

Get a Free Complementary Oculus if you Enroll before 30 August, 2024



MEC **iversity**
Building Futures



Metaverse Experience Center

GOLD

Lifetime MEC Membership exclusive to MECiversity Students

Employment-Focused Certification Program in

EXTENDED REALITY (XR/AR/VR)

XR Orientation

XR Advance

XR Specialization

XR Internship

Hiring









The certification program provides practical, hands-on experience with AR, VR, and Metaverse technologies, ensuring participants stay ahead in the fast-evolving tech landscape. With exclusive access to deep tech XR companies, their projects, and internship opportunities, we are excited to help you future-proof your career growth.

Hiring Partners



20+

INDEX

-  [Welcome to MECiversity](#)
-  [About Program](#)
-  [Who can Enroll](#)
-  [Program Structure](#)
-  [Industry Insights](#)
-  [CEO Message](#)
-  [Why MECiversity is different?](#)
-  [What will you learn?](#)
-  [About Metaverse Experience center](#)
-  [Get Complementary Quest 3](#)
-  [Curriculum](#)
-  [Certificate of COmpletion](#)
-  [Our Advisors and Instructions](#)
-  [Contact Us](#)



WELCOME TO MECiversity™

MECiversity is an innovative platform focused on employment, certification, and upskilling, designed to prepare individuals for thriving careers in XR and metaverse technologies. As the digital landscape rapidly evolves, MECiversity offers programs that combine academic rigor with practical industry experience, ensuring students are equipped with the skills needed for the future.

Choosing MECiversity means joining a community dedicated to excellence, innovation, and industry relevance. Our programs are developed in collaboration with Metaverse Experience Centres and XR Deep Tech Partners, providing a learning experience that is both cutting-edge and directly applicable to the real world. We aim to empower students with the knowledge and tools necessary to succeed, ensuring they are not just learning theory but gaining hands-on experience that makes them ready for modern workplace challenges.

At MECiversity, students learn from top educators and industry leaders who bring real-world insights into the classroom. Our curriculum is designed to offer practical, hands-on learning through real projects with leading XR companies, allowing students to build a strong portfolio and develop skills that set them apart in the competitive job market.

By enrolling at MECiversity, you embark on a transformative educational journey that equips you with the expertise, industry connections, and confidence to become a leader in metaverse technologies. Join us and take a decisive step toward shaping the future of the digital world.

