



ACAD-217

Extended Reality Design

The 4-unit course is the foundation in spatial experience design at Iovine and Young. Re-imagining our digital world of discovery and engagement with content, productivity, and interaction in a blend with our physical world is key to innovating in this field.

The capabilities of Augmented Reality and Spatial Computing have seen exponential growth, and with Apple's VisionPro we witness a leap in technology that will expand our imagination and ability to interact with content, data and people without physical bounds.

Learn how sophisticated awareness of our world, visual and UX design, sensory interactions, and storytelling can be combined in creating new ways to discover and experience products, health, work, commute, entertainment, education and much more.

Learning objectives and Outcomes:

- Confidence in pitching ideas and developing prototypes for a variety of XR applications
- Spatial design foundation (concepts, layout, 3D, UX/UI, audio)
- Develop meaningful experiences for headworn devices like Meta Quest and AppleVisionPro
- Challenge-based innovation for platforms and co-creation
- Opportunity to create full immersion / VR projects
- Ability to mine career opportunities in the XR industry

USC Iovine and
Young Academy