



FACT SHEET

Extended Reality
(XR) Developer



Private
Tertiary
Education

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Extended Reality (XR) Developer

FACULTY OF INFORMATION TECHNOLOGY

Occupational Studies: 2027 Fact Sheet

Programme Title	SAQA ID	Credits	NQF
Advanced Occupational Certificate: Extended Reality (XR) Developer	121296	218	6

Programme description

The Advanced Occupational Certificate: Extended Reality (XR) Developer is a future-focused qualification designed for individuals passionate about technology, innovation, gaming, and digital experiences. This programme equips learners with the skills to develop immersive Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), holographic solutions, mobile applications, and interactive games using industry-standard development tools and programming languages. Learners gain hands-on experience in software development, 3D modelling, animation, user experience design, testing, deployment, and troubleshooting of XR applications. With the growing demand for immersive technologies across industries such as gaming, entertainment, education, healthcare, retail, and engineering, graduates are prepared for exciting careers as XR Developers, Game Developers, Mobile App Developers, AR/VR Specialists, 3D Content Creators, and Emerging Technology Professionals, positioning them at the forefront of the digital economy.

Admission requirements

The minimum entry requirement for this qualification is:

- ▶ NQF level 5 qualification (recommended)

Mode of study | Duration

Day Classes (full time): 12 Months (5 days/week)

Evening Classes (part time): 12 Months, (2 x evening classes per week, 18:00 - 21:00, Mon & Wed or Tues & Thurs as well as 2 x Saturday classes per month)

Programme outline

Modules

Semester 1

XIS611: XR Intro & System Design

CPR611: Content Pipeline & Release

XCP611: XR Core Programming

XIA611: Interaction & Animation

Semester 2

MXD612: Mobile XR & Deployment

IST612: Immersive Systems & Testing

DDB612: Documentation & Debugging

XLP612: XR Leadership & Process

Teaching and Learning Methodology

A blended teaching and Learning methodology is followed. All theory classes will be conducted Virtually through Lecturer-led interactive teaching on a national basis. A flipped classroom approach will be followed in some

sessions. This means that students are introduced to content at home and practice working through it during the applicable session, either the virtual theory sessions or the practical sessions. All students will be allocated to lecturers that are not necessarily based at the campus of enrollment but who will always be subject matter experts. CTU implements a national academic standard and all lecturers have been appointed on the same criteria and use the same academic content in the teaching and learning process. The adherence to a national academic standard is monitored by the Academic Management team at the Head office. Therefore, all students will continue to receive the same quality of education. Students will attend some practical, group, and research sessions on campus or virtually. The same work and time will be spent on both methods, face to face and VLIT, with students. Extra practical sessions can be booked with the Campus Operational Manager. Students will be expected to attend the practical, group, and research classes on campus a minimum of two days a week, as per the campus schedule.

Textbooks and e-guides

A list of prescribed textbooks will be provided in your e-guides. Students will receive an electronic version of the academic guides (e-guides) for this programme on the Teaching and Learning platform. Access is available to an electronic library of textbooks on O'Reilly, and it is included in the fees. Refer to the [Device Specifications and Stationery List](#) document for more information.

Technology hardware, software and data requirements

Because CTU is embracing the future of education - education beyond the classroom - it is compulsory for students to have their own laptop with the necessary specifications to speed up their journey to success.

Student Support

Student support sessions with the facilitator will also take place on a one-on-one basis either virtually or physically at the campus per appointment or per the academic schedule.

External Summative Assessment and Certification

In order to qualify for the external summative assessment, learners must have a copy of a completed and signed Statement of Work Experience as well as proof of successful completion of the Knowledge Modules and Practical Skills Modules.

Upon completion of this course, students will be awarded an **Advanced Occupational Certificate: Extended Reality (XR) Developer**.

International Certifications

Included in price

- ▶ Unity Certified User: Programmer (UCU-VRD)
- ▶ Meta Certified Spark Creator 410-101

Career fields

Graduates can pursue careers as:

- ▶ Extended Reality (XR) Developer
- ▶ Augmented Reality (AR) Developer
- ▶ Virtual Reality (VR) Developer
- ▶ Mixed Reality (MR) Developer
- ▶ Mobile App Developer
- ▶ Game Developer
- ▶ Game Designer
- ▶ XR Software Engineer
- ▶ 3D Content Developer
- ▶ Immersive Technology Specialist
- ▶ Interactive Media Developer
- ▶ XR Solutions Architect (with further experience)
- ▶ Innovation and Emerging Technology Consultant

What is EISA?

The External Integrated Summative Assessment (EISA) is an integral and critical component of the QCTO's quality assurance system. It is a single national assessment leading to the awarding of an Occupational Certificate. EISA ensures that the assessment of occupational qualifications, part qualifications and trades is standardised, consistent and credible.

For learners to qualify for entry to EISA, they must provide proof of completion of all required knowledge, practical and work experience modules as stipulated in the qualification. The statement of results obtained from the Skills Development Provider serves as proof that the candidate has satisfied all the requirements to be admitted to sit for EISA.

Pricing*

Programme	Registration Fees	Tuition fee
Extended Reality (XR) Developer	R9 000	Contact a CTU campus/consultant for the latest fee information and payment options.

*** Excludes external fees and identified textbooks if applicable.**

Payment

Visit our website to view the payment method.

[Payment Methods.](#)

[**APPLY for Student Loan HERE!**](#)

Additional costs

Students must make provision for additional items such as textbooks, stationery, supplementary examinations, research costs and printing, field trips etc.

Disclaimer

The content of this fact sheet is subject to change without notification due to market trends in the industry, legislation and/or programme version updates. Refer to website for the latest version of the prospectus. CTU Training Solutions (PTY) Ltd, reserves the right to change the programme content without prior notice. Additional international exams may be written but are not included in the programme fee. Minimum student (capacity) group sizes will fall into the Virtual Instructor-Led programme commencing in the months of February & July of each year.

I (Name of student):.....hereby acknowledge that I understand the information stated in this document and fully comprehend the specifics explained above pertaining to this qualification.

Student signature:.....

Signature of legal guardian:.....

Name of legal guardian:.....

Consultant signature:.....

Name of sales consultant:.....

Date:.....

*** Please note the original signed copy should be kept on the student record file.**

CONTACT US

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