



BlackRhinoVR

Creating the eXRordinary

Learning Labs Output Report

Empowering the Creative Community with Executive Function Skills & Augmented Reality (AR)

Training through MediAR

May 2025

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1. Executive Summary

BlackRhino VR in collaboration with Artlink Learning labs, conducted a 5-day intensive training workshop targeting creatives across diverse sectors, including digital media, performing arts, design, and cultural storytelling, using MediAR, a pioneering no-code, AI-powered Augmented Reality (AR) platform, The training aimed to:

- Enhance **Executive Function Skills** crucial for independent project management, self-discipline, critical thinking, and creative collaboration.
- Introduce participants to **MediAR's AR creation tools**, enabling them to build, publish, and hopefully monetize immersive digital experiences.

A total of 66 creatives applied for the training, 50 were selected but three dropped out due to reasons beyond their control. A total of 47 creatives were trained, with projects ranging from augmented cultural storytelling to product visualizations. The program served as a powerful intervention to bridge the digital divide, build future-ready skills, and economically empower creatives through immersive technology.

The grant support received for this initiative was deeply appreciated and played a critical role in enabling access to emerging technologies for local creatives. However, based on participant engagement, learning outcomes, and the growing demand for advanced immersive technology skills, it became evident that a longer training duration would allow for deeper technical mastery, stronger project incubation, and more sustainable skills transfer.

In response to these insights and the overwhelming interest from participants and industry stakeholders, BlackRhino VR is now expanding the initiative under the ACT (Academy for Creative Technology), a structured 3-month training programme designed to equip African youth with practical, industry-relevant skills across immersive technologies, Real-Time 3D, gaming, XR spatial computing, AI, and emerging digital ecosystems. The expanded programme seeks to build a stronger pipeline of digitally skilled creatives capable of participating competitively in the future global digital economy.

2. Participants Onboarding

A. Application Submission by the Participants

A public call for applications was announced via social media platforms, creative hubs, and partner organizations. Interested creatives submitted:

- Personal profiles / CV's
- Motivation statements
- Sample work/portfolio
- Demonstration of technical readiness

A total of **66** applications were received, demonstrating wide interest and the urgent demand for emerging tech training. **50** applicants qualified for the training but **3** applicants didn't attend due to reasons beyond their control.

B. Jury Evaluation of the Participants

A selection jury, comprising MediAR technical leads, creative industry experts, and learning designers, evaluated the submissions based on:

- Creativity and originality from their submitted portfolios and CV's
- Clarity of motivation
- Digital readiness

Top **50** candidates were selected to ensure diversity and equity in the cohort as tabulated below.

50 QUALIFIED APPLICANTS

CANDIDATE'S POSITION	CANDIDATE'S APPLICATION ID	BRVR's TOTAL SCORE	MANAL's TOTAL SCORE	ADAM's TOTAL SCORE	AVERAGE TOTAL SCORE
1	6049	95	96	89	93.3
2	6052	90	95	90	91.7
3	6084	90	92	87	89.7
4	5875	100	93	75	89.3
5	6101	90	90	87	89.0
6	6036	100	83	81	88.0
7	5969	90	90	84	88.0
8	5959	95	83	86	88.0
9	5921	90	91	83	88.0
10	5874	90	94	76	86.7
11	6100	95	92	69	85.3
12	6058	90	90	75	85.0
13	6095	90	84	80	84.7
14	6016	90	84	78	84.0
15	5946	90	78	79	82.3
16	6088	95	76	74	81.7
17	6061	90	73	81	81.3
18	5891	80	85	78	81.0
19	5902	90	70	82	80.7
20	6093	80	84	78	80.7
21	6091	80	80	82	80.7
22	5940	80	83	78	80.3
23	6047	90	68	80	79.3
24	6020	95	80	63	79.3
25	6079	85	81	72	79.3
26	5989	75	88	73	78.7
27	6104	85	72	79	78.7
28	6111	80	77	79	78.7
29	5870	80	86	69	78.3
30	6042	85	70	80	78.3
31	5982	80	80	75	78.3
32	6048	90	66	78	78.0
33	6007	85	74	75	78.0
34	6065	90	66	76	77.3
35	5996	75	74	81	76.7
36	6031	80	74	76	76.7
37	6090	80	68	78	75.3
38	5863	70	76	79	75.0
39	6109	75	68	81	74.7
40	5930	85	83	55	74.3
41	5944	85	68	70	74.3
42	5995	70	79	70	73.0
43	6113	75	66	78	73.0
44	6040	60	71	84	71.7
45	5985	75	68	72	71.7
46	5964	80	62	70	70.7
47	5913	80	60	71	70.3
48	6011	70	63	76	69.7
49	5900	70	60	78	69.3
50	6021	70	60	70	66.7

