

# Web 3.0 UX & Metaverse Design

**Duration:** 2 Days · **Training format:** Virtual Classroom / Online

## Description

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Web 3.0 UX design refers to the process of designing user experience (UX) taking into account the future evolution of the internet. Web 3.0 represents a new phase of the internet that aims to deliver a more personal, connected, intelligent and interactive internet experience. In this context, Web 3.0 UX design is designed to ensure that users have a better experience in this new web environment.

Metaverse design refers to the process of designing digital worlds created in virtual and augmented reality environments, usually using 3D graphics and animations. This design aims to create virtual spaces where users can interact, explore and participate, and the Metaverse design can cover many different areas, from video games to social platforms, from educational applications to business meetings.

Web 3.0 and Metaverse design play an important role in today's rapidly changing digital world. This two-day training helps you develop your skills in both user experience (UX) design and the design of the metaverse world.

## Audience

- UX Professionals
- CX Leaders
- Product Teams
- Strategy & Business Developers

## Outline

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### Introduction to Web3 UX

- Dynamics and accelerators of Web3 transformation
- Real-life examples that show the importance of UX in Web3
- Web3 global best practices

### Web3 UX Standards and Principles

- New UX standards specific to Web3
- Existing Web2 UX standards suitable for Web3
- Do's and don'ts about Web3 UI design
- Tools and techniques for Web3 interaction design
- A real-life example about how to apply Web3 UX standards and principles

## **Purposeful dApp Design and Development**

- dApp UX design process
- dApp UX design techniques
- Philosophical approaches to be inspired in dApp design and development

## **Metaverse Concept Design**

- Designing immersive 3d customer journeys
- Metaverse use cases from different industries
- Strategic Metaverse design principles
- Tips and tricks for creating user-centered Metaverse experiences

## **Case Study**

## **Prerequisites**

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There are no prerequisites.