DevOpsSchool

Course curriculum · November 2026

LEVEL 04 OF 04 · ADVANCED

Metaverse Advanced Training

Plan and govern enterprise-scale metaverse initiatives, from scalable multiplayer architecture and digital twins to ethics and roadmaps.

LIVE ONLINE Max 8-10 hours	**CORPORATE (DAY-WISE)** 5 days · Days 1-5	**SELF-PACED VIDEO** 1-year LMS access
BATCH SIZE Max 10 learners	**NEXT BATCHES** 1st of every month · weekends: first Saturday	**CERTIFICATE** Verifiable certificate of completion

Foundation 1 day · Included	**Essential** 2 days · Included	**Intermediate** 3 days · Included	**Advanced** 5 days · This curriculum

INSIDE THIS CURRICULUM

What you will achieve	Outcomes and level focus
Who should attend	Audience and prerequisites
Agenda	46 topics · Foundation to Advanced
Hands-on labs	4 labs
Formats and fees	Live, 1:1, self-paced, corporate
Trainer and reviews	Rajesh Kumar
Enrolment	Batches, payment, contacts

WHY DEVOPSSCHOOL

- Rated 4.6 on Google
- 1,500+ verifiable certificates issued in the public registry
- Trainer Rajesh Kumar: 20 years in industry
- Small batches: max 10 learners, every session recorded

Course page: www.devopsschool.com/courses/metaverse/metaverse-advance-training.html
Talk to us: WhatsApp +91 99057 40781 · +1 (469) 756-6329 · contact@DevOpsSchool.com · reply within 1 hour

OUTCOMES

What you will achieve

By the end of the Metaverse course path, you will be able to:

1

Understand the metaverse landscape

Compare metaverse technologies, devices, platforms and standards and match them to real use cases.

2

Build immersive experiences

Create interactive, multi-user virtual experiences with today's 3D engines and publishing pipelines.

3

Run metaverse initiatives responsibly

Plan business models, virtual economies, security, privacy and governance for metaverse projects.

WHAT THE ADVANCED LEVEL ADDS

Scale, enterprise use cases, governance and future

Hands-on: Metaverse initiative capstone. Produce a working prototype and a business, architecture and governance plan for an enterprise metaverse use case.

WHO SHOULD ATTEND

- Experienced Metaverse practitioners responsible for quality, security and scale.
- Senior engineers, architects and leads who design and troubleshoot Metaverse solutions.
- Teams making Metaverse an organisation-wide standard.

BEFORE YOU START

- The Intermediate level, or equivalent hands-on experience.
- You can already: Design monetisation, virtual economies and safety controls for a metaverse experience and integrate payments, identity and analytics.
- Basic computer skills and a laptop with a stable internet connection for the live sessions and labs.
- This curriculum includes every earlier level, so it is complete on its own.

AGENDA · FOUNDATION TO ADVANCED

Metaverse Advanced Training agenda

46 topics. Each level builds on the one before it, so this curriculum lists every earlier level in full. Days are for corporate (day-wise) delivery; live online batches cover the same agenda in max 8-10 hours.

DAY 1 — Foundation: Metaverse concepts, enabling technologies and platforms

Included from Foundation

1. Introduction to the metaverse: definition, evolution from virtual worlds and MMOs to spatial computing
2. Enabling technologies: VR, AR, MR and XR, 3D engines, spatial audio, 5G, edge computing, AI and blockchain
3. Devices: standalone headsets such as Meta Quest, Apple Vision Pro, smart glasses, PC VR and mobile AR
4. Metaverse platforms: Roblox, Fortnite Creative and UEFN, Horizon Worlds, Decentraland, The Sandbox and NVIDIA Omniverse
5. Potential applications: gaming, events, retail, education, healthcare, training and industrial digital twins
6. Avatars and identity: avatar systems, presence, embodiment and cross-platform identity
7. Interoperability standards: OpenXR, WebXR, glTF, OpenUSD and the Metaverse Standards Forum
8. Social and cultural aspects: new forms of community, social interaction and changing social norms
9. Tool setup: installing Unity Hub or Roblox Studio and Blender for 3D assets
10. First working scene: a navigable 3D room with lighting, objects and a simple interaction

DAY 2 — Essential: Building, scripting and designing virtual experiences

Included from Essential

11. Building in the metaverse: tools and technologies used to create virtual environments and objects
12. Unity for XR: XR Interaction Toolkit, OpenXR plug-in, grab, teleport and UI interactions
13. Unreal Engine 5 overview: Blueprints, Nanite, Lumen and the OpenXR plug-in for VR projects
14. Roblox Studio: Luau scripting, client and server scripts, parts, physics and publishing an experience
15. WebXR: three.js, A-Frame or Babylon.js scenes that run in the browser and on headsets
16. 3D asset pipeline: modelling in Blender, glTF export, textures, LOD and polygon budgets
17. Design principles: presence, comfort, locomotion options, scale and readable spatial UI
18. Engaging and interactive experiences: onboarding, feedback, spatial audio and accessibility options
19. Multiplayer basics: rooms, sessions, state synchronisation and Unity Netcode or Roblox replication
20. Performance basics: frame-rate targets, draw calls, occlusion and profiling on standalone headsets
21. Team workflow: Git LFS or Unity Version Control, asset naming and build pipelines
22. Publishing: building for Meta Quest, the web or a platform store and gathering playtest feedback

DAY 3 — Intermediate: Business models, virtual economies, security and integrations

