The BirdXP research platform is comprised of several modules. A database hosted online provides storage for data collected during session and also houses the customisable assets used in sessions. Specific treatments can be attributed to participants along with individual bird encounters. During play, the database continuously logs participant actions including position and view orientation, enabling researchers to customise future treatments and evaluate the effectiveness of the treatments.

The BirdXP website provides participant login and account management tools. Researchers are able to customise the treatments for each participant, including level selection, encounter type and placement.

Also included in the BirdXP system are both a downloadable and in browser Unity application. Both are linked to the database and will load any treatments created via the BirdXP website. The application handles participant login and session data collection. Participant feedback can be collected from menus within the treatment application and is associated with session data stored in the database. The downloadable application features optional Oculus Rift and gamepad support.