

IDSN-538

Extended Reality Technologies

2-unit course that introduces students to exciting opportunities in spatial interactive design. Extending our physical world through augmented reality, immersive locations, and spatial computing engages tens of millions of people daily in play, mobility, and productivity. With the release of Apple's Vision Pro and other "mixed reality" headsets, these immersive ways of experiencing and interacting with our world are set to start replacing smartphones.

Learn how sophisticated mapping of our world, visual and UX design, sensory interactions, and storytelling are blended to create new ways to discover and experience products, work, your commute, entertainment, education and much more.

Learning Objectives and Outcomes

- Solid knowledge of capabilities and systems, on market and on horizon
- Confidence in developing and pitching ideas in XR mediums
- Design foundation (spatial design, UX, audio)
- Technical know-how (build and implementation)
- Ability to mine career opportunities the XR industry



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