

ACN6354 - Quantitative Usability Engineering: Mixed Reality

[ACN 6354](#) Quantitative Usability Engineering: Mixed Reality (3 semester credit hours) Overview of basic principles of user experience research from a cognitive perspective. Quantitative measures of human performance in interactive mixed reality environments. Collecting and analyzing data from the UNITY software development environment for creating movies, games, and two-dimensional user interfaces. No computer programming experience is required but students will learn PYTHON and UNITY programming skills. Department consent is required. (3-0) Y