What We Do VITer L Virtual Immersive Teaching and Learning



Instructional Technology Services



RESEARCH: Today, virtual and augmented reality is changing how people work and learn. For instance, physicians can practice performing surgeries; first responders can simulate how to react to situations that are extraordinarily dangerous or infrequent; military personnel can experience risky scenarios without leaving the safety of their base; retail sales people can prepare for peak holiday periods or try out products that will be coming soon. With this as context, VITaL will serve as an incubator for research on the next wave of virtual and augmented technologies that can enable experiences that would be impossible or out of reach in a traditional learning environment.

COLLABORATION: VITaL utilizes skills, knowledge, and expertise from across all areas ITS and engages with faculty from across all colleges at SDSU. This new Learning Research Studio, located in Adams Humanities, room AH-1120, promotes experimentation with curriculum design and the scholarship of teaching and learning. Offering a smorgasbord of VR and AR tools, VITaL is designed to

leverage partnerships with key industry players. Collaborators and stakeholders will be invited to showcase their efforts via workshops and other events in this flexible learning space.

Devices available:

- 3 HTC VIVE
- 2 Oculus Rift
- 6 Microsoft HoloLens
- 4 Dell Precisions
 Workstations
- 1 MSI VR Backpack
- 2 Nikon KeyMission 360 Camera
- 1 Ricoh Theta S 360 Camera
- 1 Samsung Gear 360
 - 20 Google Cardboards



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We're here to help its.sdsu.edu

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