

[AVKit](#) / [AVGroupExperienceCoordinator](#)

Class

AVGroupExperienceCoordinator

An object that synchronizes viewing environment state across participants in a SharePlay session.

visionOS 1.0+

```
@objc(AVGroupExperienceCoordinator)  
class AVGroupExperienceCoordinator
```

Overview

Access an experience coordinator by querying a player view controller for its [groupExperienceCoordinator](#) object.

Topics

Coordinating state changes

```
func coordinateWithSession<T>(GroupSession<T>)
```

Begins coordinating viewing environment state with a group session.

Relationships

Inherits From

NSObject

Conforms To

CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSObjectProtocol

See Also

visionOS playback

- { } Playing immersive media with AVKit
 - Adopt the system playback interface to provide an immersive video watching experience.
 - { } Creating a multiview video playback experience in visionOS
 - Build an interface that plays multiple videos simultaneously and handles transitions to different experience types gracefully.
 - 📄 Adopting the system player interface in visionOS
 - Provide an optimized viewing experience for watching 3D video content.
 - 📄 Trimming and exporting media in visionOS
 - Display standard controls in your app to edit the timeline of the currently playing media.
- class AVPlayerViewController**
A view controller that displays content from a player and presents a native user interface to control playback.
- protocol AVPlayerViewControllerDelegate**
A protocol that defines the methods to implement to respond to player view controller events.
- class AVExperienceController**

An object that controls video experiences.

class AVMultiviewManager

An object that manages viewing multiple videos at once.