META-META Club

WORKBOOK · MODULE 3 OF 3

Multi-week programme

Consultation & Campus Outreach. For schools, campuses and sponsored cohorts.

Consultation & Campus Outreach | 4 lessons | ~2.5 h | 4-question practice quiz | Notes pages

IN THIS MODULE

Multi-week programme

For schools, campuses and sponsored cohorts.

#	LESSON	TYPE	TIME	DONE
3.1	Curriculum design	READ	30 min	☐
3.2	Staff upskilling	LIVE	45 min	☐
3.3	XR and AI lab setup advice	READ	30 min	☐
3.4	Sponsored cohort design	PROJECT	45 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 3.1 · READ · 30 MIN

Curriculum design

Work with us to design an XR and AI curriculum for your learners. You get a course plan your own staff can teach, built on the Metameta Campus approach: every course ends in a real piece the learner can show.

Key points

Who it's for

Schools, campuses, colleges, training centres and employers' learning teams who want XR and AI taught well, not as a one-off demo. This is the heart of Campus Outreach: XR and metaverse education carried onto campuses.

Our approach

- **Build first.** Learners make something in the first session. Theory follows the build, not the other way round.
- **Ship every module.** Each module ends in a small public piece: a scene, a render, a clip or a link.
- **Taste matters.** Critique on craft and taste is part of every unit. Tools change. Taste doesn't.
- **Rights literacy built in.** Consent, credit and compensation are taught alongside creative AI, not as an afterthought.
- **Culture in the room.** Examples and projects draw on African places and stories, told accurately and with permission.

What the design covers

1. **Learner profile:** age or level, prior skills, devices they have.
2. **Outcomes:** three to five skills, written as things learners can do.
3. **Sequence:** modules, each with a goal, a build and a deliverable.
4. **Tools:** chosen for what your learners can access. Browser-first options where devices are limited.
5. **Assessment:** portfolio pieces and critique, not only tests.
6. **Teaching notes:** so your staff can run it without us.

Steps checklist

- [ ] Book a scoping call at clubmetameta@gmail.com.
- [ ] Share your learners, timetable constraints, devices and goals.
- [ ] We draft an outline and walk your team through it.
- [ ] You review; we refine.
- [ ] We hand over the final curriculum with teaching notes and starter files.

This lesson has code samples. They are in the lesson on metametaclub.com/learn.

SHIP IT

You receive a curriculum outline, module-by-module plans, teaching notes and starter files your staff can use. Pricing is a custom quote.

☐ Shipped. Link or file: _____

Check yourself

1. Do you know which devices your learners actually have?

2. Can you name who on your staff will teach it?

3. Does every module you want end in something a learner can show?

LESSON 3.2 · LIVE · 45 MIN

Staff upskilling

Train your staff to teach and use XR and AI with confidence. Your teachers and trainers practise the builds themselves first, then learn how to run them with a group.

Key points

Who it's for

Teachers, lecturers, trainers and learning teams who will deliver XR and AI content, and staff in other roles who want to use these tools in their work.

Why staff first

Learners copy their teachers. A teacher who has built the scene themselves can answer questions, fix a broken setup and judge the work fairly.

What a session looks like

Each session runs about 45 minutes and is usually part of a series agreed at scoping.

1. **Build it yourself (20 minutes).** Staff complete the learner build from a starter file.
2. **Teach it (15 minutes).** How to run the same build with a group: common errors, timing, how to help someone who is stuck.
3. **Critique practice (10 minutes).** How to give feedback on craft and taste, and how to assess a portfolio piece.

Topics staff usually cover

- XR basics: VR, AR and MR, and when each fits.
- Running headsets safely with a group: short sessions, a seated option, clear space, cleaning between users.
- Creative AI with rights literacy: consent, credit and compensation.
- Using AI assistants for planning and feedback, and their limits.
- Safeguarding and privacy when learners use online tools, set by your institution's own policies.

Steps checklist

- [ ] Book a scoping call at clubmetameta@gmail.com.
- [ ] Agree who's in the group and which builds they'll teach.
- [ ] Staff complete a short setup checklist before the first session.
- [ ] Run the sessions, live in person or online.
- [ ] Staff run one build with a small group, with our support on call.

SHIP IT

Your staff leave with builds they've made themselves, a teaching guide for each, and the confidence to run them. Pricing is a custom quote.

☐ Shipped. Link or file: _____

Check yourself

1. Will your staff have time set aside to practise, not just attend?

2. Who on your side owns safeguarding and device rules?

3. Which build will your staff run first with learners?

LESSON 3.3 · READ · 30 MIN

XR and AI lab setup advice

Get clear advice on the devices, software and space an XR and AI lab needs. You leave with a lab plan sized to your learners and your room, before you buy anything.

Key points

Start with what learners will make

Buy for the work, not the brochure. A lab for browser worlds and creative AI needs good laptops and a fast connection.

