

# VIRT 320 : Iterative Design

An introduction to solution-focused approaches to problem solving. Learn to utilize the high-level iterative design process common to all VR development.

**Credits** 3

**Studio Hours** 6

**Lecture Hours** 0

**Prerequisites**

(VIRT 220, VIRT 201, VIRT 211) or (GAME 222, GAME 228, GAME 240) or with instructor approval.