

EXTENDED REALITY

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.