

# EXTENDED REALITY

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Extended Reality (XR) professionals design and implement XR solutions for a 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 Extended Reality 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.