

Table A. List of marketplaces used to search for xr content across consumer-grade AR, MR, and VR hardware.

XR modality	Hardware	XR Marketplaces
Augmented Reality	Android Smartphones & Tablets iOS Smartphones & Tablets	Lenslist Social Media AR Search
Mixed Reality	Microsoft Hololens 1 Microsoft Hololens 2 Magic Leap 1 Magic Leap 2	The Microsoft Store Magic Leap World
Virtual Reality	Oculus Rift Oculus Rift S Meta Quest 1 Meta Quest 2 Meta Quest Pro HTC Vive HTC Vive Pro	Meta Quest Store Steam Sidequest

Table B. Number (and percentage) of experiences per modality addressing from zero to seven ocean literacy principles.

Number of OL principle(s) addressed	AR experiences	MR experiences	VR experiences	Total
0	5 (19.23%)	0 (0.00%)	6 (9.52%)	11 (11.70%)
1	7 (26.92%)	1 (20.00%)	15 (23.81%)	23 (24.47%)
2	7 (26.92%)	1 (20.00%)	23 (36.51%)	31 (32.98%)
3	1 (3.85%)	2 (40.00%)	7 (11.11%)	10 (10.64%)
4	3 (11.54%)	1 (20.00%)	8 (12.70%)	12 (12.77%)
5	1 (3.85%)	0 (0.00%)	3 (4.76%)	4 (4.26%)
6	1 (3.85%)	0 (0.00%)	1 (1.59%)	2 (2.13%)
7	1 (3.85%)	0 (0.00%)	0 (0.00%)	1 (1.06%)
Total	26	5	63	94