

Global Network Week March 2026
User Experience and Extended Reality
SCHEDULE

Monday, March 9	Tuesday, March 10	Wednesday, March 11	Thursday, March 12	Friday, March 13
10:00am-1:00pm 1st session Lecture 1: User Experience (UX) Fundamentals Lecture 2: UX space (Platforms, devices, and interaction techniques in UX) Tutorial: Introduction to Figma Jam Briefing: Introducing the UX challenge Exercise 1: Problem framing/group work 2 x 10 min. breaks.	10:00am-1:00pm Lecture 4: UX Design (Design process, tools to synthesize, explore and prototype) Exercise 4: Creating personas and HMW questions/group work Exercise 5: Idea generation (Brain writing & Reversed brainstorming)/group work 2 x 10 min. break	10:00am-1:00pm Extended Reality Fundamentals: The Extended Reality phenomenon (Virtual, Augmented and Mixed Reality), use cases from different application areas, hardware, and software technologies behind, how it works and human factors. 2 x 10 min. breaks.	10:00am-1:00pm Design for XR Experiences Part III: Ideation and Scenario Based Design Presentation: Presentation of individual ideas and group feedback session (group). Exercise 5: Elimination of individual ideas to define the needs and requirements of one main application idea for each group (group). Exercise 6: Building a detailed user scenario and a User Journey Map (UJM) for the presentation of XR application of each group (group). 2 x 10 min. breaks.	Company Visit
1.00pm- 2.00pm Lunch Break	1.00pm- 2.00pm Lunch Break	1.00pm- 2.00pm Lunch Break	1.00pm- 2.00pm Lunch Break	
2.00pm-6.00pm 2nd session: Lecture 3: UX Research Part I (UX research basics and exploratory UX research) Exercise 2: Planning for exploratory research (Creating a recruitment strategy, deciding on interview procedure and questions)/group work Exercise 3*: Conducting user interviews and reporting interview results/individual work 2 x 10 min. breaks. *This exercise will start during the class and be finished as homework.	2.00pm-6.00pm Lecture 5: UX Research Part II (Evaluative UX research) Exercise 6: Creating project descriptions/group work Project presentations 2 x 10 min. breaks.	2.00pm-6.00pm UX for XR Experiences Part II: From User Needs to Ideas UX for XR Experiences Part I: Briefing, Research and Ideation for Case Studies Briefing: Definition of the group case study topics (Finance, Healthcare, Tourism, Culture, Education), defining the groups. Exercise 1 - Research on the state-of-the-art case studies from each topic and in-group discussions (individual). Exercise 2 - UX Phase 1 (personas): Creating 2 personas for each group's topic (individual). Exercise 3 - UX Phase 2 (needs): Define UX methods that can be used for understanding user needs for each group's topic. Create a list of user needs for the personas (individual). Exercise 4 - UX Phase 3 (ideation): Individually create at least 3 application ideas (individual). 3 x 10 min. breaks.	2.00pm-6.00pm Design for XR Experiences Part III: Presentation of Ideas Generated Presentations: 15 min presentation of UJMs, 10min feedback for each group. 5 groups in total. Closing Discussions: Reflecting on the 4-day experience. 2 x 10 min. breaks.	Cultural Event
FREE TIME	FREE TIME	FREE TIME	FREE TIME	