



3 Courses

**Intro to AR/VR/MR/XR:
Technologies, Applications &
Issues**

**User Experience &
Interaction Design for
AR/VR/MR/XR**

**Developing AR/VR/MR/XR
Apps with WebXR, Unity &
Unreal**



Mar 31, 2022

David Santucci

has successfully completed the online, non-credit Specialization

Extended Reality for Everybody

Welcome to XR for Everybody! When we say “for everybody,” we really do mean it. This specialization is designed to be a broad learning experience around all things augmented, virtual, and mixed reality. The 3 courses cover the fundamental concepts of XR, how to design and develop XR applications, how to discuss the emerging key issues in the landscape of XR, and how to bring XR into instructional settings.

Michael Nebeling

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