c. Communication and Onboarding of Successful Participants

Shortlisted applicants received acceptance emails. Each was provided:

- An engagement contract with clear terms of engagement
- MediAR platform access guidelines and video tutorial
- Training stationary requirements

d. Contracting

Participants signed agreements covering:

- Participation terms
- Use and ownership of created content
- Engagement and IP protection policies

This formalized accountability while protecting participants' creative rights.

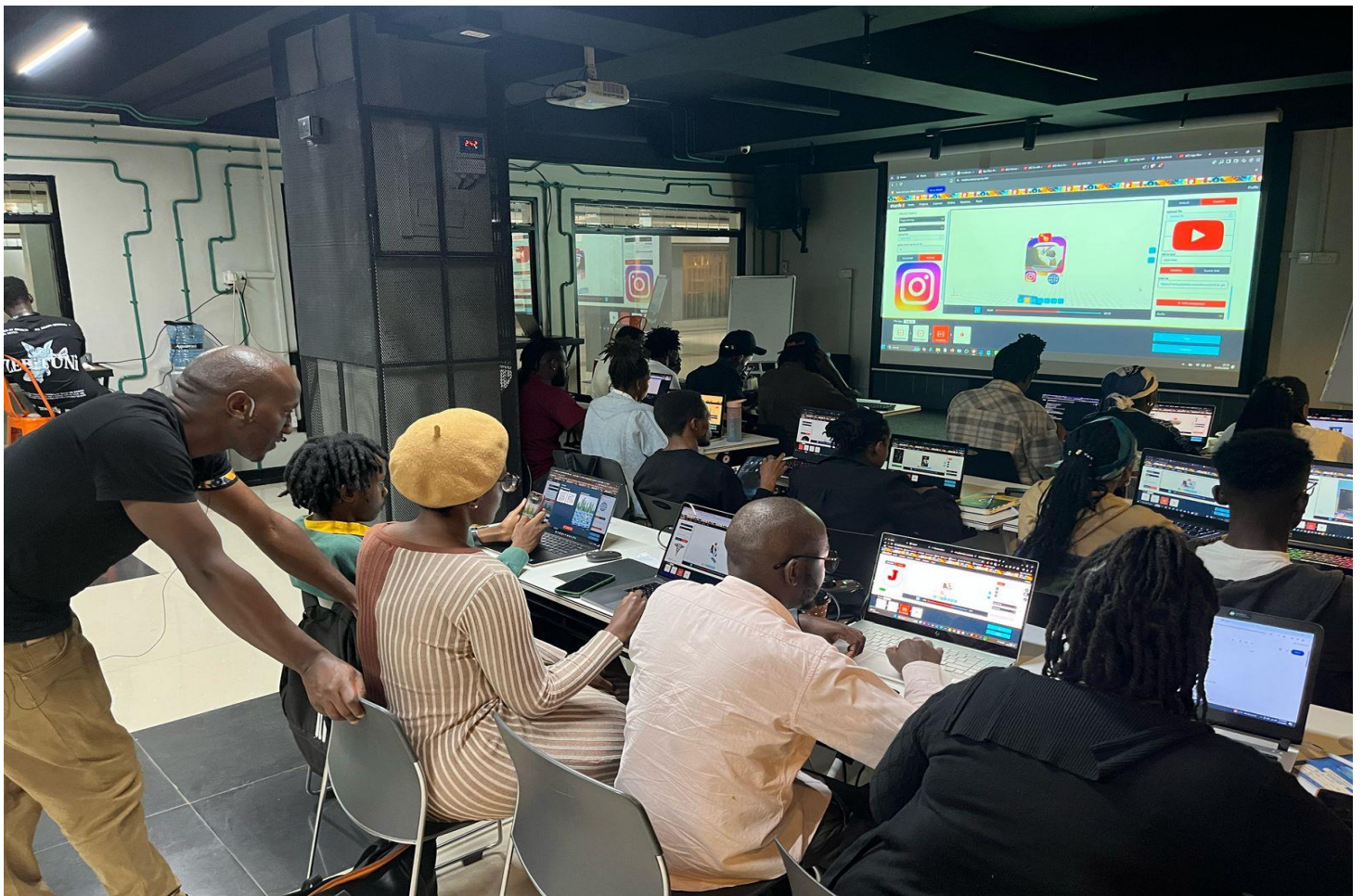
3. Course Work

A. Scheduling the Training Sessions (Morning & Afternoon Sessions)

The course was designed around **two daily sessions**:

- **Morning Session (Group A) & Afternoon Session (Group B)**
 - Executive Function Skills – covering goal setting, planning, time management, focus, and collaboration.
 - Hands-on AR creation using the MediAR platform – including asset integration, object tracking, publishing, and monetization strategies.

Sessions were delivered in-person to maximize on engagement and retention.



MORNING SESSION TRAINING SCHEDULE

DATE	SESSION	TIME	SESSION	ATTENDEES
12th May 2025	Morning Session	09:00 AM to 10:00 AM	Open remarks Brain and Forez	Group A
		10:00 AM to 11:00 AM	AR Introduction (BRVR Brian)	
