

# Tools for non-programmers

- LearnBright
  - "learning modules" only
- MetaVRse Engine
- Mozilla Hubs (avatar chat)
  - build custom worlds from assets
  - need to run your own servers or pay hosting provider
  - now maintained by Hubs Foundation

# Choosing a Framework

- Begin with the end in mind, when choosing framework/engine
  - Game vs. experience vs. presentation — physics engine required?
  - Multiuser required?
  - Try examples, on your target platforms, to see what apps they focus on
  - Licensing / who's backing it? / how long will your project be maintained? (Amazon abandoned Sumerian in 2022, after 4 years)
  - What you're familiar with
- In any framework, you may need to write/re-write a component to do what you need