Immersive XR tech enhances learning in software development program

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Students in Seneca Polytechnic's Honours Bachelor of Technology – Software Development program took a bold step into the future of education recently with the launch of BTH650 – Advanced User Interface Design.

The new course brought students' coursework to life via immersive technologies including virtual reality (VR), augmented reality (AR), mixed reality (MR) and extended reality (XR).

Held in the Seneca XR lab, students got hands-on experience with VR and MR using Meta Quest 3 headsets. Students' final projects showcased the integration of technical skills and creative vision. Some highlights include:

- VR museum, where users are transported back to ancient times to interact with historical figures and use period-specific utensils in a traditional tavern setting
- MR educational globe, where children can tap on different regions to learn about local cultures and traditions
- AR shopping application, which allows users to place a digital/virtual sofa in their real living room to evaluate size and design compatibility before purchasing

Reaction to these immersive technologies was overwhelmingly enthusiastic. Students reported that firsthand engagement with the tools deepened their understanding of the course materials and sparked a passion for technological innovation.

The BTH650 course highlights how immersive technologies can transform postsecondary education. By equipping students with advanced technical knowledge and opportunities to apply creativity, the program aims to inspire future innovators who will shape the next generation of user interfaces.

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