

B.S. EXTENDED REALITY

GENERAL EDUCATION REQUIREMENTS

BR 120	Art and Design Foundations	3
EH 105	College Writing	3
HE 111	The Husson Experience	1
MC 400	Ethics in Media ***	3
Foreign Culture and Conversation Elective		3
Historical Elective		3
Humanities Elective		3
Lab Science Elective		3-4
Literature Elective		3
Math I Elective		4
Math II Elective		3
Perspectives Elective		3
Philosophical Elective		3
Psychological/Sociological Elective		3
Sustainability Elective or Open Elective		3

XR CORE CLASSES

AE 100	Audio Engineering I	3
AE 101	Applied Audio Engineering I	2
GV 108	2D - 3D Drafting Design	3
GV 145	Design Thinking and Innovation	3
GV 245	Graphic Design I	3
GV 208	3D Modeling I	3
GV 308	3D Modeling II	3
IT 223	User Experience Design	3
IT 261	Introduction to Computer Programming I	3
IT 265	Introduction to iOS App Development	3
IT 366	Programming Principles for Augmented Reality	3
IT 481	Project Management Techniques	3
VF 100	Intro to Video Production	3
XR 100	XR Practicum I	1
XR 101	XR Practicum II	1
XR 177	Extended Reality I	3
XR 200	XR Practicum III	1
XR 201	XR Practicum IV	1
XR 277	Extended Reality II	3
XR 292	Game Engines I	3
XR 300	XR Practicum V	1
XR 301	XR Practicum VI	1
XR 351	XR Internship	3
XR 377	Extended Reality III	3
XR 392	Game Engines II	3
XR 477	Extended Reality Capstone	3

ELECTIVES

Open Elective		9
IT / XR Elective		3

Total Hours 121-122

First Year

Fall	Hours	Spring	Hours
BR 120	3	EH 105	3
HE 111 ***	1	GV 108	3
XR 100	1	GV 145	3
XR 177	3	XR 101	1
Math I Elective	4	Math II Elective	3
Psychological/Sociological Elective	3		
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		15	13

Second Year

Fall	Hours	Spring	Hours
GV 208	3	GV 245	3
IT 261	3	VF 100	3
XR 200	1	XR 201	1
XR 292	3	XR 277	3
Lab Science Elective	3-4	Philosophical Elective	3
Literature Elective	3	Open Elective	3
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		16-17	16

Third Year

Fall	Hours	Spring	Hours
AE 100	3	GV 308	3
AE 101	2	IT 366	3
IT 265	3	XR 301	1
XR 300	1	XR 351	3
XR 377	3	XR 392	3
Sustainability Elective or Open Elective	3	Historical Elective	3
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		15	16

Fourth Year

Fall	Hours	Spring	Hours
IT 223	3	MC 400	3
IT 481	3	XR 477	3
Foreign Culture and Conversation Elective	3	Humanities Elective	3
IT / XR Elective	3	Perspectives Elective	3
Open Elective	3	Open Elective	3
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		15	15

Total Hours: 121-122

* * Candidates for the Bachelor of Science degree in Extended Reality are required to complete a minimum of 120 semester hours with a 2.0

overall cumulative grade point average and a 2.0 overall in their major classes. Transfer students must complete a minimum of thirty (30) credit hours at Husson. At least fifteen (15) credits must be earned in Husson IT courses.

**May not be required for degree completion.