



## Program XR Maker Space #5: UI/UX in Unity

24.11.2025, HTW Berlin, room H107

- 10.15 Introduction
- 10.45 UI Do's and Dont's + Examples**
- 11.10 UI in AR – work with example project**
  - Start screen with canvas system
  - Button / interaction element
- 12.45 Lunch break
- 13.30 UI in VR – work with example project**
  - 2D interface with text / infobox
  - 3D button to trigger sound/animation
- 15.00 Builds AR or VR**
- 16.00 End