



VR / XR IMMERSIVE WEEKEND TRAINING PROGRAM

CONCEPT NOTE

Table of Contents

UNIPOD VR / XR IMMERSIVE WEEKEND TRAINING PROGRAM.....	3
1. Background and Rationale	3
2. Program Title	3
3. Implementing Institution	3
5. Program Duration and Schedule.....	3
Saturday Cohort.....	3
Sunday Cohort	3
7. Meals and Refreshments	4
8. Program Objectives	4
9. Tools and Technologies.....	4
9.1 Hardware	4
9.2 Software	4
10. Training Structure	5
Weekend 1 – Foundation and Introduction.....	5
Weekend 2 – Practical Application and Showcase	5
11. Certification and Awards	6
12. Expected Outcomes.....	6
13. Conclusion	6

CONCEPT NOTE

UNIPOD VR / XR IMMERSIVE WEEKEND TRAINING PROGRAM

1. Background and Rationale

Rapid advancements in immersive technologies such as Virtual Reality (VR) and Extended Reality (XR) are transforming education, industry, and the future of work. Early exposure to these technologies equips young learners with foundational digital skills, creativity, and problem-solving abilities that are critical in a technology-driven world.

The **Unipod VR/XR Immersive Weekend Training Program** has been designed to introduce young learners to immersive technologies through structured, hands-on training. The program emphasizes practical learning using industry-standard tools and hardware, while remaining accessible to beginners with no prior technical background.

2. Program Title

Unipod VR / XR Immersive Weekend Training Program

3. Implementing Institution

Unipod

4. Target Group

- **Age Group:** 12 – 18 years
- **Participants:** Students with an interest in technology, creativity, gaming, and innovation
- **Prior Knowledge:** No previous experience in VR, 3D designs, or programming is required; basic knowledge of the computer is required.

5. Program Duration and Schedule

The training will be conducted over **two consecutive weekends**, with participants selecting **one attendance track** based on availability.

Saturday Cohort

- **Saturday 7th March**
- **Saturday 14th March**

Sunday Cohort

- **Sunday 8th March**
- **Sunday 15th March**

Participants will attend **both sessions within their selected cohort** (either Saturdays or Sundays).

6. Training Fees

- **Participation Fee: MWK 150,000 per individual**

The fee covers:

- Training facilitation
- Use of VR equipment
- Training materials
- Refreshments
- Certificates of participation
- Awards for outstanding performance

7. Meals and Refreshments

- **Lunch:**
 - Guardians are required to prepare lunch for their ward, **or**
 - Pay an **additional lunch fee** (details to be communicated separately)
- **Refreshments:**
 - Light refreshments will be provided **Unipod**

8. Program Objectives

The program aims to:

1. Introduce participants to the fundamentals of VR and XR technologies.
2. Build a foundational understanding of immersive digital environments.
3. Provide hands-on exposure to industry-standard VR development tools.
4. Familiarize learners with VR hardware and safe usage practices.
5. Encourage creativity, teamwork, and innovation among young learners.
6. Inspire interest in future careers related to immersive technologies and digital innovation.

9. Tools and Technologies

9.1 Hardware

- **Meta Quest Virtual Reality Headsets**

9.2 Software

The training will focus exclusively on the following development tools:

Blender

- Introduction to Blender and its interface

- Understanding 3D environments
- Asset importing
- Navigation and basic object handling
- Preparing simple assets for VR use

Unity

- Introduction to Unity
- Overview of the Unity interface
- Basic project setup
- Scene creation and navigation
- Best practices for beginners using Unity
- Understanding how Unity is used in VR development workflows

10. Training Structure

Weekend 1 – Foundation and Introduction

- Registration and orientation
- Introduction to VR and XR concepts
- Overview of immersive technology applications
- Introduction to Meta Quest hardware and safe usage
- Introduction to Blender
 - Interface overview
 - Asset importing
 - Understanding 3D objects
- Introduction to Unity
 - Interface overview
 - Basic scene setup
 - Development best practices
- Guided demonstrations and hands-on practice

Weekend 2 – Practical Application and Showcase

- Review of key concepts
- Continued Unity practical sessions
- Understanding how VR experiences are structured
- Testing VR experiences using Meta Quest headsets
- Group-based practical activities
- Career pathways in VR, gaming, and immersive technologies
- Participant project showcase
- Awards and certification ceremony

11. Certification and Awards

At the end of each cohort:

- **Certificates of Participation** will be awarded to all participants.
- **Awards** will be presented in the following categories:
 - Creativity
 - Teamwork
 - Innovation
 - Best Overall Project

12. Expected Outcomes

By the end of the program, participants are expected to:

- Understand core VR and XR concepts
- Demonstrate basic use of Blender for asset importing
- Navigate and use Unity for a simple VR project setup
- Safely interact with VR hardware
- Work collaboratively in teams
- Gain confidence in using emerging digital technologies

13. Conclusion

The Unipod VR/XR Immersive Weekend Training Program provides a structured, engaging, and practical introduction to immersive technologies for young learners. By combining guided instruction, hands-on experience, and exposure to real-world applications, the program aims to inspire the next generation of innovators and digital creators.