Curriculum

The curriculum is divided into four units. Each unit teaches you new skills to successfully apply best practices needed to create intuitive and immersive user interfaces. You will practice your skills with various activities throughout the course.

Unit 1: XR Design Foundations   2 weeks

Dive into the evolving XR (Extended Reality) landscape and learn the best design practices to elevate user experiences and create an intuitive and immersive virtual environment. Throughout this unit, you will ideate and conceptualize your own XR project, understanding what constitutes good design, and analyze real-world cases from a critical standpoint.

Unit 2: Introduction to Unity   3 weeks

In this unit, you will learn how to prototype and bring your ideas to life with Unity. Unity is one of the most widely used game engines in the XR industry for creating interactive and immersive experiences. By learning how to prototype with it, you will be able to test and validate your concepts, interactions, and user experiences before committing to full-scale development. By the end of this unit, you will have the ability to effectively prototype your own ideas, allowing for rapid iteration and refinement.

Unit requirement: Any VR headset of your choice to test your prototype.

Unit 3: Prototyping XR Applications   3 weeks

Explore the ins and outs of Augmented Reality (AR), Virtual Reality (VR), and Mixed Reality (MR), and master their specific features and best practices. Throughout this unit, you will tackle challenges related to comfort and immersion, ensuring that your designs are optimized for user experiences. Additionally, you will learn how to bridge the gap between AR and VR to create immersive experiences that seamlessly blend digital and real-world elements.

Unit requirement: Any VR headset and a mobile device of your choice to test your prototype.
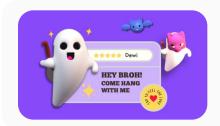
Unit 4: Final Project

In this unit, your instructor will assign a theme for your final project. You have the option to work independently or in groups. This is your chance to bring your ideas to life by leveraging the strong XR design foundation you have acquired in previous units.
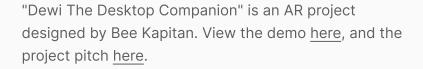
Unit Requirement: Any VR headset for effective testing of your prototype.

Portfolio Project Highlights from Past Learners

"Waves XR" is an immersive surf VR monitoring app designed by Nick Josephs. View the full demo here.

"Dewi The Desktop Companion" is an AR project designed by Bee Kapitan. View the demo here, and the project pitch here.

"Tixsphere" is an XR ticketing service that allows users to buy and sell event tickets. It's an MR project designed by Jun Kwon. View the demo here, and the process presentation here.