



## **IMMERSIVE AND EXTENDED**

## **REALITY (XR) COURSE:**

**AN INTRODUCTION TO EXTENDED REALITY  
(COM 4930, SECTION: B52B)**

Interested in learning more about the XR industry? This forward-looking and aspirational class will introduce the basics of immersive tech and the hardware, software and content options that support the industry.

**Fall B semester: 10/21 - 12/07**

**Hybrid, Tuesday from 2-3:15 p.m., BBC**



No previous development experience or coding background required.



Focus on business strategies, technology solutions, platforms.



Get working knowledge of XR industry, careers paths and networking opportunities