Plan Overview

A Data Management Plan created using DMPonline

Title: A Pedagogically Driven Approach to Designing Immersive Learning Experiences in Higher Education

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Funder: Science Europe

Template: Science Europe Template

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Project abstract:

Immersive technologies offer the potential to significantly enhance teaching and learning, but as an emerging technology future use cases are not yet fully realised. Despite becoming more accessible due to technical advances they are still to become mainstream. One reason for this is the difficulty of developing experiences which are of high quality and incorporate pedgological principles in order to be effective. This thesis proposes to develop a pedagogy driven design framework to support educators creating their own learning experiences while leveraging XR's affordances.

A systematic and critical literature review will synthesise research from educational psychology, learning theory, human computer interaction and XR design methodologies. This review will identify limitations and gaps in current practice. Insights from this review will inform the development of XR prototypes which will be used to test the findings. Quantative data will be collected to measure presence, engagement, and usability. Qualitative data will be gathered through observations, interviews, and reflective accounts from participants. Over the duration of the project new devices, techniques and tools that become available will be incorporated. The study will progress through iterative cycles of analysis, design, implementation, and evaluation. This will culminate with a platform agnostic XR evidence based design framework which educators can use to design and develop their own XR learning materials.

ID: 213963

Start date: 29-10-2026

End date: 28-12-2032

Last modified: 02-11-2026

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A Pedagogically Driven Approach to Designing Immersive Learning Experiences in Higher Education

Data description and collection or re-use of existing data

How will new data be collected or produced and/or how will existing data be re-used?

Questionnaire and interview data will be collected using Maynooth Universities MSForms and OneDrive. Video and audio recording of user testing sessions will captures using screen casting from the HMDs and a video camera. All data will be initially stored on a secure OneDrive and then uploaded to a password protected repository like Zenodo. Immersive experiences made using Unity and the project files will be stored on GitHub. No pre existing data will be used.

What data (for example the kinds, formats, and volumes) will be collected or produced?

The project will generate audiovisual, quantitative, and qualitative data consisting of completed questionnaires, datasets, spreadsheets, research notes, consent forms, and analytical documents. These will be stored as DOCX, PDF, CSV and XLSX format. Estimated combined file size of 10 MB. Video recordings will stored in MP4 format, with an estimated total size of 2 to 5 GB per video with an estimated combined size of 10 to 100 MB. The total approximately 6 GB. Allowing for working copies, data processing, backups, etc a total storage allocation of approximately 10 GB is anticipated.

Documentation and data quality

What metadata and documentation (for example the methodology of data collection and way of organising data) will accompany data?

Documentation describing the methodology, screener forms, consent forms, participants, procedure, data dictionary, questionnaire, participant information sheets, and ethical approval documentation. Each data file will be assigned a descriptive filename and stored in an organised folder structure. Video recordings will have the relevant recording metadata, date, duration, format, and associated session identifiers. Analytical spreadsheets and documents will include descriptions of the methods used to process, interpret, and analyse the data. A list of Unity files will also be stored with links to their GitHub repositories

What data quality control measures will be used?

Data quality will be maintained through data collection procedures. Questionnaires/experiments will be reviewed and piloted. Responses will be checked for completeness, duplicate entries, invalid values, and inconsistencies before analysis. Video recordings will be checked for, audio-visual quality, correct file naming, and successful playback following recording. Files will be assigned unique identifiers and checked to ensure they correspond to the appropriate research session. Where recordings are transcribed or coded, a sample will be checked against the original recordings for accuracy.

Research files will be organised using consistent naming conventions and a documented folder structure. Original raw data will be retained unchanged, with cleaning and processing undertaken on working copies. Version control will be used for analytical documents and datasets where appropriate. Regular backups will be maintained, and file integrity will be checked periodically.

Storage and backup during the research process

How will data and metadata be stored and backed up during the research process?

10GB approximatly, on a password protected onedrive.

How will data security and protection of sensitive data be taken care of during the research?

All research data will be stored securely using OneDrive with access restricted to the researcher, and supervisors. Personal data will be minimised and they will be assigned unique identification codes. Questionnaires and video recordings will be treated as

potentially identifiable personal data, particularly where participants' faces or voices are captured.

Legal and ethical requirements, codes of conduct

If personal data are processed, how will compliance with legislation on personal data and on data security be ensured?

Not applicable to the research to be undertaken during this project. Note that there is no sensitive personal data as defined by the General Data Protection Regulation act.

How will other legal issues, such as intellectual property rights and ownership, be managed? What legislation is applicable?

This intends to be as open access as possible so all applicable data will be available upon reasonable request. There is no private intellectual property rights involved with the research, and no associated legislation.

How will possible ethical issues be taken into account, and codes of conduct followed?

Data collection protocols will be assessed by the ethics committees of Maynooth University and the Institute of Art Design and Technology Dun Laoghaire.

Data sharing and long-term preservation

How and when will data be shared? Are there possible restrictions to data sharing or embargo reasons?

In the spirit of open access, all data will be available upon reasonable request. There are no known restrictions to data sharing or embargo issues.

How will data for preservation be selected, and where will data be preserved long-term (for example a data repository or archive)?

The data will be backedup on the OneDrive network at Maynooth University. For all data types, in order to ensure public and permanent open data access, use a third-party data repository like Zenodo.

What methods or software tools will be needed to access and use the data?

There are no specialised software or tools required to view or access the data. Github will be used to store and allow access to immersive experiences built using Unity so Unity which is free software.

How will the application of a unique and persistent identifier (such as a Digital Object Identifier (DOI)) to each data set be ensured?

Datasets and all files will be uploaded to Zenodo which automatically generates a DOI for them.

Data management responsibilities and resources

Who (for example role, position, and institution) will be responsible for data management (i.e. the data steward)?

The principal researcher, Robert Griffin will manage the research data throughout the project. The PhD supervisors in Maynooth University and IADT will provide oversight in accordance with the agreed research arrangements and relevant institutional policies. The researcher will seek advice from the relevant institutional Data Protection Officer, research ethics committee, and research support services where required.

What resources (for example financial and time) will be dedicated to data management and ensuring that data will be FAIR (Findable, Accessible, Interoperable, Re-usable)?

Findable

Anonymised datasets, codebooks and analysis will be published on Zenodo, where each gets a persistent DOI. My ORCID will be linked to every output so my data, preregistration, thesis and publications can all be traced together.

I will name files and version them consistently so specific files are easy to find inside each deposit.

Accessible

The data and metadata will be available over open, standard protocols (HTTPS through Zenodo). No special software or account will be needed to download them.

Only anonymised data will be shared openly. Identifiable data (consent forms, contact details, any audio or video) will stay on secure Maynooth University OneDrive.

Interoperable

Data will be stored in open, non-proprietary formats.

Use standard terms and recognised conventions so the data fits with other research on immersive learning.

Reusable

Data and documentation will be released under open licenses.

A README explain how it was collected.

The versions of the immersive experience used in the study will be archived (e.g. through GitHub–Zenodo integration).

Participant consent forms will explicitly cover reuse of anonymised data, so it can legally be reused for future research.