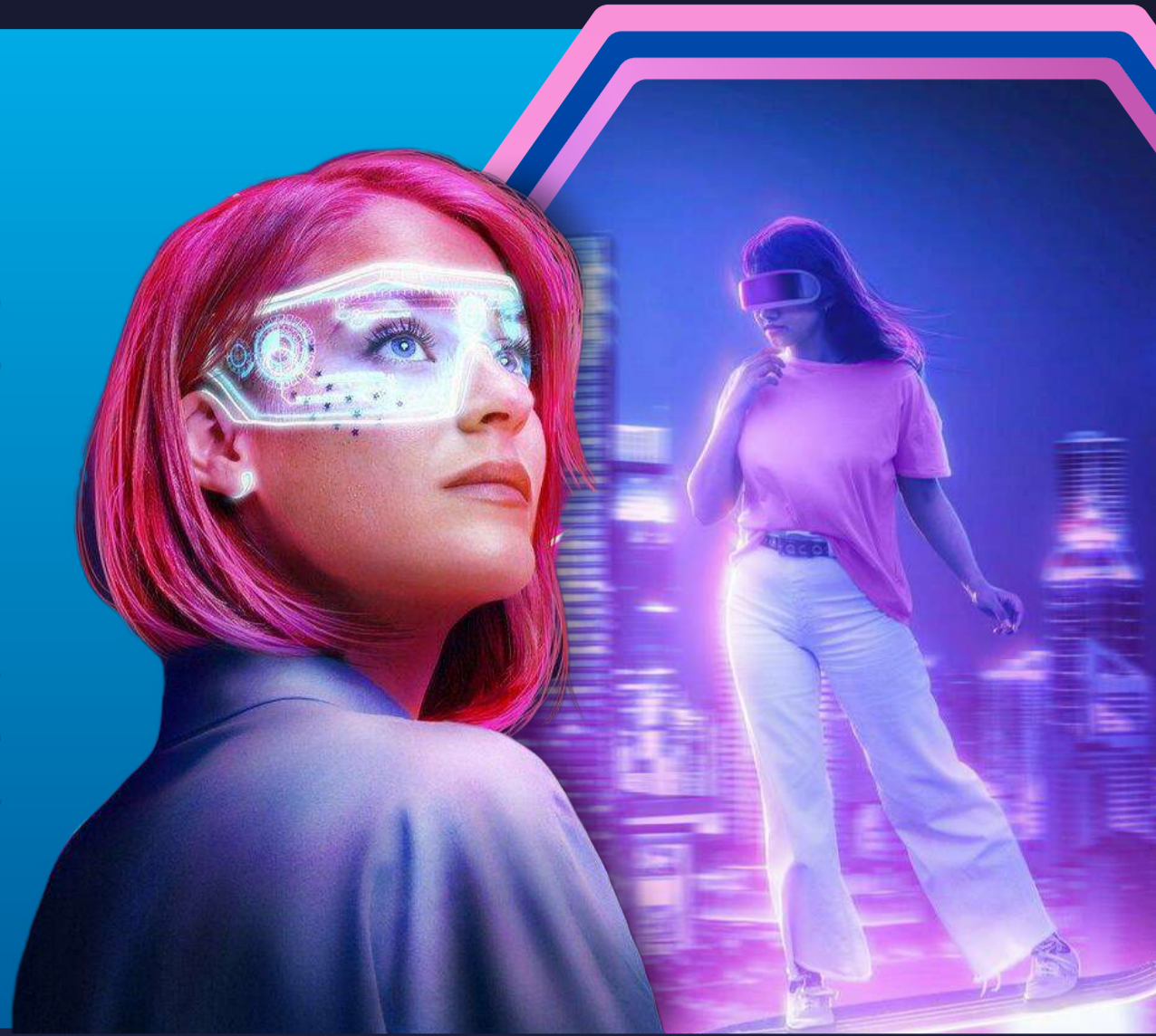


[Click to Explore More](#)

ABOUT PROGRAM

The Employment-focused certification program in Extended Reality (VR/AR/MR) offers practical, hands-on experience with AR, VR, and Metaverse technologies, ensuring participants stay ahead in the fast-evolving tech landscape.

With exclusive access to deep tech XR companies, their projects, and internship opportunities, we are excited to help you future-proof your career growth.



Batch Starts on

Oct 2024

Duration

7-8 Months

Total Effort

250+ Hours

Get CTC Hike

Up To 120%

Become

**THE TOP 1% &
GET CTC HIKE UP TO 120%**

Grow 2X

**5 MILESTONE PROJECTS WITH
3 DIFFERENT COMPANIES**



WHO CAN ENROLL



Business Management

Marketing and Sales

Education and Training

Content Creation

SEO & Growth Hackers

Social Media Marketer

Business Students



NON-TECH BACKGROUND



Software Engineering

Product Design

Data Science

Front-End Development

Back-End Development

IT Support and Networking

AI and Machine Learning

B.Tech. Students



TECH BACKGROUND

PROGRAM STRUCTURE

FOR NON-TECH & BUSINESS MANAGERS

Program Length: 8 Months

1+2+4+1 MONTHS

XR ORIENTATION

- **Objective:** Introduce non-tech professionals to the fundamentals of XR, Fundamentals of Programming & Design.
- **Outcome:** Build confidence in your ability to comprehend Programming & Designing. Using Programming to solve Solve Basic to Medium Level Problems and Designing basic Visuals on Blender & maya

XR ADVANCED

- Strengthen your understanding of core XR concepts.
- Introduction to immersive technologies, basic development, and design principles using industry tools like Unity, Blender, and Unreal Engine.

