

XR Development

AR / VR / XR Development



Build immersive XR experiences 🎮✨ with comfortable movement, intuitive interaction, and device-aware design 📱.

📌 Module Overview

This module focuses on developing interactive XR experiences with an emphasis on comfort, usability, and real-world interaction design. Learners will set up XR environments, implement locomotion and interaction systems, and test experiences to ensure user comfort across devices.

🕒 Duration : 3 Weeks

🎯 What You Will Learn

- Setting up XR environments and workflows
- Implementing locomotion systems for movement
- Designing interaction patterns in XR
- Testing and optimizing for user comfort
- Understanding XR setup and environment basics

🏁 Outcomes

- Prototype an XR task flow
- Apply device-aware UX decisions

Week 01 XR Setup + Locomotion



DAY 01 - Concept Kickoff

- Introduction to XR development
- Understanding XR setup and environment basics

DAY 02 - Guided Practice

- Set up XR project and scene
- Configure basic locomotion systems

DAY 03 - Hands-on Lab

- Implement movement systems (teleport / smooth movement)

Week 01 XR Setup + Locomotion



DAY 04 - Review & Iteration

- Improve locomotion comfort and usability

DAY 05 - Checkpoint

- Validate XR setup and movement systems

Week 02 Interaction + Comfort Testing



DAY 01 - Concept Kickoff

- Introduction to XR interaction patterns

DAY 02 - Guided Practice

- Implement object interaction (grab, select, trigger)

DAY 03 - Hands-on Lab

- Build interactive XR scenarios

Week 02 Interaction + Comfort Testing



DAY 04 - Review & Iteration

- Test for comfort (motion sickness, usability)
- Refine interaction feedback

DAY 05 - Checkpoint

- Validate interaction flow and comfort standards

Week 03 XR Prototype + Device-Aware UX

DAY 01 - Sprint Planning

- Plan XR task flow prototype

DAY 02 - Implementation Block

- Build interactive XR experience

DAY 03 - Hands-on Lab

- Build interactive XR scenarios

Week 03 XR Prototype + Device-Aware UX

DAY 04 - Polish Pass

- Apply device-aware UX improvements

DAY 05 - Demo & Review

- Present XR prototype and evaluate experience