Title of DTI Project

Augmented Reality Skills Platform

Role Profile/Job Description

Digital Internship Opportunity: Build an Augmented Reality Learning Platform for Creatives Help bring animation education to life! This internship project offers a hands-on opportunity to build an Augmented Reality (AR) learning tool that helps users learn how to assemble and animate physical kits. You'll be creating a fun, visual, and interactive experience that supports students, hobbyists, and creative professionals. What you'll be working on: Build a working AR prototype that shows users how to assemble and animate parts of a stop-motion puppet kit Integrate 3D models and create interactive guides using Unity Test your creation with real users and refine it based on feedback Explore how the platform could scale for mobile, tablet, or even wearable AR devices What you'll need: Experience with Unity (especially C# and scene building) Some familiarity with AR interactions and 3D assets (e.g., importing Blender or STL files) Comfortable documenting your work and communicating ideas clearly Interest in animation or digital learning is a bonus Why it matters: You'll play a key role in shaping a new digital product that adds real value to physical kits and opens up exciting possibilities in creative education. Your work will help modernise how people learn hands-on animation skills – and may even feed into future learning academies. Make a real impact while building portfolio-ready experience in AR, Unity development, and user-centred design.

Duration of internship

300 hrs

Business Overview

The Client is a creative SME based in Greater Manchester that designs and supplies premium stop-motion animation kits. Their customer base spans educators, students, hobbyists, and creative professionals. The business has identified a strategic opportunity to expand its product offering through immersive digital education. Having already adopted 3D printing to create puppet heads and moulds, the Client now seeks to integrate Augmented Reality (AR) into their kits via a new skills platform. This platform will support learning, increase product engagement, and differentiate the brand internationally

Skills required

• Experience with Unity (C# and scene design) • Understanding of AR interactions • Basic 3D asset handling (e.g., importing from Blender or STL files) • Good communication for documentation and feedback cycles • Interest in animation, education or creative media a bonus

Location

Greater Manchester

Start date

Summer/Autumn 2025

Reference Number

1206