XR SPECIALIZATION

- **Specializations Offered:**
 - VR, AR, or MR Design
 - VR, AR, or MR Development
- **Content:** Advanced courses covering specialized development techniques, interaction design, and real-time 3D modelling. Work on projects that simulate real-world challenges.
- **Outcome:** Develop industry-ready skills, build a portfolio, and prepare to lead XR initiatives.

XR INTERNSHIP

- **Objective:** Gain practical experience and network with industry professionals.
- **Content:** Internship placements with leading XR companies, applying your learning to real-world projects.
- **Outcome:** Secure a job offer or transition into an XR leadership role.

TECH BACKGROUND

Program Length: 7 Months

2+4+1 MONTHS

XR ADVANCED

- Strengthen your understanding of core XR concepts.
- Introduction to immersive technologies, basic development, and design principles using industry tools like Unity, Blender, and Unreal Engine.

XR SPECIALIZATION

- **Specializations Offered:**
 - VR, AR, or MR Design
 - VR, AR, or MR Development
- **Content:** Advanced courses covering specialized development techniques, interaction design, and real-time 3D modelling. Work on projects that simulate real-world challenges.
- **Outcome:** Develop industry-ready skills, build a portfolio, and prepare to lead XR initiatives.

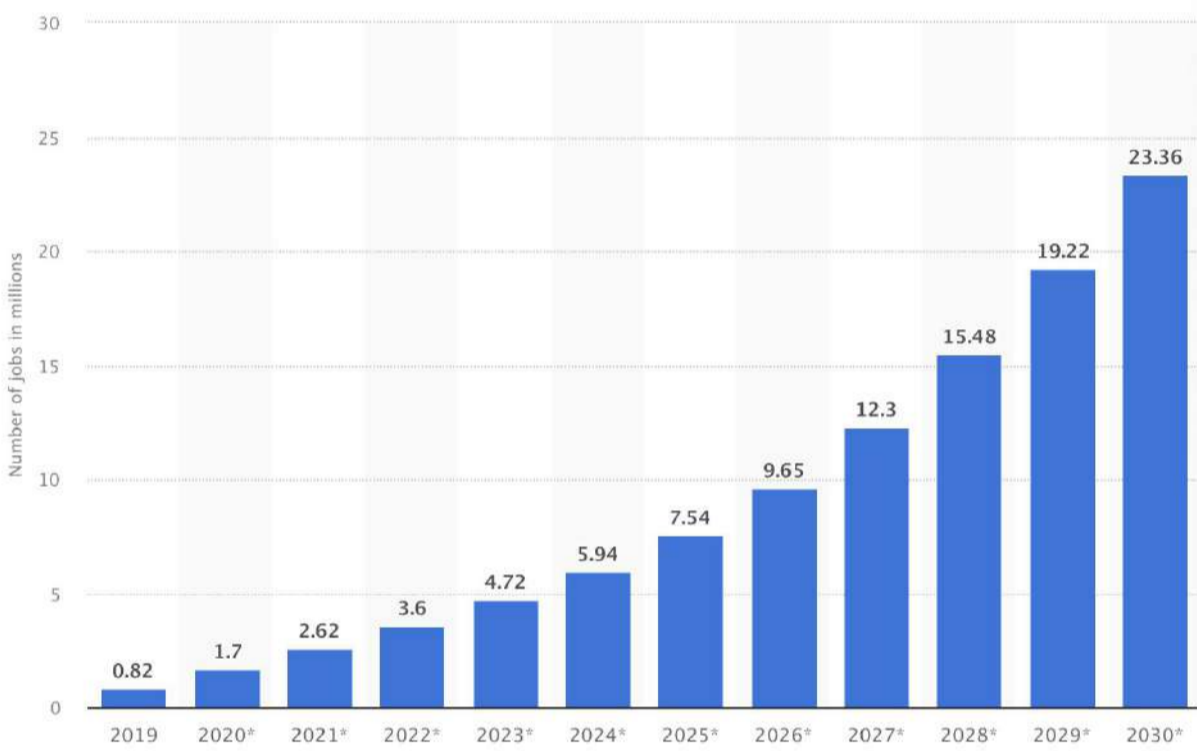
XR INTERNSHIP

- **Objective:** Gain practical experience and network with industry professionals.
- **Content:** Internship placements with leading XR companies, applying your learning to real-world projects.
- **Outcome:** Secure a job offer or transition into an XR leadership role.

