



Student Name/Id. No. \_\_\_\_\_/\_\_\_\_\_

Transfer Credits From \_\_\_\_\_

**Bachelor of Science in Extended Reality**  
**2021/2022 Academic Year**

<b>First Semester</b>		Sem./Yr.	Grade	<b>First Year</b>		Sem./Yr.	Grade
BR 120	Art and Design Foundations	_____	_____	EH 105	College Writing	_____	_____
HE 111	The Husson Experience	_____	_____	GV 108	2D & 3D Drafting Design	_____	_____
IT 121	Comp Apps for Digital Media	_____	_____	GV 145	Design Thinking & Innovation	_____	_____
XR 100	XR Practicum I	_____	_____	MC 101	Intro to Media	_____	_____
XR 177	Extended Reality I	_____	_____	PY 111	General Psychology	_____	_____
	Deductive Mathematics	_____	_____				

<b>Third Semester</b>		Sem./Yr.	Grade	<b>Second Year</b>		Sem./Yr.	Grade
AE 100	Audio Engineering	_____	_____	GV 245	Graphic Design I	_____	_____
AE 101	Applied Audio Engineering	_____	_____		Inductive Math	_____	_____
GV 208	3D Modeling I	_____	_____	VF 100	Intro to Video Prod	_____	_____
GV 292	Game Engines I	_____	_____	XR 200	XR Practicum II	_____	_____
IT 261	Intro. to Computer Programming	_____	_____	XR 277	Extended Reality II	_____	_____
	Literature Elective	_____	_____		Professional Elective*	_____	_____

<b>Fifth Semester</b>		Sem./Yr.	Grade	<b>Third Year</b>		Sem./Yr.	Grade
IT 265	Introduction to iOS App Dev.	_____	_____	GV 308	3D Modeling II	_____	_____
	Philosophy Elective	_____	_____	GV 392	Game Engines II	_____	_____
VF 245	Photography I - FA/B Tag	_____	_____	IT 366	Program. Princ. For AR	_____	_____
XR 377	Extended Reality III	_____	_____		Historical Elective	_____	_____
	Professional Elective*	_____	_____		Professional Elective*	_____	_____

<b>Seventh Semester</b>		Sem./Yr.	Grade	<b>Fourth Year</b>		Sem./Yr.	Grade
IT 223	User Exp. & Interaction Design	_____	_____	MC 301	Career Prep	_____	_____
	Lab Science-S Tag	_____	_____	MC 400	Ethics in Media - WI Tag	_____	_____
XR 477	Extended Reality Capstone	_____	_____		Humanities Elective	_____	_____
	FL/FC Tag	_____	_____	MC 236	History of Mass Comm.	_____	_____
	Professional Elective (300+)*	_____	_____		Pro. Elective/Internship (300+)*	_____	_____

Total Transfer Credits \_\_\_\_\_  
 Total Husson Credits \_\_\_\_\_  
**Total Credits** \_\_\_\_\_

Name of Advisor: \_\_\_\_\_ Evaluator: \_\_\_\_\_ Date: \_\_\_\_\_

Candidates for a Bachelor of Science degree in Extended Reality are required to complete a minimum of 121 semester hours maintaining a 2.0 overall cumulative grade point average and a 2.0 overall in their major courses. \*A "Professional Elective" is defined as AE, VF, MC, GV, FA and IT. Transfer students must complete a minimum of thirty (30) credit hours at Husson University.

Minor: \_\_\_\_\_  
 Remarks: \_\_\_\_\_

Other Requirements: Co-curricular/ Community Service \_\_\_\_\_