

The XR Adoption Playbook for AEC



Traditional design reviews on 2D screens creates spatial disconnect, which leads to:

- ✗ Misalignment & Rework
- ✗ Delayed Signoffs
- ✗ Budget Overruns

XR enables human-scale design reviews, helping teams:

- ✓ Catch issues early, reducing costly rework
- ✓ Align faster with real-time collaboration
- ✓ Improve approvals with better spatial context

Your checklist to adopt XR for immersive collaboration:

1. Define your XR Use Case

- Identify workflow pain points (e.g. spatial issues, reworks, coordination gaps, misalignment)
- Select XR project applications (e.g. design review, coordination, safety review, sequencing, clash detection, client presentation)



2. Select the right XR Software and Hardware

- Try [Autodesk Workshop XR](#) for projects connected Autodesk Construction Cloud
- Procure your headsets—Quest 3 or 3s required for Workshop XR



\$429
Meta Quest 3

Strongest performance and best value for features



\$299
Meta Quest 3s

Affordable, powerful VR for deploying at mass

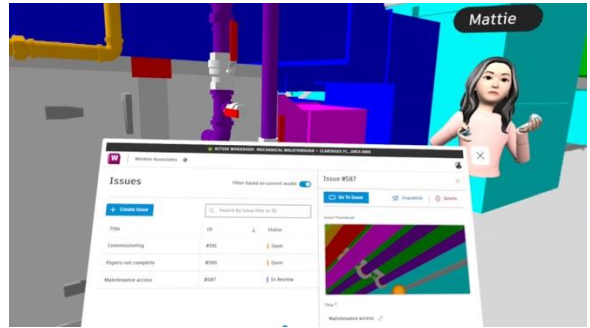
3. Launch a pilot program

- Form a pilot team (3-5 key stakeholders)
- Set up a weekly 30-minute VR design review
- Block 15 min ahead of time to configure devices; this will get quicker with time
- Assign an internal XR champion for guidance



4. Define your weekly 30-min VR Design Review

- Pre-assign issues ahead of time as a review punchlist
- Use voice and hand gestures to communicate efficiently (with customized avatars)
- Have champion gather stakeholders
- Capture Issues as action items with voice-to-text details in the moment



5. Scale XR across teams

- Expand headset deployment & training sessions
- Establish a repeatable workflow (i.e. biweekly XR meetings)
- Demonstrate ROI for leadership advocacy (i.e. # spatial issues saved, % reduced rework, faster approvals, improved stakeholder alignment)



6. Ensure Long-term success

- IT & Security Compliance (Explore MDM like [Meta Horizon managed services](#))
- Training & enablement (lunch & learns, best practices workshops)
- Hybrid collaboration (Using Meta Cast & screensharing for mixed VR meetings)



Start your Free Trial

workshopxr.autodesk.com

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Bonus Resources

- [Deploying XR in AEC Tips](#)
- [Workshop XR Help Center](#)