

<b>Module title</b>	<b>XR Design</b>
<b>CRN</b>	64666
<b>Level</b>	5
<b>Assessment title</b>	<b>XR web app and Reflective Design Diary</b>
<b>Submission/Assessment Date</b>	The submission deadline is 24/04/2026 by <b>no later than 16:00</b> . Any submission received after 16:00 (even if only by a few seconds will be considered as late).
<b>Module Leader/ Assessment set by</b>	Stuart Haffenden
<b>Weighting within module</b>	This assessment is worth 100% of your overall module mark.
<b>Assessment task details and instructions</b>	<p>This module serves as an introduction to immersive technologies, as well as a platform for the creative application of the knowledge and skills developed in L4 and other L5 modules. You will produce a self-guided project exploring the techniques presented throughout the module.</p> <p>You are tasked with creating an XR Webapp which may be of any format of your choosing, i.e., a 3D website, a 3D game or VR/AR experience. The webapp should evidence an understanding of the WebXR api, 3D production pipelines and other relevant web technologies.</p> <p><b>Components:</b></p> <p><b>Reflective Design Diary</b> (30%) Supporting documentation in the form of a reflective document detailing the design and development process of the webapp and any additional 3D assets used/created. The diary should describe the concept, target audience and design decisions that led to the final prototype. It should also include ideation and planning documentation such as storyboards, sketches etc.</p>

**Practical Project Outcome** (70%), An interactive/immersive XR application, including source code, user manual, and any assets created for the piece. Additional screen captures of the webapp in use are strongly encouraged as supporting evidence.

---

**Using Generative Artificial Intelligence (Gen AI) tools**

**Generative AI is not allowed for generating the webapp experience. Generative AI may only be used in support of debugging, 3D asset creation and for code formatting and comments.**

---

**Word count/ duration (if applicable)**

The written component should be 1800 words +/- 10%. References and footnotes do not count towards wordcount. There is no penalisation for exceeding the limit. Written assessments that are too short will likely score a low grade by not meeting the assessment criteria sufficiently.

---

**How to submit**

For coursework assessments only: students with a Reasonable Adjustment Plan (RAP) or Carer Support Plan should check your plan to see if an extension to this submission date has been agreed.

Digital files for each component should be submitted through blackboard. Each component should be uploaded to the correct assessment folder:

**Reflective Design Diary** -> Assessment 1 Reflective Design Diary – 2000 words (30%)

**Practical Project** -> Assessment 2 Practical Project (70%).

Your report should be labelled:

**YOURNAME\_XRDESIGN\_ASSESSMENT1.pdf**

Your source code .zip folder should be labelled:

**YOURNAME\_XRDESIGN\_ASSESSMENT2.zip**

---

**Feedback**

You can expect to receive feedback by 18/05/2026

The feedback will directly correspond to the assessment criteria and will be formative, with detailed actionable points for your development.

---

**Assessment criteria**

You should look at the assessment criteria below to find out what you need to do to complete this assessment.

Component	Criteria	Weighting
Reflective Design Diary (30%)	Evidence of project ideation, design and development	60%
	Discussion on design challenges and solutions	20%
	Critical Reflection on design phases and areas of improvement	20%
Practical Outcome (70%)	Understanding of WebXR API, 3D development pipelines and relevant technologies.	40%
	Usability, interaction and concept.	40%
	Appropriate use of comments and references in code	20%

---

**Assessed intended learning outcomes**

On successful completion of this assessment, you will be able to:

1. Demonstrate an intermediate level of prototyping and agile software design practice.
2. Develop an understanding of XR as an expressive, as well as technical medium for design
3. Design basic immersive and interactive applications using standard coding practice.
4. Develop appropriate technical language to communicate XR design concepts at a professional academic level.

**Employability skills  
developed /  
demonstrated**

You will develop a range of [employability skills](#) sought by employers through each assessment.

Through this assessment will have an opportunity to develop and demonstrate the following employability skills:

(please put a cross in the box for the skill and level demonstrated in the assessment)

Skill	I	U	A	D
Communication		X		
Critical Thinking and Problem Solving		X		
Data Literacy		X		
Digital Literacy		X		
Industry Awareness	X			
Innovation and Creativity		X		
Proactive Leadership				
Reflection and Life-Long Learning				
Self-management and Organisation		X		
Team Working				

I = You will have been introduced to this skill

U = You will have developed an understanding of this skill in the context of your subject

A = You will be able to apply this skill in the context of your subject

D = You will have demonstrated an enhanced understanding and application of this skill in a wider context

## **Support for this Assessment**

You can obtain support for this assessment by reviewing the resources on Blackboard, by contacting the module leader, or by scheduling 1:1 tutorial during tutor office hours.

Office hours are Wednesday 10:00-13:00, location will be arranged directly with your tutor.

### **Other sources of support**

[Understanding your assessment brief/assessment tips for success](#)

[Develop your academic and digital skills](#)

[Assessment rules and processes](#)

[Support services](#)

### **Issues affecting your assessment**

If exceptional circumstances have affected your ability to complete this assessment, you can find more information about the Exceptional Circumstances Procedure (previously Personal Mitigating Circumstances) [here](#). Independent advice is available from the [Students' Union Advice Centre](#).

### **Academic Integrity and Academic Misconduct**

You must learn and demonstrate good academic conduct (academic integrity). Good academic conduct includes the use of clear and correct referencing of source materials.

[Academic integrity & referencing](#)  
[Referencing](#)

Academic misconduct is an action which may give you an unfair advantage in your academic work. Some examples are plagiarism, asking someone else to write your assessment for you, unauthorised use of AI or taking notes into an exam. The University takes all forms of academic misconduct seriously.

---

## **In year retrieval scheme**

Your assessment is not eligible for [in year retrieval](#).

---

**Reassessment  
arrangements**

If you fail your assessment, and are eligible for reassessment, you will be able to find the date for resubmission on your module site in Blackboard. There is no resubmission if you are on a retake attempt.

For students with accepted personal mitigating circumstances for absence/non submission, this will be your replacement assessment attempt.

If you need to resubmit, the assessment will remain the same and you will be allowed to build on work that may have failed at first time of submission. Please stay in contact so that we may support you in submitting any outstanding work and ensuring you complete the module.

We know that having to undergo a reassessment can be challenging however support is available. Have a look at all the sources of support outlined earlier in this brief.

---