



EMERGING TECHNOLOGIES TRAINING

Virtual and Augmented Reality Development Fundamentals

3 day course

Classroom, online or in-house

Course overview

Immersive applications fail on comfort and interaction long before they fail on graphics, and a beautiful scene that makes people nauseous or leaves them unsure what to do is a failed application. This course covers building usable ones. Delegates work through the hardware landscape and what each class of device can and cannot do, three dimensional scene construction including scale, which matters more in immersive work than anywhere else, and performance budgets, since a dropped frame rate causes physical discomfort rather than mild annoyance. Interaction design follows: hands, controllers, gaze and the affordances that tell a user what is possible. Comfort and locomotion are covered directly. Augmented reality tracking and anchoring in real environments are addressed. The course closes on testing with real users, on deployment and on the applications genuinely worth building.

What you will learn

- Compare device classes and what each can actually do
- Construct three dimensional scenes with correct scale
- Hold a performance budget and protect frame rate
- Design interaction for hands, controllers and gaze
- Design locomotion and comfort to avoid nausea
- Implement augmented reality tracking and anchoring
- Test with real users and judge which applications are worth building

Who should attend

- Software developers
- Instructional designers
- Product designers
- Digital innovation leads
- Multimedia specialists

Course outline

- 01 Comfort and interaction fail before graphics
- 02 Hardware landscape and device classes
- 03 Scene construction and scale
- 04 Performance budgets and frame rate
- 05 Interaction with hands, controllers and gaze
- 06 Affordances and discoverability
- 07 Locomotion and comfort
- 08 Augmented reality tracking, testing and deployment

Upcoming dates

Dates	Venue	Format	Fee per delegate
16 to 18 November 2026	Casablanca, Morocco	Classroom	USD 995
13 to 15 January 2027	Dar es Salaam, Tanzania	Classroom	USD 995
15 to 17 February 2027	Pretoria, South Africa	Classroom	R14,950
3 to 5 March 2027	Online	Online	R6,500



Fees and how to register

This 3 day course is **R6,500** per delegate online, **R14,950** in the classroom in South Africa, Botswana, Namibia, Lesotho and Eswatini, and **USD 995** in the classroom elsewhere in Africa. In-house training is quotation on request. Book 2 or more delegates on this course and save 10%.

To register or request an in-house proposal, visit www.afrisciencegroup.com, email info@afri-science.co.za, or WhatsApp us on **+27 63 479 1136**.

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