**Checklist for Designing Immersive Learning**

**1. Planning**

**Create Learning Objectives or Goals**

* + Determine Objectives: Specify what learners should know or be able to do after the experience.

**Define the Audience**

* + Understand Learners: Consider criteria such as: age, background, and existing knowledge.

**2. Technology and Accessibility**

**Select Technology Platform**

* + Ensure Device Compatibility: Make sure the technology works with the devices your audience will use.

 **Focus on Accessibility**

* + Design for All: Ensure the content is accessible and meets individual needs

**3. Content Development**

 **Create Engaging Content**

* + Determine Ways to Engage Learners.

**4. User Experience**

**Consider User Experience**

* + Ensure Easy Navigation & Minimize Distractions: Create an intuitive interface that is simple to use.

**5. Testing and Evaluation**

**Test and Gather Feedback**

* + Conduct Pilot Tests: Run the experience with a small group first to identify any issues.
	+ Gather Feedback: Use insights from testers to refine and improve the experience.

**Evaluate**

* + Track Engagement: Use analytics to measure how learners interact with the experience.

**6. Continuous Improvement**

 **Gather Feedback & Make Improvements**

* Be Intentional: Look for opportunities to gather feedback and apply the feedback to the course

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