## **Decision Making and Value Weighing Sheet**



XR in education brings exciting possibilities—but also tough choices. No decision is simple. What matters most? What gets prioritized? And what trade-offs come with those choices? Use this guide to reflect on how values shape decision-making and prepare for the next challenge you'll face in XR at your institution.

## 1. What Happens When Values Collide?

Technology in education isn't just about what works best—it's about what matters most. But what if two important values pull in opposite directions? First, think about an XR-related decision you faced or made in the game. Write it below and consider which values were at stake.

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Which two values seemed to be in conflict? (For example, "We want more immersive capabilities." vs. "We need to protect student privacy.")  Value 1:
Value 2:
How did this conflict change the way you thought about the decision?

## 2. What Do We Gain? What Do We Lose?

Every decision has trade-offs. Choosing one path usually means giving up something else. Look at the values you listed above.

If you prioritized Value 1, what would improve? What might suffer?
Benefit:
Loss:
If you prioritized \/alug 2 what would improve 2\/\/bat raight outfor?
If you prioritized Value 2, what would improve? What might suffer?
Benefit:
Loss:

No choice is perfect. But thinking through these trade-offs helps us make decisions on purpose, not by accident.

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## **Decisions Aren't Final**

In XR and education, every decision leads to the next. The real challenge isn't finding the "right" answer—it's knowing how to navigate the trade-offs, listen to different perspectives, and adapt as things change.

What will your next move be?