		11:00 AM to 11:30 AM	Break	
		11:30 AM to 12:00 Noon	Introduction to Executive Functioning Skills	
		12:00 Noon to 01:00 PM	Introduction to MediAR (BRVR Victor)	
13th May 2025	Morning Session	09:00 AM to 10:00 AM	Goal Directed Persistence & Goal Setting	Group A
		10:00 AM to 11:00 AM	MediAR deep dive (BRVR Victor)	
		11:00 AM to 11:30 AM	Break	
		11:30 AM to 12:00 Noon	Task initiation & completion	
		12:00 Noon to 01:00 PM	MediAR deep dive (BRVR Victor)	
14th May 2025	Morning Session	09:00 AM to 10:00 AM	Planning & organization	Group A
		10:00 AM to 11:00 AM	Group Project Day 1	
		11:00 AM to 11:30 AM	Break	
		11:30 AM to 12:00 Noon	Task initiation & completion	
		12:00 Noon to 01:00 PM	Group Project Day 1 (Teams to select their projects)	
15th May 2025	Morning Session	09:00 AM to 10:00 AM	Time Management & Prioritizing	Group A
		10:00 AM to 11:00 AM	Group Project Day 2	
		11:00 AM to 11:30 AM	Break	
		11:30 AM to 12:00 Noon	Tool Learning	
		12:00 Noon to 01:00 PM	Group Project Day 2	
16th May 2025	Morning Session	09:00 AM to 10:00 AM	Emotional regulation & Stress Tolerance	Group A
		10:00 AM to 11:00 AM	Group Project Day 3	
		11:00 AM to 11:30 AM	Break	
		11:30 AM to 12:00 Noon	Training Recap & Actions Forward	
		12:00 Noon to 01:00 PM	Group Project Day 3 (Project Presentation)	

