

Planning XR projects for cultural heritage



A follow-up course to "[Introduction to XR for cultural heritage](#)" is now live on Europeana "**Planning XR projects for cultural heritage**" is an **introductory course** that provides a **foundation for understanding XR and its applications in cultural heritage**, developed as part of the Eureka3D-XR project.

Aimed at Cultural Heritage professionals, XR-focused project managers and coordinators, educators, researcher and enthusiasts of XR, the course explores the core concepts of Extended Reality, discover why XR matters for heritage and provides information around the Eureka3D-XR ecosystem and the tools that support the creation of XR experiences.

Participants will learn to:

- Define the goals, objectives and scope of an XR project;
- Identify audiences and design accessible, user-centred XR experiences around their needs and user scenarios;
- Select appropriate XR technologies, delivery methods, and tools based on audience needs, user scenarios and project constraints;
- Plan resources, stakeholders, risks, and constraints;
- Design, prototype and test an XR experience;
- Prepare a project for publication, dissemination and launch;
- Develop a long-term sustainability plan for maintenance, updates and institutional continuity.

By the end of the course, participants will have produced an XR Project Plan that can be used to:

- Communicate your project to colleagues or managers;
- Support discussions with project partners;
- Contribute to funding or development proposals;
- Guide decisions about the development, launch and long-term management of an XR experience within your organisation.

[Take the course \(BETA version\) now!](#)