

## eXtended Reality (XR) - Principles and Programming

Utvidgad verklighet (XR) - principer och programmering  
6 credits

Programme course

TNM116

Valid from: 2026 Spring semester

| <b>Determined by</b>                                       | <b>Main field of study</b>                                                                 |                                   |
|------------------------------------------------------------|--------------------------------------------------------------------------------------------|-----------------------------------|
| Board of Studies for Computer Science and Media Technology | Information Technology, Computer Science and Engineering, Media Technology and Engineering |                                   |
| <b>Date determined</b>                                     | <b>Course level</b>                                                                        | <b>Progressive specialisation</b> |
| 2025-08-28                                                 | Second cycle                                                                               | A1N                               |
| <b>Revised by</b>                                          | <b>Disciplinary domain</b>                                                                 |                                   |
|                                                            | Technology                                                                                 |                                   |
| <b>Revision date</b>                                       | <b>Subject group</b>                                                                       |                                   |
|                                                            | Computer Technology                                                                        |                                   |
| <b>Offered first time</b>                                  | <b>Offered for the last time</b>                                                           |                                   |
| Autumn semester 2024                                       |                                                                                            |                                   |
| <b>Department</b>                                          | <b>Replaced by</b>                                                                         |                                   |
| Institutionen för teknik och naturvetenskap                |                                                                                            |                                   |

## Specific information

The course can not be included in degree together with TNM086.

## Course offered for

- Master of Science in Information Technology
- Master of Science in Media Technology and Engineering
- Master of Science in Computer Science and Software Engineering
- Master of Science in Applied Physics and Electrical Engineering - International
- Master of Science in Computer Science and Engineering
- Master of Science in Applied Physics and Electrical Engineering
- Master of Science in Biomedical Engineering
- Master's Programme in Computer Science

## Prerequisites

3D Computer Graphics, Linear Algebra, Programming in C++

## Intended learning outcomes

The aim of the course is for the student to gain insights in XR, VR, AR and other related principles, how they are used and how they can be implemented and utilized. They should also learn to analyze needs and challenges and learn how to apply theories and principles to realize effective immersive user interfaces and interaction.

After finishing this course the student should be able to

- present the principles of XR with respect to
  - human factors such as perception, social aspects and gender
  - visual and multisensory display systems, tracking and other interaction equipment
  - egocentric interaction and haptics
  - audio and audio interaction
- implement interactive, immersive applications

## Course content

The course covers a wide range of aspects associated with eXtended Reality (XR), a collective term for immersive applications with virtual content, such as virtual reality (VR), augmented reality (AR), mixed reality (MR) and augmented virtuality. We cover display systems and their principles, from desktop to large-scale VR theaters and domes, principles for effective implementation, methods for interaction and how sound and touch are used to create a convincing and useful immersive environment for a range of different applications.

## Teaching and working methods

The course is given at Campus Norrköping, but can to an extent be taken remotely, if necessary. Attendance is required for laboratory work with VR equipment and examination with VR equipment.

Through video lectures, we go through principles, theory and technology, but opportunities are also given for questions and discussion. A large part of the course covers laboratory work, where we apply mathematics and principles of interaction design. Although attendance is not mandatory, it is strongly recommended that you attend, in person or virtually, to laboratory sessions, in order to complete the course in time.

The course can be studied in parallel with TNMo91 Media Production for Immersive Environments.

## Examination

|      |                  |           |            |
|------|------------------|-----------|------------|
| MUN1 | Oral examination | 2 credits | U, 3, 4, 5 |
| LAB1 | Laborations      | 4 credits | U, G       |

Grades for examination modules are decided in accordance with the assessment criteria presented at the start of the course.

## Grades

Four-grade scale, LiU, U, 3, 4, 5

## Other information

### About teaching and examination language

The teaching language is presented in the Overview tab for each course. The examination language relates to the teaching language as follows:

- If teaching language is “Swedish”, the course as a whole could be given in Swedish, or partly in English. Examination language is Swedish, but parts of the examination can be in English.
- If teaching language is “English”, the course as a whole is taught in English. Examination language is English.
- If teaching language is “Swedish/English”, the course as a whole will be taught in English if students without prior knowledge of the Swedish language participate. Examination language is Swedish or English depending on teaching language.

### Other

The course is conducted in such a way that there are equal opportunities with regard to sex, transgender identity or expression, ethnicity, religion or other belief, disability, sexual orientation and age.

The planning and implementation of a course should correspond to the course syllabus. The course evaluation should therefore be conducted with the course syllabus as a starting point.

The course is campus-based at the location specified for the course, unless otherwise stated under “Teaching and working methods”. Please note, in a campus-based course occasional remote sessions could be included.