AFTERNOON SESSION TRAINING SCHEDULE

DATE		TIME	SESSION	ATTENDEES
12th May 2025	Afternoon Session	02:00 PM to 03:00 PM	Open remarks Brain and Forez	Group B
		03:00 PM to 04:00 PM	AR Introduction (BRVR Brian)	
		04:00 PM to 04:30 PM	Break	
		04:30 PM to 05:00 PM	Introduction to Executive Functioning Skills	
		05:00 PM to 06:00 PM	Introduction to MediAR (BRVR Victor)	
13th May 2025	Afternoon Session	02:00 PM to 03:00 PM	Goal Directed Persistence & Goal Setting	Group B
		03:00 PM to 04:00 PM	MediAR deep dive (BRVR Victor)	
		04:00 PM to 04:30 PM	Break	
		04:30 PM to 05:00 PM	Task initiation & completion	
		05:00 PM to 06:00 PM	MediAR deep dive (BRVR Victor)	
14th May 2025	Afternoon Session	02:00 PM to 03:00 PM	Planning & organization	Group B
		03:00 PM to 04:00 PM	Group Project Day 1	
		04:00 PM to 04:30 PM	Break	
		04:30 PM to 05:00 PM	Tool Learning	
		05:00 PM to 06:00 PM	Group Project Day 1 (Teams to select their projects)	
15th May 2025	Afternoon Session	02:00 PM to 03:00 PM	Time Management & Prioritizing	Group B
		03:00 PM to 04:00 PM	Group Project Day 2	
		04:00 PM to 04:30 PM	Break	
		04:30 PM to 05:00 PM	Tool Learning	
		05:00 PM to 06:00 PM	Group Project Day 2	
16th May 2025	Afternoon Session	02:00 PM to 03:00 PM	Emotional regulation & Stress Tolerance	Group B
		03:00 PM to 04:00 PM	Group Project Day 3	
		04:00 PM to 04:30 PM	Break	
		04:30 PM to 05:00 PM	Training Recap & Actions Forward	
		05:00 PM to 06:00 PM	Group Project Day 3 (Project Presentation)	

4. Training Sessions

A. Preparing the Attendance Schedule

A comprehensive attendance framework was developed using Excel worksheet. This ensured real-time tracking of engagement.

B. Daily Attendance Registration

Over the course of the training, average daily attendance for the confirmed participants was at **[100 %]**, with participants showing high punctuality and sustained enthusiasm.

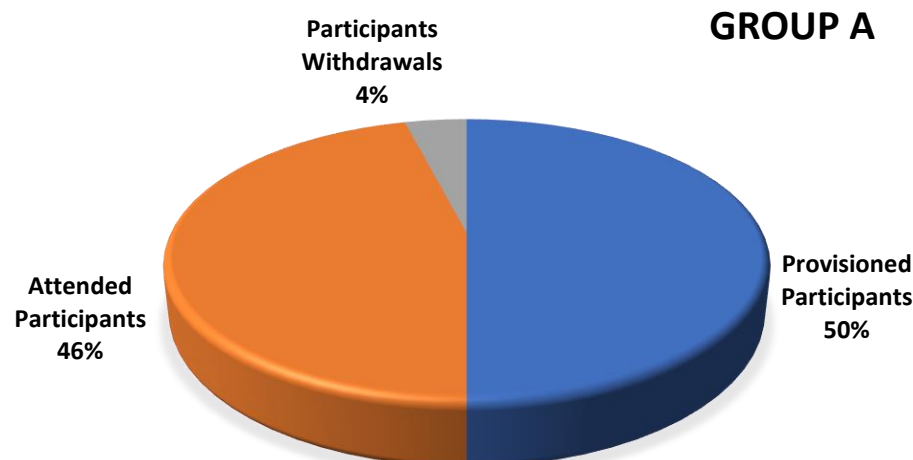
GROUP A ATTENDANCE REGISTER

- Total number of Participants 25
- Participants who attended the sessions 23
- 2 participants withdrew their participation

