

CAREER DEVELOPMENT MODEL FOR IMMERSIVE PRODUCTION

This matrix is a professional assessment and development tool that maps the competencies required for immersive technology roles within the Cultural and Creative Sectors.

EXPERTISE DOMAINS AND COMPETENCES:

DOMAIN / COMPETENCE	LEVEL 1 BASIC	LEVEL 2 INTERMEDIATE	LEVEL 3 ADVANCED	LEVEL 4 EXPERT
 TECHNICAL COMPETENCES	Basic routine tasks Following instructions	Independent work Problem solving	Leading complex tasks	Innovation Strategy definition
 CREATIVITY	Basic creative tasks (Under supervision)	Creative adaptation Project customization	Creative leadership Artistic direction	Creative innovation New methodologies
 INSTRUMENTAL	Basic support tasks Learning processes	Independent analysis Research execution	Strategic planning Decision making	Strategic leadership Industry influence
 PERSONAL	Team collaboration Basic communication	Effective collaboration Adaptability	Team leadership Mentoring	Organizational leadership Change management



Co-funded by
the European Union

