



Student Technology Fee Committee (STFC) Annual Allocation Request

ALLOCATION REQUEST DATE INFORMATION

Date Created: 2020-02-27 15:29:08

Date Due: 2020-02-28 17:00:00

Date Submitted: 2020-02-27 15:38:31

ALLOCATION REQUEST TITLE/DESCRIPTION

Request Title: Virtual Reality in CP005

Request Description: Virtual Reality in CP005

ALLOCATION REQUEST INFORMATION

Department Name: Computer Services

Request Code: 20A0238

Contact Names: Joshua Gibson

UW Tacoma Affiliation: Staff

UWT Email Address: jcgibson@uw.edu

Phone Number: 253-692-4661

Title of Request: Virtual Reality in CP005

Type of Request: One Time

Department Head Approval: Department Head: Forrest Tyree

Annual Request Information

1. Background: Review and discuss the context of the proposed technology in detail. Explain how this proposal will be used in conjunction with an original proposal or existing technology. If applicable, how is the current technology disabled or inadequate?

We are requesting funding for a full Virtual Reality setup for the CP005 lab. This will include a headset, touch controllers, 2 sensors, VR compatible computer, and a 27" monitor. We are also requesting funding to purchase VR applications so that students would be able to get a wide variety of applications to experience. There are multiple professors from different schools, such as SET, Urban Studies, Nursing, etc. that are interested in using VR in their classes and programs for research, learning tools, and enhancing lessons.

2. Benefit to Students: Discuss how students have benefited from the original proposal, if applicable. How will additional funding of the technology benefit students? If this was an unforeseen technology need, discuss how students will benefit from this new proposal and why the need cannot wait for annual allocation funding.

Virtual Reality is still a new and upcoming technology. This system would allow students to prototype, develop, and test something not available to everyone. Virtual Reality can simulate almost any environment for students. This system will allow students to visualize or experience things they may never get to such as riding a rocket, explore space, walk through a city or museum, see natural wonders, or experience a historical event. For example, some of the applications they could use are below:

360cities - Where do your students want to go? Just type in Rome, Tokyo, London, and tour anyplace in the world with a 360-degree view.

3D Organon VR Anatomy - World's first fully-featured virtual reality anatomy atlas. It is an immersive self-discovery experience in the human body.

Apollo 11 VR - Be part of one of the most significant space expeditions. Though VR technology, students can have a front seat in this documentary-style app. This award-winning app is pushing the possibilities of VR as an educational tool

King Tut VR - Explore the tomb of the legendary Egyptian king and get lost in the secret chambers full of hieroglyphics and treasures

Discovery VR - Discovery TV channel compiled all the content for this app. Students can explore exotic natural locations and interact with our planet in a futuristic way.

Boulevard - Art classes can now be supplemented with visits to some of the world's best art museums. Students can tour six art museums, interact with famous artworks and learn about the art, all thanks to the advancements of VR technology

These are just some examples of the types of applications our students can use and take advantage of the opportunity to explore.

3. Access: Describe who will be using or will have access to the resources being proposed. If the access has changed since an original proposal, be sure to note that here. In addition, all previous requestors, please provide historic data highlighting the usage and accessibility of technology. All new requestors, please provide user need data.

Only registered University of Washington Tacoma students will be allowed to use the Virtual Reality machine.

[CP 005/Media Lab](#)

Monday-Thursday 9 AM to 6 PM, Friday 9 AM to 3 PM, Saturday - Sunday: CLOSED

4. Timeline: Provide a timeline showing how the proposed technology can be completed during the requested period. Describe when you would like to see this proposal initiated and completed, and why.

If approved, the installation will be completed during the summer quarter of 2019. All installation will be provided by Computer Services at no charge.

5. Resources/Budget: Discuss available financial, personnel and space resources devoted to the proposed technology and level of support. Proposal must detail all the items/resources requested to be purchased. This includes filling out the Item Detail in next section.

Computer Services will install and maintain the items requested. No additional procedures will need to be implemented for these updates.

Funding Request Items

Item	QTY	Cost Per Item	Shipping Fee	Tax Per Item	Subtotal
VR Compatible Computer	1	\$2,414.66	\$0.00	\$243.88	\$2,658.54
Monitor	1	\$275.00	\$0.00	\$27.78	\$302.78
Oculus Rift VR Set	1	\$400.00	\$0.00	\$40.40	\$440.40
Replacement Parts	1	\$100.00	\$0.00	\$10.10	\$110.10
VR Applications	1	\$200.00	\$0.00	\$20.20	\$220.20
OVERALL TOTAL:					\$3,732.02

