Core Framework: OER

About the Contributors:

Developed by Conestoga College’s now defunct Centre for Virtual Reality Innovation (CVRI). Formerly known as the Virtual and Augmented Reality Lab (VARLab), CVRI was a development studio and research lab housed within Conestoga College, building digital learning simulations from 2020-2025 and investigating on the leading edge of what’s possible in VR. CVRI was Conestoga’s largest, most desired co-op employer, supporting the next generation of visionaries on their road to success. CVRI built 22 different simulations to support students in programs across the college. Upon the Centre’s closure, CVRI opened the code base from various simulations to allow future coders to benefit from their work.

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Introduction: The CORE Framework Documentation is a collection of materials that came about in the development of the CORE Framework Unity package. This Framework is

This documentation would be beneficial to those interested in understanding what this CORE Framework does, and how it can be a useful tool in your own Unity development work. The Framework includes modules with solutions for interaction in a scene, save and load, interoperability with Learning Management Systems (LMS), recording analytics, and so on.

Contents:

To increase comprehension of the material, the documentation should be read in the following order:

1. List of CORE Features
2. Digital Learning eXperiences with CORE
3. Unity Package Management

The later sections of the documentation address specific features and capabilities that a developer can engage with on an as-needed basis.