

What We Do

VITaL Virtual Immersive
Teaching and Learning



SAN DIEGO STATE
UNIVERSITY

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. 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:

- 4 HTC VIVE
- 2 Oculus Rift
- 6 Oculus Go
- 1 Oculus Quest
- 1 VIVE Focus
- 1 Magic Leap One
- 2 Microsoft HoloLens
- 70 Google Expeditions Headsets
- 6 VR Computers
- 2 Nikon KeyMission 360 Camera
- 3 Ricoh Theta S 360 Cameras
- 2 GoPro Max 360 Cameras
- 9 Samsung Gear 360 Cameras
- 1 Insta 360 Camera
- 40 Google Cardboards



CONTACT:

Associate Director:

Dr. Sean Hauze
shauze@sdsu.edu
619.594.1348

Associate Director:

Rudy Arias
rarias@sdsu.edu
619.594.2358

Chief Academic

Technology Officer:

Dr. James Frazee
jfrazee@sdsu.edu
619.594.2893

We're here to help
its.sdsu.edu

VITaL

Virtual Immersive
Teaching and Learning

Instructional Equipment



SAN DIEGO STATE
UNIVERSITY

Instructional
Technology Services

4 HTC Vives:



2 Oculus Rifts:



1 Oculus Quest



1 HTC Vive Focus:



6 Oculus Gos:



2 Microsoft HoloLenses:



1 Meta2:



1 Magic Leap One:



70 Google Expedition Sets:



1 Learning Research Studio:



6 VR Computers (one mobile VR backpack):



14 360° Cameras:



40 Google Cardboard VR Headsets:



CONTACT:

Associate Director:

Dr. Sean Hauze
shauze@sdsu.edu
619.594.1348

Associate Director:

Rudy Arias
rarias@sdsu.edu
619.594.2358

Chief Academic

Technology Officer:

Dr. James Frazee
jfrazee@sdsu.edu
619.594.2893

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.

We're here to help
its.sdsu.edu