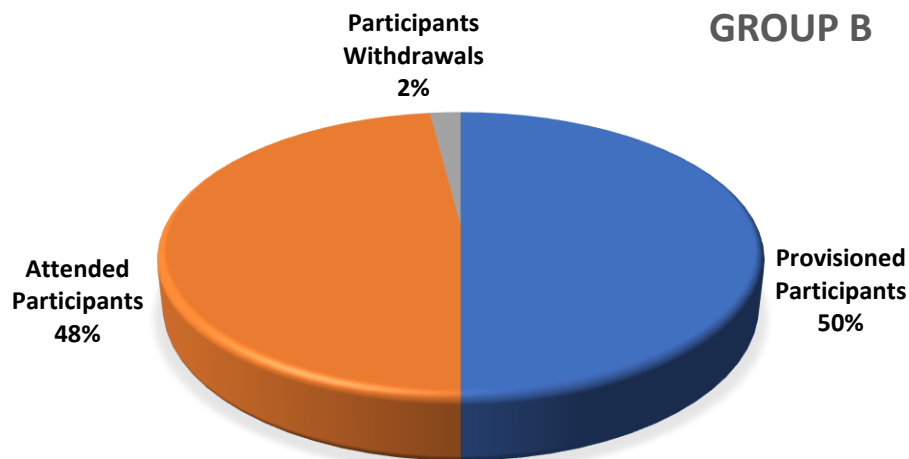
CANDIDATE'S POSITION	CANDIDATE'S APPLICATION ID	STATUS	CATEGORY	Monday	Tuesday	Wednesday	Thursday	Friday
1	6049	Confirmed	Group A	Present	Present	Present	Present	Present
2	6052	Confirmed	Group A	Withdrawn	Withdrawn	Withdrawn	Withdrawn	Withdrawn
3	6084	Confirmed	Group A	Present	Present	Present	Present	Present
4	5875	Confirmed	Group A	Present	Present	Present	Present	Present
5	6036	Confirmed	Group A	Present	Present	Present	Present	Present
6	5969	Confirmed	Group A	Present	Present	Present	Present	Present
7	5959	Confirmed	Group A	Present	Present	Present	Present	Present
8	5874	Confirmed	Group A	Present	Present	Present	Present	Present
9	6058	Confirmed	Group A	Present	Present	Present	Present	Present
10	6095	Confirmed	Group A	Present	Present	Present	Present	Present
11	6016	Confirmed	Group A	Present	Present	Present	Present	Present
12	5946	Confirmed	Group A	Present	Present	Present	Present	Present
13	6088	Confirmed	Group A	Present	Present	Present	Present	Present
14	6061	Confirmed	Group A	Present	Present	Present	Present	Present
15	5891	Confirmed	Group A	Present	Present	Present	Present	Present
16	5902	Confirmed	Group A	Present	Present	Present	Present	Present
17	6093	Confirmed	Group A	Present	Present	Present	Present	Present
20	6047	Confirmed	Group A	Present	Present	Present	Present	Present
21	6020	Confirmed	Group A	Withdrawn	Withdrawn	Withdrawn	Withdrawn	Withdrawn
22	6079	Confirmed	Group A	Present	Present	Present	Present	Present
23	5989	Confirmed	Group A	Present	Present	Present	Present	Present
24	6104	Confirmed	Group A	Present	Present	Present	Present	Present
28	5982	Confirmed	Group A	Present	Present	Present	Present	Present
37	5930	Confirmed	Group A	Present	Present	Present	Present	Present
50	6051	Confirmed	Group A	Present	Present	Present	Present	Present

GROUP B ATTENDANCE REGISTER

- Total number of Participants 25
- Participants who attended the sessions 24
- 1 participant withdrew their participation



CANDIDATE'S POSITION	CANDIDATE'S APPLICATION ID	STATUS	CATEGORY	Monday	Tuesday	Wednesday	Thursday	Friday
18	6091	Confirmed	Group B	Present	Present	Present	Present	Present
19	5940	Confirmed	Group B	Present	Present	Present	Present	Present
25	6111	Confirmed	Group B	Present	Present	Present	Present	Present
26	5870	Confirmed	Group B	Present	Present	Present	Present	Present
27	6042	Confirmed	Group B	Present	Present	Present	Present	Present
29	6048	Confirmed	Group B	Present	Present	Present	Present	Present
30	6007	Confirmed	Group B	Absent	Absent	Absent	Absent	Absent
31	6065	Confirmed	Group B	Present	Present	Present	Present	Present
32	5996	Confirmed	Group B	Present	Present	Present	Present	Present
33	6031	Confirmed	Group B	Present	Present	Present	Present	Present
34	6090	Confirmed	Group B	Present	Present	Present	Present	Present
35	5863	Confirmed	Group B	Present	Present	Present	Present	Present
36	6109	Confirmed	Group B	Present	Present	Present	Present	Present
38	5944	Confirmed	Group B	Present	Present	Present	Present	Present
39	5995	Confirmed	Group B	Present	Present	Present	Present	Present
40	6113	Confirmed	Group B	Present	Present	Present	Present	Present
41	6040	Confirmed	Group B	Present	Present	Present	Present	Present
42	5985	Confirmed	Group B	Present	Present	Present	Present	Present
43	5964	Confirmed	Group B	Present	Present	Present	Present	Present
44	5913	Confirmed	Group B	Present	Present	Present	Present	Present
45	6011	Confirmed	Group B	Present	Present	Present	Present	Present
46	5975	Confirmed	Group B	Present	Present	Present	Present	Present
47	5941	Confirmed	Group B	Present	Present	Present	Present	Present
48	6082	Confirmed	Group B	Present	Present	Present	Present	Present
49	6033	Confirmed	Group B	Present	Present	Present	Present	Present