INDUSTRY INSIGHTS

US \$ 507.8 BN BY 2030

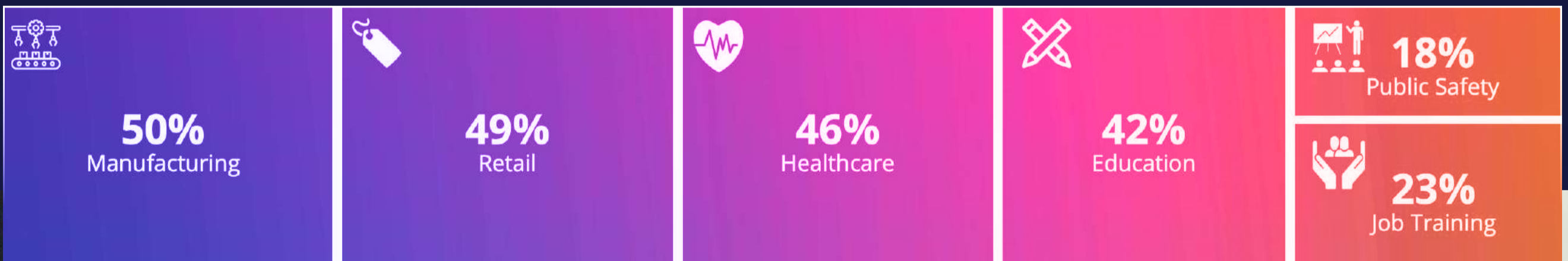
The XR market is expected to grow at an annual growth rate (CAGR 2024-2030) of 37.73%, resulting in a projected market volume of US\$507.8bn by 2030.



23.36 ML JOBS

As of a 2019 report, it is forecast that over 23 million jobs will be enhanced by virtual reality (VR) and augmented reality (AR) technologies globally by 2030,

Fifty percent of manufacturing and 49 per cent of retail business leaders say they use or invest in XR technology.



CEO MESSAGE



Rohit Verma

MD & CEO, Metaverse911



XRization of enterprises is inevitable.

Metaverse911 has been at the forefront of advancing extended technologies, helping dozens of XR product and platform companies to establish and succeed in the industry. every process touched by the internet today will transition from 2D to a 3D immersive environment, whether in customer experiences, staff training, factory monitoring, gamification, generative AI agents, sales, or HR. Our course is designed to provide work skills that boost career prospects for learners, technology professionals, and entrepreneurs.

CEO MESSAGE

← Click to watch

WHY MECIVERSITY IS DIFFERENT?



Hands-on experience at the MEC

- 80% Online & 20% at Metaverse Experience Center (MEC)
- Try a range of devices at the MEC
- Availability of 10+ XR Hardwares & Solutions at MEC- Oculus, HTC, Pico, Realwear, Vuzix and more..



5+ Milestone Projects

- You work on 5+ real time based Projects with our XR Partners. Each project is for 7-10 Days.
- Work with Exerts having 10+ Years of Experience in XR Domain.



1:1 Dedicated Support

- Connect with the Experts when you have doubts
- Support Directly from Metaverse Experience Center



Complementary Oculus 3

- Each student will be provided with their own Oculus Quest 3 VR Headset.



Assured Internship

- Once you Complete Live Projects, Milestone Projects with our Partner Ecosystem then it opens the doors for full time Job Opportunities.

WHAT WILL YOU LEARN?



Advanced Programming

Enhance your coding skills with languages like C# for XR development.



VR Environment Creation

Design immersive virtual reality environments for various applications.



Master 3D Modeling

Master tools like Blender and Maya for creating detailed 3D models.



Develop AR Applications

Create AR applications using frameworks such as ARKit and ARCore.



Metaverse Development

Explore Decentraland and Spatial to create virtual worlds.



