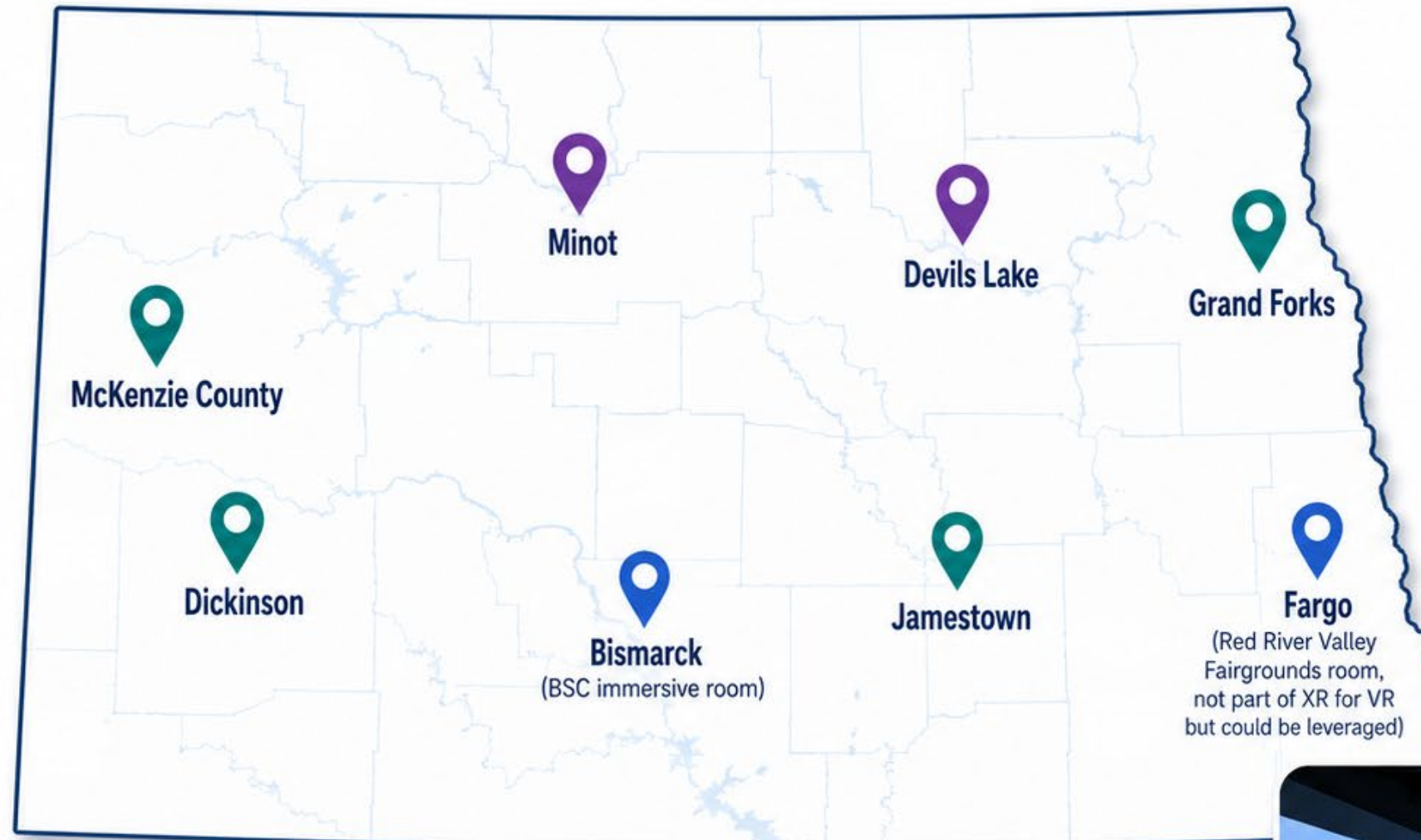
- A dedicated, full-scale room using extended-reality technology
- Participants explore careers, practice life skills, and build confidence in a safe, accessible environment
- Designed for a more immersive, group-friendly experience than a headset alone
- Open for individual and organization visits - bookable on-site





# Immersive Rooms as Regional Hubs

Shared career exploration experiences across North Dakota.



## LEGEND



**SIGNED MOUS /  
ACTIVE PLANNED  
IMMERSIVE ROOM LOCATIONS**

Dickinson, Grand Forks,  
Jamestown, McKenzie County



**EXISTING OR  
LEVERAGEABLE ASSETS**

Bismarck (BSC immersive room)  
Fargo (Red River Valley  
Fairgrounds room, not part of  
XR for VR but could be leveraged)



**EXPLORATORY /  
STILL BEING CONSIDERED**

Minot, Devils Lake



## Stronger together.

Connecting communities through immersive  
experiences  
that inspire learners and prepare North Dakotans for the future.



**EXPLORE  
CAREERS**



**BUILD  
CONNECTIONS**



**PREPARE  
FOR THE FUTURE**



# SUPPORTING INDIVIDUALS ACROSS ND

Connecting and preparing individuals with employers workforce needs includes:

- ✓ Veterans
- ✓ Injured Workers
- ✓ High School and College Aged Students



# WORKFORCE DEVELOPMENT OPPORTUNITIES

Preparing individuals with  
disabilities for high-demand  
roles thru:

- ✓ Career Coaching
- ✓ Resume Building
- ✓ Goal Setting

# POSITIVE ECONOMIC IMPACT

- ✓ Creating Career Awareness
- ✓ Reducing Barriers
- ✓ Improving Productivity
- ✓ Providing Workforce Solutions

# EMPLOYER EDUCATION INITIATIVE

Demonstrating the benefits of integrating individuals with disabilities into the workforce with assistive technology services.



# ND Assistive's Role in the XR for VR Project

# Overview of ND Assistive

- XR for VR core accessibility and assistive technology partner
- Provides expertise on adaptive technologies
- Support individuals with disabilities in education, training, employment and daily living
- Helps ensure participation in XR career experiences

# ND Assistive Key Responsibilities with the XR for VR Initiative

- Conduct assistive technology assessments
- Recommend individualized accommodations
- Develop and support the assistive technology loan library
- Provide training on adaptive technology
- Support participant success and employment readiness

# XR for VR Assistive Technology Loan Library

- Houses, manages, tracks, and maintains equipment
- Loans technology to XR for VR participants across North Dakota
- Examples of technology in the XR for VR Loan Library:
  - Speech Generating Device
  - Meta Glasses
  - Eye Control Camera
  - Various keyboards
  - Ipads
  - Portable Monitor
  - Anti-vibration Gloves
  - And much more!



# XR for VR and ND Assistive Employer Engagement

- Identifies Workplace Accommodations
- Demonstrates Universal Design Concepts
- Shows How Assistive Technology Can Improve Workplace Success
- Tour Workplace Settings with Career Coach and CareerviewXR



# XR for VR and ND Assistive Partnership Impact

ND Assistive contributes to the XR for VR project by ensuring accessibility through adaptive and assistive technology. As experts in creating technology-based solutions for individuals with disabilities, ND Assistive helps participants engage fully in immersive career exploration and training experiences within working environments.

Their work helps empower participants and promotes access by:

- Providing personalized assistive technology tools that remove barriers to learning and employment.
- Supporting the development of an assistive technology library and training modules.
- Demonstrating how adaptive technologies can enhance success in careers.
- Creating accessible environments that enable individuals with disabilities to achieve successful employment.

# XR for VR Contractors



Questions?

