

What We Do

VITaL Virtual Immersive
Teaching and Learning

SDSU

Information
Technology
Services



“Tell me, and I will forget. Show me,
and I may remember. [Immerse] me,
and I will understand.”
– Confucius (circa 450BC)

CONTACT:

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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. A Learning Research Studio, located in Adams Humanities, room AH-1120, promotes experimentation with experiential 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:

- ▶ Canon 3D VR Lens *
- ▶ Dell Visor
- ▶ Google Cardboards
- ▶ Google Expeditions Headsets
- ▶ HTC VIVE
- ▶ Insta360 Camera
- ▶ Insta360 Pro II *
- ▶ Lenovo Mirage
- ▶ Magic Leap One
- ▶ Microsoft HoloLens
- ▶ Nikon KeyMission 360 Camera
- ▶ Oculus Go
- ▶ Oculus Quest 2
- ▶ Oculus Rift
- ▶ Pivothead
- ▶ Ricoh Theta S 360 Camera
- ▶ Samsung Gear 360 Cameras
- ▶ VIVE Focus
- ▶ VR Computers



We're here to help
its.sdsu.edu

FA 02/15/23

* Not for check out and require one of our technicians to operate

VITaL

Virtual Immersive
Teaching and Learning

Instructional Equipment

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Canon 3D VR Lens:



Google Cardboard VR Headsets:



HTC Vives:



Learning Research Studio:



Magic Leap One:



Microsoft HoloLenses:



Oculus Quest 2:



Pivothead:



VR Computers (one mobile VR backpack):



360° Cameras:



Dell Visor:



Google Expedition Sets:



HTC Vive Focus:



Lenovo Mirage Solo:



Meta 2:



Oculus Go:



Oculus Rifts:



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HEALTH & SAFETY INFO:

- ▶ VR devices are not recommended for usage by children under the age of 13.
- ▶ Use VR headsets only in a safe environment free of obstacles.
- ▶ To avoid transferring contagious conditions, please use disinfectant wipes and disposable face covers with each VR/AR headset use.
- ▶ Use of VR headsets may cause loss of balance.

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