**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

**References**

Economou, D., Peña-Rios, A., Mentzelopoulos, M., Martinez-Mukimov, T., & Ferguson, J. (2023). Technical considerations for designing and implementing immersive learning Applications. *Immersive Learning Research-Practitioner*, *1*(1), 33-35.

Kuhail, M. A., ElSayary, A., Farooq, S., & Alghamdi, A. (2022, September). Exploring immersive learning experiences: A survey. In *Informatics* (Vol. 9, No. 4, p. 75). MDPI.

Mystakidis, S., & Lympouridis, V. (2023). Immersive learning. *Encyclopedia*, *3*(2), 396-405.

Pagano, K. O. (2013). Immersive learning: designing for authentic practice. Association for Talent Development.