Rapid Start: Design & Development of Immersive Experiences

Resources and exemplars for instructional designers, developers, and creative teams building immersive experiences.

- Design Principles (learning sciences meets XR)
- Development Pipelines (storyboarding, prototyping, testing, iteration)
- Tools & Engines (Unity, Unreal, WebXR, authoring platforms)
- UX & Interaction (user flow, presence, accessibility in design)
- Collaboration & Co-Creation (working with educators, SMEs, learners)
- Publishing & Distribution (deployment, scalability, sustainability)

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