Generative AI

Generative AI to create dynamic and responsive content within XR environments.



Data Visualization

Utilize XR technologies to visualize and interact with complex data.

ABOUT METAVERSE EXPERIENCE CENTER

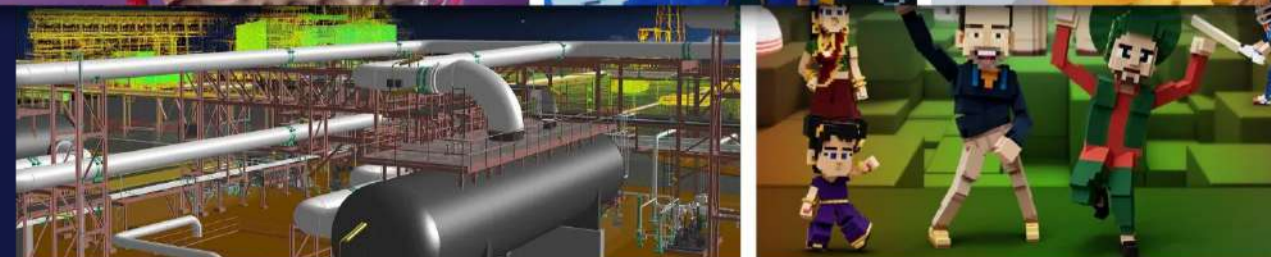
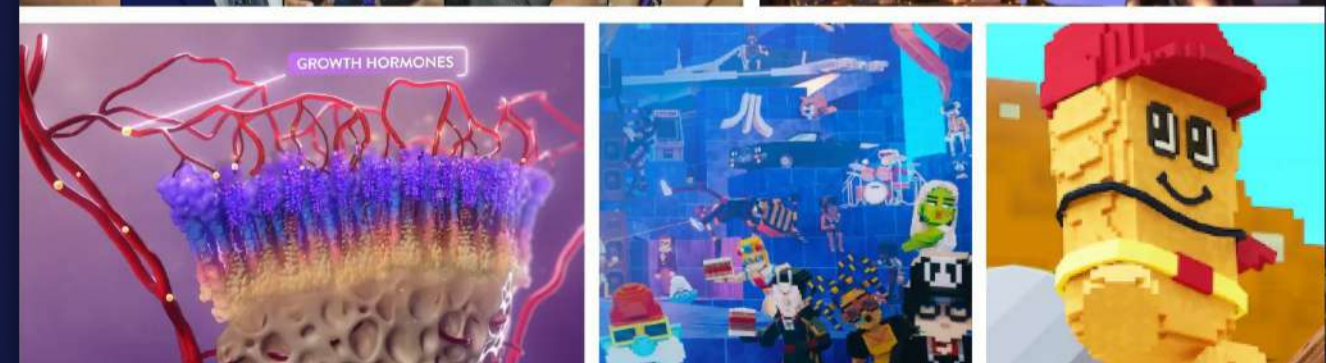


Hub to Explore Immersive Tech Use cases for your Business

Metaverse Experience Center provides multiple immersive technologies like Virtual Reality, Augmented Reality, Assisted Reality, Mixed Reality, Digital Twin & Metaverse Solutions all under one Roof.

To facilitate an Optimal Immersive experience for Students, Associations & Delegations, Client & Partners we have superior quality Hardware & Devices. We make sure that your experience run smoothly and can be experience by most of the Students simultaneously.

We also host Multiple XR Conferences, Masterclasses and Industry Specific Days at MEC.



Explore Metaverse Experience center

Metaverse Experience Center is visited by Big Companies & Corporates



+50 More

Metaverse Experience Center is a Hub for Multiple Headgears.



OCULUS 2 & 3



VUZIX



HTC VIVE



REALWEAR



PICO



JIO GLASS

GET COMPLEMENTARY QUEST 3



OCULUS QUEST 3



We believe in Hands-On-Learning and for XR Learning having an Oculus Quest 3 is Must. It will allow you to deploy and visualise your work effectively. So, MECiversity will be providing you will a complementary Oculus Quest 3 during the program. You get to keep the Oculus even after the Program Ends.