C. Group Work Activities (Group Projects)

Participants were placed into **11** multidisciplinary groups to encourage peer learning and cross-pollination of ideas.

The groups were required to select one theme from the listed project themes/Verticals.

Project Verticals / Themes

1. Fashion & textile
2. Innovation
3. Marketing

- a. Printed Media (Out of home advertising)
- b. FMCG Products
4. Architecture
5. Education & Ed-tech
6. Digital Art
7. Tourism & Heritage
8. Health & digital wellbeing
9. Youth Advocacy & Governance
10. Real-estate

Each group was tasked with:

- Identifying a challenge or opportunity in their sector
- Designing an AR solution using MediAR
- Incorporating executive planning tools.

Facilitators provided design-thinking guidance and technical support throughout.

D. Project Presentations by the Group Members

On the final day, each group presented:

- Their AR prototype (via the MediAR app)
- A brief business or impact pitch
- Their learning journey and collaboration insights

Showcases ranged from AR enhanced Fashion & Conservancy, social reproductive health, tourism and heritage solutions.

(Projects files will be shared on a separate link)

E. Project Evaluation and Scoring

The Judging criteria was carefully guided using the below metrics.

Category	Description	Weight (%)
Creativity & Innovation	Originality of the concept and innovative use of AR technology.	20%
Technical Implementation	Efficient use of Mediar's no-code platform, stability, and performance.	20%
Impact & Sustainability	Long-term impact, accessibility, and inclusivity considerations.	15%
User Experience & Design	Intuitive design, visual appeal, and smooth interactive experience.	20%
Business Relevance	Practicality and alignment with business needs, scalability potential.	15%
Presentation & Pitch	Clarity of pitch, communication of the problem, solution, and business value.	10%

The team from BlackRhino carefully evaluated the 11 projects and scored them as tabulated below.

JURY 1 Evaluation.

	20%	20%	15%	20%	15%	10%	
GROUP'S NAME	CREATIVITY & INNOVATION	TECHNICAL IMPLEMENTATION	IMPACT & SUSTAINABILITY	USER EXPERIENCE & DESIGN	BUSINESS RELEVANCE	PRESENTATION & PITCH	TOTAL SCORE
2ND LOOK	19	20	15	18	15	10	97
NOVA	17	19	15	16	13	10	90
Artisans	17	17	15	14	5	6	74
PinkRhino	17	15	15	12	5	5	69
ThreadEd	17	18	12	14	10	9	80
	0	0	0	0	0	0	0
The Flight	13	15	10	10	13	6	67
Connect	17	18	12	18	15	10	90
Mwangaza Realms	19	18	14	18	15	10	94
The Quod Hub	15	10	12	10	14	7	68
Eco tourists	13	10	10	10	12	5	60
The Six Four	12	10	10	10	10	6	58
							0

JURY 2 Evaluation.

	20%	20%	15%	20%	15%	10%	
GROUP'S NAME	CREATIVITY & INNOVATION	TECHNICAL IMPLEMENTATION	IMPACT & SUSTAINABILITY	USER EXPERIENCE & DESIGN	BUSINESS RELEVANCE	PRESENTATION & PITCH	TOTAL SCORE
NOVA	18	19	15	20	15	10	97
2ND LOOK	18	20	15	18	15	10	96
ThreadEd	20	19	15	19	12	10	95
PinkRhino	19	17	14	16	13	8	87
Artisans	15	14	12	12	10	10	73
	0	0	0	0	0	0	0
The Flight	12	12	9	10	12	7	62
Connect	18	18	14	18	14	10	92
Mwangaza Realms	18	18	13	18	13	10	90
The Quod Hub	16	15	12	15	12	8	78
Eco tourists	14	14	10	10	12	7	67
The Six Four	13	12	12	10	10	0	57
							0

JURY 3 Evaluation.

