

Previously funded XR internship projects

- **Research and delivery project.** This community events business went online as a result of the pandemic and wanted to integrate XR technologies into their work to augment live-at-home events, specifically to support wellbeing and give back to the community. The intern had responsibility for this work alongside finding and working with delivery partners.
- **Content creation project.** This particular project focussed on extending the portfolio of 3D models that the business had. The intern built 3D models of specific points of interest in Leeds city centre, and worked closely with the web development team to ensure they could render the models in web browsers.
- **Design based project.** This project focussed on developing and deploying electronic systems and components for an escape room. Working alongside an experienced imagineer and with a narrative brief, the intern was given creative freedom. The intern also helped to develop a framework to be used to build future games.
- **Business development project.** This business had previously developed an immersive and interactive digital platform, primarily for use in the special needs education sector. They wanted to identify new ways to develop the immersive platform as well as promoting inclusion, primarily for young people with special educational needs. The intern, with mentoring from the business, supported the development of an interactive art gallery experience.
- **Gaming.** This new business, an independent games company, had recently developed their first game, and wanted to be able to add immersive audio into the game to transport the player into a virtual location. Due to lack of skills and resources in the team, they hired an intern to be responsible for the audio creation and implementation.
- **Audience research.** This video production company pivoted their business during the coronavirus pandemic to focus on 360 degree experiences. They wanted an intern to be able to research and understand the new market/audience for their new development. The intern worked with focus groups; documenting both potential markets and specific clients.
- **Technological development.** This theatre company is dedicated to creating innovative drama that connects different people and communities. A prototype app was in place, and the internship focussed on working with partners to further develop its interactive and immersive functions and design, with a particular focus on its use in an upcoming digital live production.