CURRICULUM

Month	Modules	Week	Day	Topic	Description
Month 1	Introduction to Extended Reality Technology: Hardware, Software & Solutions	Week 1	Day 1	Kickoff Day & Introduction to Immersive Technology	Kickoff Session by Rrahul, Rohit and MEC Team Overview of AR, VR, MR, and XR
			Day 2	Introduction to Immersive Technologies	History and evolution; industry applications and future trends on AR,VR, MR Continuation of industry applications; case studies of successful implementations.
		Week 2	Day 1	Understanding the Hardware	Types of VR and AR headsets; controllers and sensors.
			Day 2	Understanding the Hardware	Setting up a development environment; troubleshooting common setup issues.
		Week 3	Day 1	Basics of 3D Modeling	Introduction to Blender; basic modeling techniques. keystone project 1(Submit by Next week)
			Day 2	Basics of 3D Modeling	Texturing and materials; creating simple models.
		Week 4	Day 1	Introduction to Game Engines	Overview of Unity and Unreal Engine; project setup and navigation.
			Day 2	Introduction to Game Engines	Basic scripting concepts; creating a simple scene. Submission of Keystone Project
Month 2	Producing Augmented Reality Experiences	Week 5	Day 1	Augmented Reality Fundamentals	ARKit and ARCore overview; marker-based and markerless AR.
			Day 2	Augmented Reality Fundamentals	AR development environments; introduction to AR tools and libraries.
		Week 6	Day 1	AR Application Development	Building a basic AR application; user interface design for AR.
			Day 2	AR Application Development	Implementing simple interactions; testing AR applications.
		Week 7	Day 1	Advanced AR Techniques	Face and image tracking; creating interactive AR experiences. Keystone Project 2(Submit by next week)
			Day 2	Advanced AR Techniques	Enhancing AR applications with animations and effects.
		Week 8	Day 1	AR Project	Design and develop a simple AR project; project planning and design considerations.
			Day 2	AR Project	User testing and iteration; presenting AR project outcomes. Submission of Keystone Project
Month 3	Producing Virtual Reality Experiences	Week 9	Day 1	Virtual Reality Fundamentals	VR design principles; user experience in VR.
			Day 2	Virtual Reality Fundamentals	VR environments and interaction models; introduction to VR tools.
		Week 10	Day 1	VR Application Development	Building a basic VR environment; creating interactive elements.
			Day 2	VR Application Development	Integrating audio and visual feedback; optimizing VR experiences.
		Week 11	Day 1	Advanced VR Techniques	Optimizing performance for VR; implementing advanced interactions. Keystone Project 3(Submit by next week)
			Day 2	Advanced VR Techniques	Advanced VR scripting techniques; creating complex VR scenarios.
		Week 12	Day 1	VR Project	Design and develop a simple VR application; focus on interaction and immersion.
			Day 2	VR Project	Testing and debugging; presenting VR project outcomes. Submission of Kestone Project
Month 4	3D Modeling and Animation	Week 13	Day 1	Advanced 3D Modeling	Complex models in Blender; introduction to rigging.
			Day 2	Advanced 3D Modeling	Animation basics; creating dynamic models.
		Week 14	Day 1	Materials and Lighting	Advanced texturing techniques; realistic lighting in Unity and Unreal.
			Day 2	Materials and Lighting	Creating custom shaders; visual storytelling through lighting.