Devices

- **Headsets:** we recommend Meta Quest 3 or 3S. Both run standalone and support mixed reality. Follow the manufacturer's age and health guidance for users.
- **Laptops or desktops:** for 3D work in Blender or Unity, a machine with a dedicated graphics card and plenty of memory makes a real difference. For browser-based work and creative AI, mid-range machines are fine. We'll give minimum specs for your exact courses.
- **Phones or tablets:** useful for AR and for testing browser worlds as learners' audiences will see them.
- **A large screen or projector** for demos and critique.

Space and safety

- About two by two metres of clear floor per active headset user for room-scale use, or a seated setup where space is tight.
- Soft, non-reflective surroundings. Mirrors and bright windows can confuse headset tracking.
- A supervisor for every headset group.
- Short sessions to start, with a seated option.

Storage, charging and hygiene

- Lockable storage with a charging station.
- A labelling and check-out log.
- Face interface covers or wipeable cushions, cleaned between users.
- A routine for software updates outside lesson time.

Network

Headsets and AI tools need stable Wi-Fi. Plan for many devices at once, and check whether your network blocks the services you'll use.

Software

Free and open tools cover a lot: Blender, web browsers, Three.js and WebXR. Some courses need Unity or architecture tools.

Steps checklist

- [ ] Book a scoping call at clubmetameta@gmail.com.

- [ ] Share your courses, learner numbers, room plan and network setup.
- [ ] We draft a lab plan: devices, layout, storage, safety and software.
- [ ] Your IT and safeguarding leads review it with us.

SHIP IT

A written lab plan: device list with minimum specs, room layout, safety and hygiene routine, and software list. No prices are set here; you buy through your own procurement. Advice is a custom quote.

- [ ] Shipped. Link or file: _____

Check yourself

1. Do you know what your learners will make in the lab?

2. Has your IT team checked the network can handle many devices at once?

3. Is there a named person responsible for headset safety and cleaning?

LESSON 3.4 · PROJECT · 45 MIN

Sponsored cohort design

Design a sponsored cohort with us, from selection to showcase. A sponsoring organisation funds a group of learners through a Metameta Campus programme, and we design the whole journey together.

Key points

Who it's for

Employers, foundations, civic bodies and institutions that want to back a cohort of learners in XR and AI, and see real work at the end.

How a sponsored cohort works

1. **Goal.** Agree what the cohort is for: new skills for a sector, opportunities for a community, a talent pipeline, or a public showcase.
2. **Selection.** Design a fair process: an open call, a short application, a small task, and clear criteria. Criteria usually weigh craft, commitment, culture fit and a mix of disciplines.
3. **Programme.** Choose the courses: open courses for beginners, pro studios for builders, or a Fellowship-style capstone on real briefs.
4. **Support.** Agree mentoring, device access, and how remote and in-person learners take part. Our format is hybrid: in person in Nairobi plus remote.
5. **Showcase.** End with a public showcase where learners present what they built.
6. **Report.** A written summary of what was made and what learners say they gained. Outcomes are described honestly; we don't promise placements.

Sponsor visibility

How a sponsor is named, if at all, is agreed in writing as part of the design. No sponsor is named on our pages until that agreement exists.

Steps checklist

- [ ] Book a scoping call at clubmetameta@gmail.com.
- [ ] Agree the goal and who the cohort is for.
- [ ] We draft the design using the template below.
- [ ] Review selection criteria together for fairness.
- [ ] Agree the showcase format and how results are reported.

This lesson has code samples. They are in the lesson on metametaclub.com/learn.

SHIP IT

A complete cohort design covering goal, selection, programme, support, showcase and reporting, ready for your sign-off. Pricing is a custom quote.

☐ Shipped. Link or file: _____

Check yourself

1. Is the cohort's goal specific enough to judge at the showcase?

2. Are your selection criteria fair to people from different backgrounds?

3. Have you agreed in writing how, or whether, your organisation is named?

PRACTICE QUIZ

Check your module

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

1. What is Campus Outreach?

- (A) A recruitment agency
- (B) XR and metaverse education carried onto campuses
- (C) A device shop
- (D) An online forum

2. When planning a lab, what should you decide first?

- (A) Which headset is newest
- (B) What learners will make there
- (C) The paint colour
- (D) How many chairs fit

3. Why upskill staff before learners?

- (A) It's cheaper
- (B) Teachers who've built it themselves can help, fix and judge work fairly
- (C) Learners don't need teachers
- (D) It's required by headset makers

4. In a sponsored cohort, when is a sponsor named on our pages?

- (A) As soon as they show interest
- (B) Only after naming is agreed in writing
- (C) Never, under any circumstances
- (D) Once the cohort ends

ANSWER KEY

Answers and why

1 · B XR and metaverse education carried onto campuses

Campus Outreach carries XR and metaverse education onto campuses.

2 · B What learners will make there

Buy for the work, not the brochure. What learners make sets the devices, space and software.

3 · B Teachers who've built it themselves can help, fix and judge work fairly

Staff who have done the build can run it, troubleshoot it and assess it. That's how an institution owns the programme.

4 · B Only after naming is agreed in writing

Sponsor visibility is part of the written design. Nobody is named before that.

NOTES

Build log and notes

SESSION	WHAT I MADE OR LEARNED	NEXT STEP