Included from Intermediate

23. Business models in the metaverse: e-commerce, advertising, branded experiences, events and virtual real estate
24. Analysis of successful business models: platform creator economies and brand activations
25. Monetising virtual experiences: challenges and opportunities, pricing items, passes and subscriptions
26. Virtual economies: virtual currencies, their role in the metaverse, types and how value is created
27. Cryptocurrencies and blockchain: wallets, tokens, NFTs and smart contracts for digital ownership
28. Blockchain consensus and mining: Proof of Work versus Proof of Stake, hardware, software, profitability and risk
29. Security risks in the metaverse: account takeover, scams, harassment and biometric or eye-tracking data

30. Securing virtual environments: authentication, server-authoritative logic, anti-cheat and protecting user data
31. Trust and safety: moderation tools, reporting, age-appropriate design and community guidelines
32. Legal and regulatory issues: privacy laws such as GDPR and India's DPDP Act, IP, consumer protection
33. Integrations: payment gateways, single sign-on, analytics events and CRM for virtual experiences
34. AI in virtual worlds: generative 3D assets, AI-driven characters and speech interfaces

DAYS 4-5 **Advanced: Scale, enterprise use cases, governance and future** **New at this level**

35. Scalable architecture: dedicated servers, instancing and sharding, matchmaking and regional hosting
36. Cloud rendering and streaming: pixel streaming, remote XR rendering and latency budgets at the edge
37. Industrial metaverse: digital twins with OpenUSD and Omniverse, simulation and IoT data integration
38. Enterprise use cases: immersive training, collaboration spaces, virtual events and product configurators
39. Industry transformation: gaming, education and healthcare scenarios and how to measure their value
40. Measuring success: engagement, retention, conversion and learning outcome KPIs
41. Ethical implications: creating virtual worlds and societies responsibly, inclusion and digital well-being
42. Governance: content policies, IP rights management, data retention and vendor platform risk
43. Interoperability strategy: portable assets, open standards and avoiding platform lock-in
44. The future of the metaverse: emerging trends in spatial computing, worlds created with generative AI and wearables
45. Challenges of a fully realised metaverse: hardware adoption, standards, safety and economics
46. Capstone: design and pitch a metaverse experience with architecture, business model, safety plan and roadmap

PRACTICE

Hands-on labs

You build these yourself during the course, guided by the trainer.

FOUNDATION

Your first virtual space

Install Unity or Roblox Studio and build a small navigable 3D room with imported assets and one interactive object.

ESSENTIAL

Interactive multi-user showroom

Build a small multi-user showroom with grab and teleport interactions, spatial audio and a published web or headset build.

INTERMEDIATE

Monetised and moderated experience

Add an in-experience store, virtual currency, analytics events and moderation and reporting controls to the showroom.

ADVANCED

Metaverse initiative capstone

Produce a working prototype and a business, architecture and governance plan for an enterprise metaverse use case.

HOW YOU CAN LEARN

Formats and fees

The same agenda in four formats. Fees are in Indian rupees as of November 2026; the course page shows them in your currency.

FORMAT	DURATION	WHAT YOU GET	FEE
Live & interactive (online)	Max 8-10 hours	Instructor-led public batch of max 10 learners with demos, labs, Q&A and assignment review. Weekday batches start on the 1st of every month, weekend batches on the first Saturday of every month.	**INR 34,999**
1:1 live training (online)	Max 8-10 hours, one-to-one	The same agenda, taught one-to-one by the trainer. Starts immediately, without waiting for the next batch; sessions planned around your working hours, at your pace.	**INR 99,999**
Self-paced video	1-year LMS access	All four Metaverse levels, plus 20+ more courses and 50+ tools, at your own pace.	**INR 833/month** billed yearly at INR 9,996
Corporate (day-wise)	5 days for this level	A private batch for your team, on demand. Foundation 1 day, Essential 2, Intermediate 3, Advanced 5 (cumulative).	**Quote on request**

ASSESSMENT AND CERTIFICATE

Your progress is checked through hands-on labs and assignments at every level. On completion you receive a DevOpsSchool certificate of completion with a unique credential ID that anyone can verify at devopsschool.com/certificates.

INCLUDED WITH EVERY LIVE BATCH

- Every live session is recorded and stays in your LMS for a year.
- Can't attend your batch? Move to next month's batch.
- Free demo class before you pay.
- Free 10-15 minute call with an advisor or the trainer to check the course fits you.

YOUR TRAINER

Learn from Rajesh Kumar

Principal Architect, trainer and mentor in DevOps, SRE, DevSecOps and platform engineering, with 20 years across 8+ software MNCs, including Staff DevOps/SRE Engineer for a leading Japanese mobile-payment platform and Principal DevOps Architect and Manager in Europe.

Profile: www.rajeshkumar.xyz · Videos: youtube.com/@TheDevOpsSchool

20 years in industry	**200+** corporate trainings
10,000+ engineers mentored	**70+** organisations coached

REVIEWS

What learners say

Rated 4.6 on Google · more reviews at devopsschool.com/testimonials and in our video testimonials.

> “Rajesh is very good trainer. Rajesh was able to resolve our queries and question effectively. We really liked the hands-on examples covered during this training program.”
>
> Indrayani, India

> “The training was very useful and interactive. Rajesh helped develop the confidence of all.”
>
> Abhinav Gupta, Pune

START YOUR METAVERSE TRAINING

Join the next batch

Weekday batches start on the 1st of every month and weekend batches on the first Saturday of every month, with max 10 learners each. 1:1 training can start immediately; corporate batches run on demand. We reply within 1 hour.

Pay by UPI, credit and debit cards, net banking or PayPal. Before you pay, read our refund policy. All levels of this course: www.devopsschool.com/courses/metaverse/

ENROL OR RESERVE A SEAT
Metaverse Advanced Training

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