Month	Modules	Week	Day	Topic	Description
		Week 15	Day 1	Physics and Interactions	Implementing physics in Unity; creating interactive environments. Keystone Project 4(Submit by next week)
			Day 2	Physics and Interactions	Advanced interaction techniques; user interaction design principles.
		Week 16	Day 1	Animation Project	Develop a short animated sequence; focus on storytelling through animation.
			Day 2	Animation Project	Finalize animation project; feedback and iteration. Submission of Keystone Project
Month 5	Introduction to Metaverse World	Week 17	Day 1	Introduction to the Metaverse	Understanding the metaverse ecosystem; key platforms: Decentraland, Spatial.
			Day 2	Introduction to the Metaverse	Metaverse economics and virtual goods; role of blockchain technology.
		Week 18	Day 1	Building in Decentraland	Land ownership and building basics; creating interactive experiences.
			Day 2	Building in Decentraland	Advanced Decentraland development; integrating external services.
		Week 19	Day 1	Developing for Spatial	Spatial development tools and SDK; collaborative environments. Keystone Project 5(Submit by next week)
			Day 2	Developing for Spatial	Advanced Spatial development techniques; integrating third-party APIs.
		Week 20	Day 1	Metaverse Project	Conceptualize and build a virtual space; focus on design and user experience.
			Day 2	Metaverse Project	Integration with other platforms; presenting the metaverse project. Submission of Keystone Project
Month 6	XR on the Shopfloor :	Week 21	Day 1	Integration of AR and VR	Mixed Reality applications; cross-platform development.
			Day 2	Integration of AR and VR	Creating cohesive XR experiences; challenges and solutions in mixed reality development.
		Week 22	Day 1	C# and Scripting for Unity	Advanced scripting techniques; creating custom scripts for unique interactions.
			Day 2	C# and Scripting for Unity	Scripting for performance optimization; debugging complex scripts.
		Week 23	Day 1	Industry Best Practices	UX/UI design for immersive experiences; accessibility and user testing. Keystone Project 6(Submit by next week)
			Day 2	Industry Best Practices	Legal and ethical considerations in immersive technology development; future trends and innovations.
		Week 24	Day 1	Capstone Project	Develop a comprehensive immersive application; project planning and design.
			Day 2	Capstone Project	Presentation and feedback session; refining and finalizing the capstone project. Submission of Keystone Project

KNOW MORE ABOUT CURRICULUM

← Setup a Discovery call

MASTER INDUSTRY-LEADING TOOLS



CERTIFICATE OF COMPLETION



Certification Program in
EXTENDED REALITY (XR)



MECiversity
Bridging Realities | Building Futures

This certificate is proudly presented to

Your Name

On the successful Completion of the Certification Course in Extended Reality (XR)

Date

Rahul Sethi
Chairman

**METaverse
911**

Rohit Verma
MD & CEO

Prestigious Certification Recognized by industry leaders and top corporations globally, validating your expertise in XR



Unique Memento An exclusive honor traditionally reserved for top industry leaders and influencers, symbolizing your dedication and success.



Lifetime Free
Lifetime MEC Membership exclusive to MECiversity Students

OUR ADVISORS



VIJAY SETHI

Chairman and Chief Mentor, MentorKart

Chairman of Jobtech and Mentorship organization "Mentorkart", Chairman of "Crafsol", an IT organization, Board Member of Quantum Computing company "Boson Q PSI" and Chairman of SAP User Group of India "INDUS"



DR. ALLEN BABY

Acting Chief Learning Officer, EIF

Heads Learning Strategy, Global Partnerships, Competency Standards and Institutional Relationship function at the National Banking Institute of UAE, EIF, under the aegis of Central Bank of UAE meeting the learning needs of 100+ financial institutions in the country



PANKAJ DIWAN

Founder, TalentFarm

Thought leader in evangelizing Innovation. Very Passionate about empowering youth through Skilling. Founder of Idealabs which has skilled more than one million Engineers in the last twenty years



COL (DR.) INDERJEET SINGH

Chief Cyber Officer, CyberSleuths

Chief Cyber Officer at Cyber Sleuths, a leading Cyber Security Solutions Provider for various sectors, including banking, finance, law enforcement, government, critical information infrastructure (CII) and defence.



MANIKANT GUPTA

Managing Partner - Purview Technologies

Co-founder of technology arm in Purview Group, bringing cognitive AI & AR solutions on smart devices (glasses, rovers & drones) and helping our clients to solve complex business problems.



Need more insights?

Speak with our Career Counsellor for a detailed overview of our Employment Focused Certification Program in Extended Reality (XR/VR/AR)

[CONSULT US](#)

Contact Us:
Email: jayant@metaverse911.rs
Phone No: 8160443378