META-META Club

WORKBOOK · MODULE 2 OF 3

Workshop

Consultation & Campus Outreach. For teams. Built from open-course and pro-studio modules.

Consultation & Campus Outreach | 1 lessons | ~3 h | 3-question practice quiz | Notes pages

IN THIS MODULE

Workshop

For teams. Built from open-course and pro-studio modules.

#	LESSON	TYPE	TIME	DONE
2.1	Team workshop	LAB	180 min	☐

How to use this workbook

- Work through each lesson on metametaclub.com/learn, or listen to its narration, then use the page here to take notes.
- Tick the steps as you go, and write your answers under **Check yourself** before you look anything up.
- Do the practice quiz at the end, then mark it with the answer key on the last pages.
- Keep every **Ship it** piece. Together they become what you show.

Before you start

What do you already know about this, and what do you want to be able to make by the end?

LESSON 2.1 · LAB · 180 MIN

Team workshop

Give your team a hands-on session where everyone builds something real with XR and AI. Each person leaves with a small piece they made and a clear idea of how it applies to their work.

Key points

Who it's for

Teams that will use XR and AI in their day-to-day work: designers, architects, teachers, trainers, marketers, communications and innovation teams. Beginners are welcome.

Built from Metameta Campus modules

Workshops are assembled from modules in our open courses and pro studios, then shaped around your team's work. Typical builds:

- **A first WebXR scene** that opens in a browser and on a headset (from XR & AI Foundations).
- **A creative-AI piece with a credits and consent note** (from AI for Creatives).
- **A room from a prompt**, built by an AI agent in Blender (from Agent-Built 3D).
- **A floor plan turned into a shareable walkthrough** (from XR for the Built Environment).
- **A small walkable browser scene of a real place** (from Browser Worlds).

Every workshop follows the same rhythm we use in our weekly sessions: a short live demo, a guided build-along from a starter file, then a critique where people show their work and get feedback on craft and taste.

What we need from you

- A named lead and a clear goal for the team.
- One laptop per person. For 3D builds, a recent machine with a dedicated graphics card helps; we'll confirm minimums at scoping.
- Admin rights or pre-installed software, agreed in advance.
- If headsets are part of the plan, we agree who provides them.
- A room with power at every seat and a stable connection, or a remote setup with cameras on.

Steps checklist

- [ ] Book a scoping call at clubmetameta@gmail.com.
- [ ] Agree the goal, the team's starting level and which build fits.
- [ ] Your team receives a setup checklist before the day.
- [ ] Run the workshop: demo, build-along, critique.
- [ ] Everyone posts their piece to a shared folder you own.
- [ ] Receive a short follow-up with resources and suggested next steps.

SHIP IT

Every participant leaves with one working piece: a link, a render or a short clip. Your team keeps the starter files and a one-page guide to repeat the build. Pricing is a custom quote.

☐ Shipped. Link or file: _____

Check yourself

1. Can you name the one skill you most want your team to gain?

2. Will every participant have a working laptop and the software installed?

3. Do you know how the team will use this skill in the month after?

PRACTICE QUIZ

Check your module

Circle one answer for each question. The answer key is on the next page.

1. What rhythm does every team workshop follow?

(A) Lecture, exam, certificate

(B) Demo, build-along, critique

(C) Slides only

(D) Self-study with no live part

2. What does each participant leave with?

(A) A certificate only

(B) One working piece they made

(C) A headset

(D) A job offer

3. Where do workshop builds come from?

(A) Modules in the Metameta Campus open courses and pro studios

(B) A generic online video

(C) The participants invent them on the day

(D) A third-party vendor

ANSWER KEY

Answers and why

1 · B Demo, build-along, critique

Workshops use the same rhythm as our weekly sessions: watch a real build, build along, get a critique.

2 · B One working piece they made

Every workshop ends with a real piece: a link, a render or a short clip.

3 · A Modules in the Metameta Campus open courses and pro studios

Workshops are assembled from our open-course and pro-studio modules, shaped around your team.

NOTES

Build log and notes

SESSION	WHAT I MADE OR LEARNED	NEXT STEP