

Performance and Extended Realities, BS

The Departments of Theatre, Music, and Art + Design offer an interdisciplinary major that integrates practical and critical skills from a variety of performance areas with the artistic and theoretical dimensions of augmented, virtual, and mixed realities. The goal is the creation of narrative and performative experiences that leverage the advantages of human-centered extended reality. The three disciplines unite in shared values of original personal expression, professional collaborations, and experiences in the cultural, social, and ethical impact of extended realities as a human artistic experience.

Program Requirements

- Concentrations and course offerings may vary by campus and/or by program modality. Please consult with your advisor or admissions coach for the course availability each term at your campus or within your program modality.
- Certain options within the program may be *required* at certain campuses or for certain program modalities. Please consult with your advisor or admissions coach for requirements at your campus or for your program modality.

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

Universitywide Requirements

All undergraduate students are required to complete the Universitywide Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/>).

NUpath Requirements

All undergraduate students are required to complete the NUpath Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/nupath/>).

Performance and Extended Realities Major Requirements

Code	Title	Hours
ARTF 1000 or MUSC 1000 or THTR 1000	Art and Design at Northeastern Music at Northeastern Theatre at Northeastern	1
EEAM 2000	Professional Development for Co-op	1
ENGW 1111	First-Year Writing	4
XR Core Courses		
ARTD 2000	Introduction to Immersive Media	4
ARTG 2262 and ARTG 2263 or MUST 2431	Prototyping with Code and Lab for ARTG 2262 Computer Music Fundamentals	4
INAM 1300 and INAM 1301 or ARTD 2100	The Politics of Narrative in Theatre and The Politics of Narrative in Theatre Seminar Narrative Basics	4
INAM 2000	Ethics in Creativity	4
Basic Courses		
Complete a minimum of 20 semester hours from the following, with no more than two courses in one subject code:		20
ARTD 2340	Introduction to Computational Creative Practice	
ARTD 2380 and ARTD 2381	Video Basics and Video Tools	
ARTF 2223 and ARTF 2224	Experience and Interaction and Experience and Interaction Tools	
ARTH 1100	Interactive Media and Society	
MUSC 2210	Introduction to Songwriting	
MUSC 2211	Advanced Songwriting	
MUST 1220	Introduction to Music Technology	
MUST 2320	Sound Design	

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THTR 1120	Acting 1	
THTR 1125	Improvisation	
THTR 1600	Movement: Embodied Approaches to Creativity	
THTR 2346	Viewpoints	
Breadth Courses		
Complete a minimum of 16 semester hours from the following:		16
ARTD 3485	Experimental Video	
ARTG 3100	Physical and Digital Fabrication	
ARTH 3211	Performance Art	
EXRE 5030	Designing Extended Realities (XR)	
MUSC 3300	Music Perception and Cognition	
MUSC 3352	Sounding Human	
MUST 3300	Musical Interactions in Extended Reality	
THTR 5700	Design for Immersive Performance	
Depth Courses		
EXRE 5020	Developing Extended Realities (XR)	4
THTR 3670	Mixed-Media Performance Lab	4
or THTR 6670	Advanced Mixed Media Performance Lab	
Capstone Project		
Complete one of the following:		4
ARTD 4530	Media Arts Degree Project	
THTR 4702	Capstone: Creative Practice Research Project	
Major Elective Courses		
Complete a minimum of 16 semester hours in a specific cluster or choose any courses for a minimum of 16 semester hours. Three of the courses must be at the 3000 level or higher. Courses used to fulfill other requirements of this program may not fulfill this requirement:		16
<i>Music Cluster</i>		
INAM 3200	Creative Cognition	
MUSC 1001	Music in Everyday Life	
MUSC 2150	Making a Musical: Analysis, Craft, and Creation	
MUSC 2320	40,000 Years of Music Technology	
MUSC 2350	Acoustics and Psychoacoustics of Music	
MUST 2102	Composing with Digital Technologies	
MUST 2320	Sound Design	
MUST 3603	Embedded Audio Programming	
MUST 3973	Special Topics in Music Technology	
MUST 4610	Composition for Electronic Instruments	
<i>Theatre Cluster</i>		
THTR 1100	Production Experience 1	
THTR 1125	Improvisation	
THTR 1235	Fashion and Costume Design in Film and Television	
THTR 1270	Introduction to Theatrical Design	
THTR 2000	Production Experience 2	
THTR 2200	The American Black Theatre Experience	
THTR 2330	Playwriting	
THTR 2342	Acting 2	
THTR 2345	Acting for the Camera	
THTR 2346	Viewpoints	
THTR 2370	Lighting Design	
THTR 2600	Voice and Speech Training	
THTR 2993	Topics in Dance	
THTR 3325	Dramaturgical Inquiry	
THTR 3400	Stage Combat	
THTR 3550	Directing for the Stage	

THTR 3973	Topics in Performance Studies
THTR 4345	Advanced Acting for the Camera
THTR 5450	Acting 3
<i>Design/Animation Cluster</i>	
ARTD 2340	Introduction to Computational Creative Practice
ARTD 2370 and ARTD 2371	Animation Basics and Animation Tools
ARTD 2380 and ARTD 2381	Video Basics and Video Tools
ARTD 3000	Topics in Media Arts
ARTD 3471	Virtual Environment Design
ARTD 3472	Character Design for Animation
ARTD 3473	Animation for Games
ARTE 2500	Art and Design Abroad: Studio
ARTE 3901	Art and Design Special Topics
ARTE 4901	Special Topics in Art and Design Studio
ARTF 2223 and ARTF 2224	Experience and Interaction and Experience and Interaction Tools
ARTG 1250	Design Process Context and Systems
ARTG 3250	Physical Computing
ARTG 5000	Topics in Design
ARTG 5640	Prototyping for Experience Design
ARTH 1001	Visual Intelligence
<i>Game Design Cluster</i>	
EXRE 5010	Immersive Media: Extended Realities (XR) History, Theory, and Impact
GAME 1110	Games and Society
GAME 1850	Experimental Game Design
GAME 2355	Narrative for Games
GAME 2500	Foundations of Game Design
GAME 2950	Game Studio
GAME 3400	Level Design and Game Architecture
GAME 3700	Rapid Idea Prototyping for Games
GAME 3800	Game Concept Development
GAME 4000	Topics in Game Design
GAME 4155	Designing Imaginary Worlds

Major Grade Requirement

A minimum grade of C is required in all required courses.

Program Requirement

130 total semester hours required.

Plan of Study

Sample Plan of Study: Four Years, Two Co-ops in Spring/Summer 1

Year 1							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1000, MUSC 1000, or THTR 1000		1 ARTG 2262 and ARTG 2263		4 Elective		4 Elective	4
ENGW 1111	4	INAM 2000	4	Elective	4	Elective	4
INAM 1300 and INAM 1301	4	Basic course 3	4				
Basic course 1	4	Basic course 4	4				
Basic course 2	4						
17		16		8		8	

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Year 2							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
Basic course 5		4 Co-op		0 Co-op		0 Elective	4
ARTD 2000		4				Elective	4
EEAM 2000		1					
Breadth course 1		4					
Major elective 1		4					
		17		0		0	8
Year 3							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
Breadth course 2		4 Co-op		0 Co-op		0 Elective	4
Breadth course 3		4				Elective	4
Major elective 2		4					
Elective		4					
		16		0		0	8
Year 4							
Fall	Hours	Spring	Hours				
Breadth course 4		4 Depth course 2	4				
Major elective 3		4 Capstone project	4				
Major elective 4		4 Elective	4				
Depth course 1		4 Elective	4				
		16	16				

Total Hours: 130