College of Business
School of Technology and Innovation **Abstract No. BU-2**

EXTENDED REALITY PROJECTS IN XR277: IMMERSIVE, INTERACTIVE, AND INTEGRATED ENVIRONMENTS

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A collection of student projects from XR277 at Husson University presents extended reality (XR) experiences developed around three core criteria: immersion, interaction, and integration. During the Spring 2026 semester, students created individual projects that are spatially registered in three-dimensional space, enabling users to engage with digital content in a physically coherent environment.

Each project supports interaction within three-dimensional space, requiring active user engagement through movement, input, or system response. Projects also incorporate integration by combining real and virtual elements into unified mixed-reality experiences.

The work demonstrates a range of applications and design approaches, highlighting how foundational XR principles can be translated into functional experiences. Through iterative prototyping, students addressed challenges related to spatial computing, user interaction, and real-time responsiveness.

Collectively, these projects illustrate the potential of XR as a medium for immersive and interactive experiences while emphasizing the role of hands-on development in building technical and conceptual understanding. This showcase reflects how students apply core XR principles to create meaningful, real-time applications within an academic setting.