

What competences are needed in immersive productions?



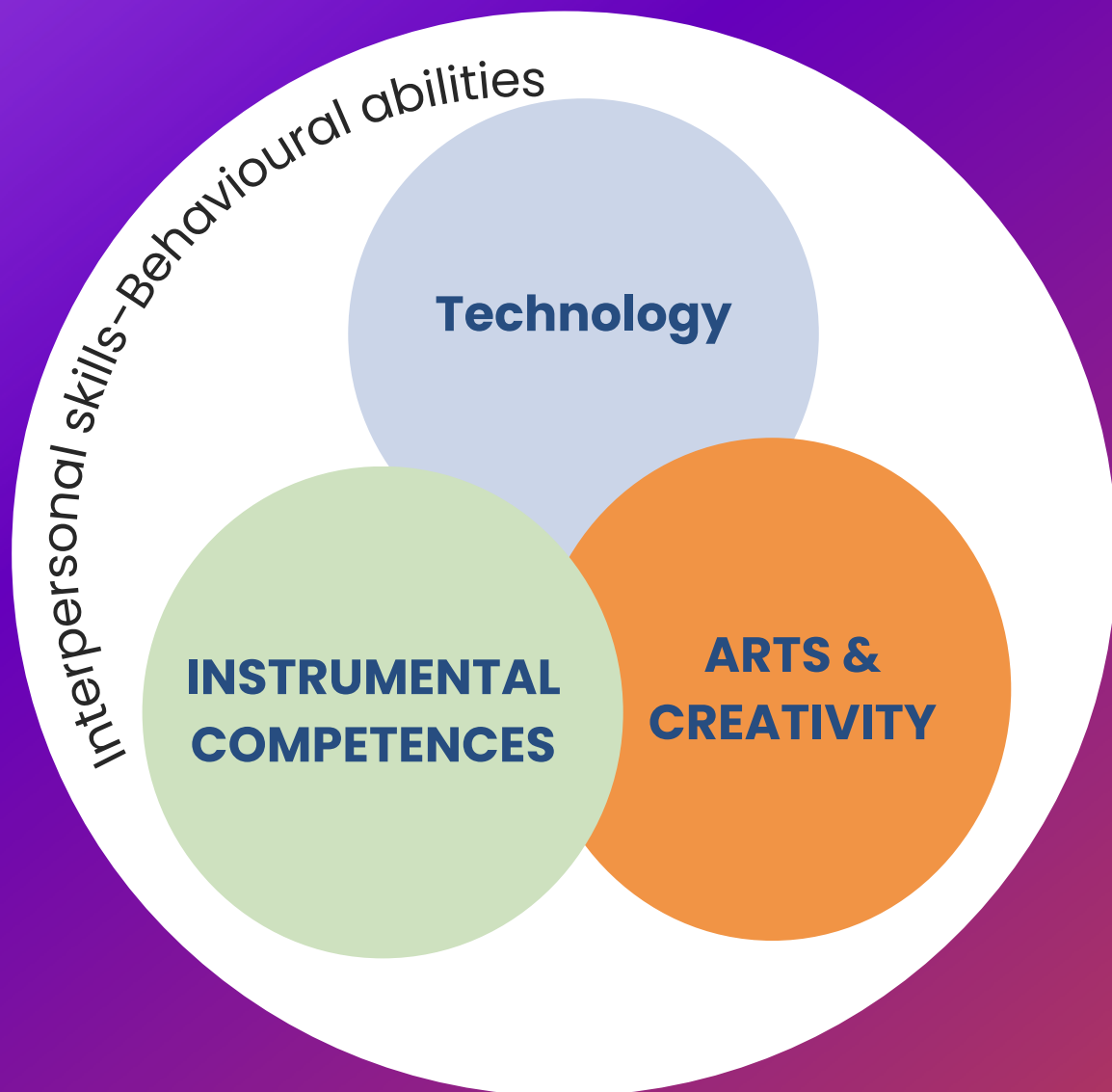
Technology

Skills for designing, installing, and operating immersive technology components (software and hardware).



Arts & creativity

Skills to create emotionally engaging and aesthetic content (visual design, storytelling, and UX).



Instrumental competences

Functional knowledge enhancing immersive experiences, such as market knowledge, project management, and research techniques.



Interpersonal skills

Personal qualities and soft skills for working with immersive technologies, collaborating in interdisciplinary teams, and adapting to challenges in the CCS context.



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the European Union



Expertise domain

Competences

Average score



TECHNOLOGY DOMAIN

Development and integration of immersive systems (Programming, API integration).

6,8

Software expertise for Immersive Applications (Rendering, 3D modeling).

7,8

Optimisation and performance tuning (Adjust settings, calibration).

7,6

Systems integration and technical testing for immersive environments.

8,2

User Experience Engineering for Immersive Technology (UX).

8,0



CREATIVITY & ARTS DOMAIN

Storytelling for immersive content (Narratives).

9,0

Aesthetic and visual design for immersive content.

9,0

Concept development and ideation.

8,6

Creativity in designing engaging and interactive user experiences.

8,8

Multimedia production (Sound, lighting).

7,8



INSTRUMENTAL DOMAIN

Project management tools and methods.

7,0

Managing technical and functional design of immersive experiences.

9,0

Managing relations with external partners and suppliers.

6,6

Integration of immersive technologies into business objectives.

8,0

Market Knowledge and Trend Analysis (Sales strategy).

7,6



PERSONAL ABILITY DOMAIN

Effective communication.

9,8

Leadership of cross-disciplinary teams.

8,2

Empathy and interpersonal skills.

8,6

Adaptability and problem-solving mindset.

8,2

Critical thinking and analytical mindset.

6,6