

Extended Realities, MS (Oakland)

The Master of Science in Extended Realities seeks to open the new technologies, methods, practices, and skills of extended realities (XR) to students. XR includes augmented, virtual, and mixed reality. XR technologies have seen explosive growth over the last decade of mixed reality.

In this degree program, students are admitted to the College of Arts, Media and Design and their degree is awarded by that college. Students will follow all policies associated with the College of Arts, Media and Design.

The Master of Science in Extended Realities welcomes students from a diverse range of backgrounds because of the applications of XR technology used in many disciplines and industries, including medicine, business, entertainment, architecture, and journalism.

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Extended Realities Core

Code	Title	Hours
Required Courses		
EXRE 5010 and EXRE 5011	Immersive Media: Extended Realities (XR) History, Theory, and Impact and Seminar for EXRE 5010	5
EXRE 5020	Developing Extended Realities (XR)	4
EXRE 5030	Designing Extended Realities (XR)	4
EXRE 7500 or EXRE 7990	Extended Realities (XR) Project Thesis	4
GSND 5122	Business Models in the Game Industry	1

Concentration in XR and Games—College of Arts, Media and Design

Code	Title	Hours
Required Courses		
EXRE 6500	Extended Realities (XR) Studio	4
GSND 5110 and GSND 5111	Game Design and Analysis and Seminar for GSND 5110	5
Electives		
Complete 8 semester hours from the following:		8
GSND 6000	Advanced Topics in Game Design	
GSND 6001	Advanced Topics in Game Science	
GSND 6240	Exploratory Concept Design	
GSND 6250	Spatial and Temporal Design	
GSND 6330	Player Experience	
GSND 6340	Biometrics of Design	
GSND 6350	Data-Driven Game Design	
GSND 6460	Generative Game Design	

Program Credit/GPA Requirements

35 total semester hours required

Minimum 3.000 GPA required

Plan of Study

Sample Plan of Study

CONCENTRATION IN XR AND GAMES—COLLEGE OF ARTS, MEDIA AND DESIGN

Year 1			
Fall	Hours	Spring	Hours
EXRE 5010 and EXRE 5011		5 EXRE 5030	4
EXRE 5020		4 GSND 5110 and GSND 5111	5
		9	9

Year 2			
Fall	Hours	Spring	Hours
EXRE 6500		4 EXRE 7500	4
GSND 5122		1 XR and Games Elective 2	4
XR and Games Elective 1		4	
		9	8
Total Hours: 35			