

Bridging the Gap between Researcher and Developer

when developing educational XR applications



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Centre for Innovation

Learning Experiences

Digital Solutions for Education

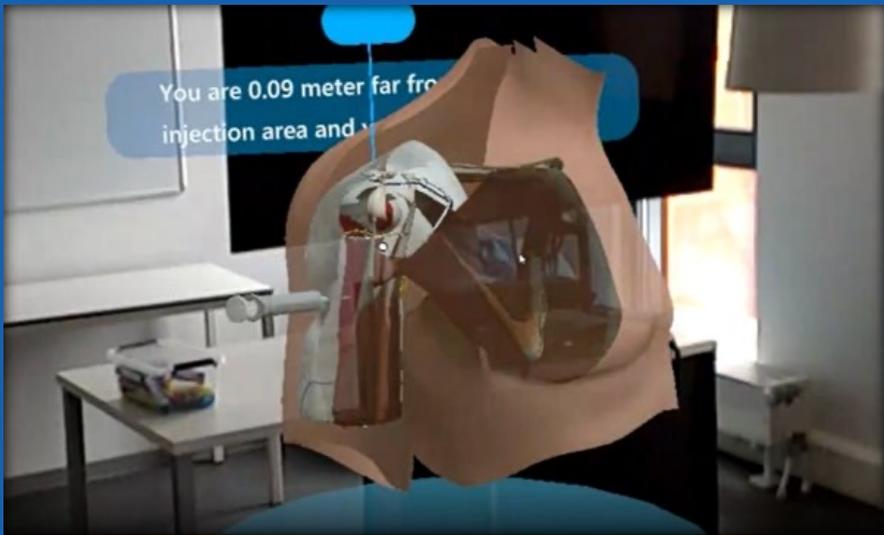
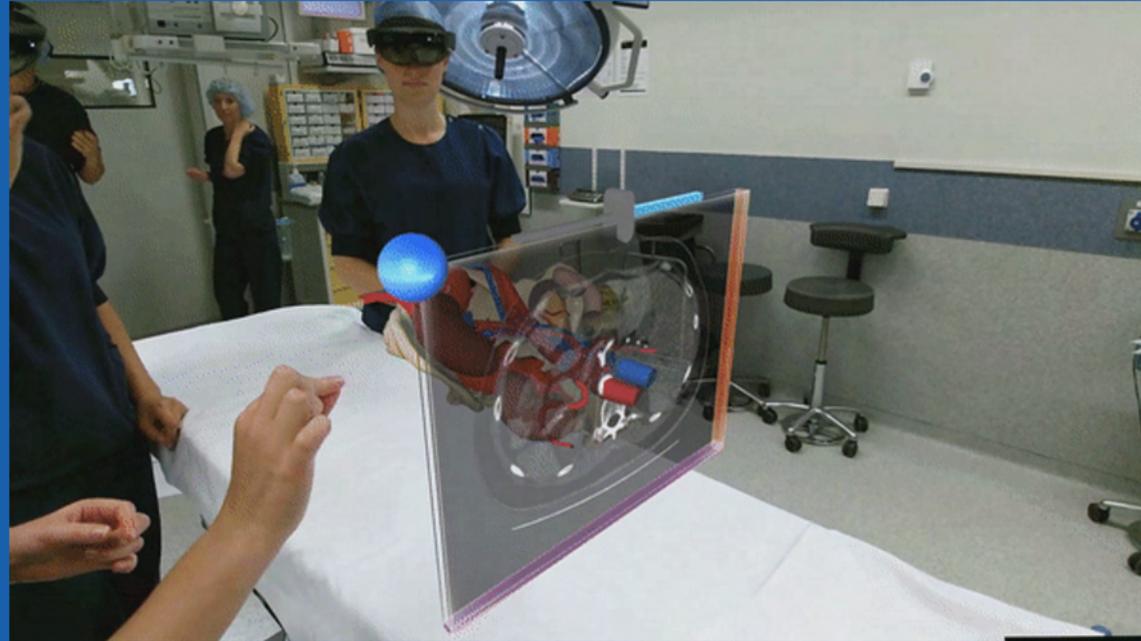
Data & AI for Social Impact

Lifelong Learning

- Extended Reality (XR)
- Learning Analytics
- MOOCs/SPOCs
- Data responsibility
- Online Prof. Education
- Playful learning
- Design Thinking
- Media Production



XR Projects



XR Development Process:

1. Listen to the requirements.
2. Test out technological feasibility.
3. Provide multiple possible solutions, each with pros and cons and manage expectation.
4. Create minimal prototype for chosen solution.
5. Test out solution with users and identify interaction obstacles.
6. Fix issues and implement more features.
7. Repeat step 5 & 6 until reaching mature version of the application.

