

EXTENDED REALITY

Extended Reality (XR) professionals design and implement XR solutions for variety of applications including entertainment, education, marketing and research. XR solutions leverage augmented reality, virtual reality, spatial audio and a myriad of other tool sets related to spatial computing and immersive technologies. The Husson XR curriculum includes a strong core of design, communications, computer programming and XR hardware technology.

Skills learned in the program:

- Operate, design for and implement key XR technologies
- Design XR solutions
- Apply the use of Game Engines to XR challenges
- Design digital assets for integration into XR projects
- Utilize computer programming principles for XR

At Husson University you will learn to apply the power of extended reality to solve problems for a wide variety of businesses and organizations.

Requirements for XR majors:

Candidates for a Bachelor of Science degree in Extended Reality are required to complete a minimum of 121 semester hours maintaining a 2.0 overall cumulative grade point average and a 2.0 overall in their major courses. *A "Professional Elective" is defined as AE,VF,MC,GV,FA and IT. Transfer students must complete a minimum of thirty (30) credit hours at Husson University.