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 salespeople 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.

Contact:
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Devices available:
- Apple Vision Pro
- Canon 3D VR Lens *
- Dell Visor
- Google Cardboards
- Microsoft HoloLens 1 & 2
- Nikon KeyMission 360 Camera
- Meta Quest 2 & 3
- Oculus Rift
- Pivothead
- Ricoh Theta S 360 Camera
- Samsung Gear 360 Cameras
- Vive Focus
- Vive Focus
- VR Computers

* Not for check out and require one of our technicians to operate
Apple Vision Pro:

Canon 3D VR Lens:

Dell Visor:

Google Cardboard VR Headsets:

Google Expedition Sets:

HTC Vive:

Learning Research Studio:

HTC Vive Focus:

Magic Leap One:

Lenovo Mirage Solo:

Microsoft HoloLens 1 & 2:

Meta 2:

Oculus Rift:

Meta Quest 2 & 3:

Pivothead:

VR Computers (one mobile VR backpack):

360° Cameras:

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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.

We’re here to help
its.sdsu.edu