

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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