	20%	20%	15%	20%	15%	10%	
GROUP'S NAME	CREATIVITY & INNOVATION	TECHNICAL IMPLEMENTATION	IMPACT & SUSTAINABILITY	USER EXPERIENCE & DESIGN	BUSINESS RELEVANCE	PRESENTATION & PITCH	TOTAL SCORE
ThreadEd	20	20	15	20	10	10	95
NOVA	15	17	12	18	10	10	82
2ND LOOK	16	15	15	15	12	7	80
ARTisans	15	17	10	15	5	7	69
PinkRhino	10	15	10	10	10	7	62
	0	0	0	0	0	0	0
The Flight	20	15	15	10	12	8	80
Connect	17	17	15	16	15	8	88
Mwangaza Realms	15	20	15	15	15	7	87
The Quod Hub	10	12	15	12	15	7	71
Eco tourists	10	10	15	12	15	6	68
The Six Four	12	12	15	12	15	6	72
							0

Consolidated Evaluation

GROUP'S NAME	THEME	JURY 1 (Abo)	JURY 2 (Vic)	JURY 3 (JR)	TOTAL SCORE	POSITION
2ND LOOK	Fashion & Conservancy	97	96	80	91.000	1
Mwangaza Realms	Fashion & Sustainability	94	90	87	90.333	2
ThreadEd	Social Reproductive Health	80	95	95	90.000	3
Connect	Fashion & Sustainability	90	92	88	90.000	3
NOVA	Wellbeing (First Aid Kit)	90	97	82	89.667	4
PinkRhino	Tourism & Heritage	69	87	62	72.667	5
The Quod Hub	Education	68	78	71	72.333	6
ARTisans	Heritage	74	73	69	72.000	7
The Flight	Flight Onboarding & Travel	67	62	80	69.667	8
Eco tourists	Tourism & Heritage	60	67	68	65.000	9
The Six Four	Governance	58	57	72	62.333	10

Top-performing team will secure an opportunity to showcase their project in Switzerland In November 2025 and equally receive post-training mentorship and support to scale their concepts.

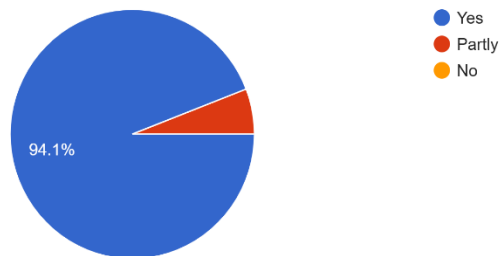
F. Entire Training Evaluation

Post-training feedback will be collected through either of the following:

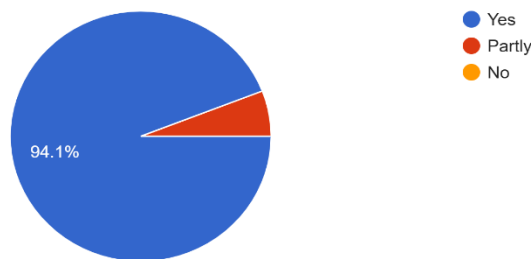
- Participant surveys
- Facilitator debriefs
- Verbal plenary feedback

Key highlights received from the survey:

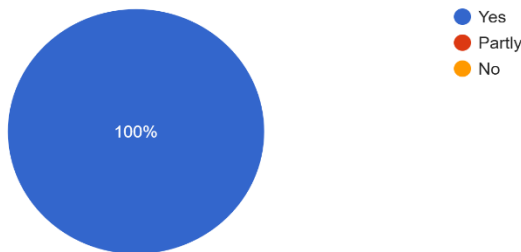
Was the training relevant to your job or a potential job?
34 responses



Was the training program well organised and easy to follow?
34 responses



Was the training program interactive and engaging?
34 responses



Were the training materials and resources easy to understand?

34 responses

