MASTER'S DEGREE IN EXTENDED REALITY (MASTERXR)

XR?

Complementing or replacing the reality we perceive with virtual elements — that's Extended Reality (XR). A cross-cutting, disruptive technology, applicable in all sectors. Industry 5.0, Web 4.0, metaverse. This inter-university master's degree, jointly offered by the University of Vigo and the University of A Coruña, is technical, demanding, applied, and multidisciplinary.

Why pursue this degree?

Because of the growing importance of Extended Reality for Europe's present and future competitiveness.
 And because:

- It emphasizes agile project development.
- The end user is a sine qua non.
- Teamwork is key.
- For every need during the master's, there is only one software tool to learn. The tool is a means, not an end.
- On-site classes are limited to two afternoons per week. Manage your time.
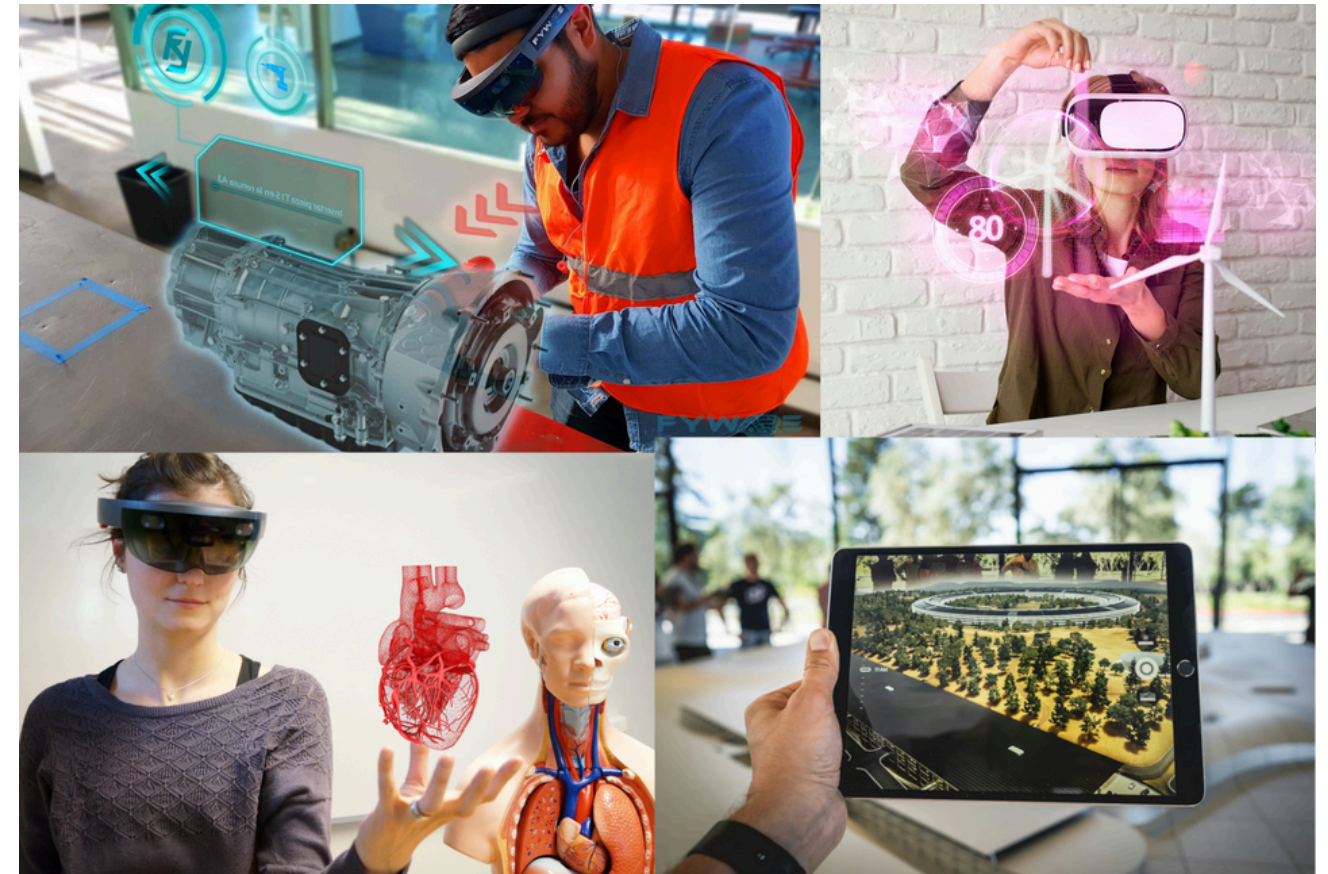- Be useful to the company that hires you from day one by joining any ongoing project.

Visit our web!

Professional and Academic Opportunities

- ✓ Extended Reality System Development
- ✓ Design of extended reality experiences for manufacturing and logistics.
- ✓ Design of extended reality experiences in health and well-being.
- ✓ Consultancy in the optimization of extended reality systems.
- ✓ Project management and production: ability to lead multidisciplinary teams using agile methodologies.
- ✓ Design and implementation of digital twins.
- ✓ Technology consultancy in educational, advertising or entertainment applications.
- ✓ Consultant in disruptive technologies.
- ✓ Start of a research career.

Escola de Enxeñaría de Telecomunicación
Universidade de Vigo
UNIVERSIDADE DA CORUÑA
USC UNIVERSIDADE DE SANTIAGO DE COMPOSTELA

Universidade de Vigo
Escola de Enxeñaría de Telecomunicación

Inter-university master's degree in Extended Reality

- ✔ Duration: 3 semesters

- ✔ 90 ECTS credits: 25% specialization, mandatory internships in companies

- ✔ Joint degree: Universidade de Vigo and Universidade da Coruña

- ✔ Blended Modality (Hybrid).

- ✔ 20 places offered (10 at each university)

Why Study at the EET in Vigo?

+30

Over 30 years of experience training professionals in Telecommunication Engineering.

Internships in sector companies

A highly practical degree

Who is masterXR for?

In general, the preferred applicant profile corresponds to graduates from degree programs related to ICT. Candidates are expected to have programming skills, algorithm design experience, and knowledge of computer architecture.

If admission is requested with a technical degree not considered preferred, the application will be evaluated on a case-by-case basis.

Experienced professionals in the field who wish to redirect their careers towards XR can apply for part-time enrollment to balance their studies with their current jobs.

Professional Environment of masterXR

Today, both in Spain and across Europe, Extended Reality is increasingly being integrated across sectors like Healthcare, Industry, and Tourism, driving new business models that merge XR with industry.

However, 83% of companies in Spain report that finding professionals with suitable skills remains a significant challenge.

The academic program of this master's was developed with input from over 20 XR-specialized companies across Spain, ensuring that the training content is aligned with real market needs.

Two Specialization Tracks

To support the development of two distinct professional profiles, the program offers two specialization paths (one of which must be chosen):

- **Advanced XR Developer:** Focuses on algorithms, programming, and performance optimization for systems implementing virtual environments.

- **XR Experience Designer:** Focuses on the integration of virtual environments into existing production processes, user satisfaction, and the creation of innovative solutions across diverse fields (design, production, maintenance, training...) and industries (Industry 4.0, healthcare, education...).

XR: A disruptive and cross-sectoral technology
Do you want to build the future...
or will you just watch it happen?