



Student Technology Fee Committee (STFC) Annual Allocation Request

ALLOCATION REQUEST DATE INFORMATION

Date Created: 2022-03-16 15:04:48

Date Due: 2022-03-18 12:01:00

Date Submitted: 2022-03-16 15:25:02

ALLOCATION REQUEST TITLE/DESCRIPTION

Request Title: VR

Request Description: VR Headsets for Students

ALLOCATION REQUEST INFORMATION

Department Name: Information Technology

Request Code: 22A0328

Contact Names: Joshua Gibson

UW Tacoma Affiliation: Staff

UWT Email Address: jcgibson@uw.edu

Phone Number: 253-692-4661

Title of Request: VR Headsets for Students

Type of Request: One Time

Department Head Approval: Department Head: Patrick Pow

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 two Virtual Reality setups for the CP005 lab. The new Oculus Quest 2 headset has all the technology built in. No separate touch controllers, sensors, VR compatible computer, or monitor will be needed. This will include a VR headset, touch controllers, adjustable head strap, headphones, charging VR Stand. We are requesting to purchase two headsets to test apps that use 2 VR headsets to promote collaboration. We are also requesting for funding to purchase VR applications so that students would be able to get a wide variety of applications to experience. We are also requesting for multiple headphones and head straps, is so that we can disinfect the items, but still have 1 available for students to use right away.

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 but improved 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 a natural wonders, or experience a historical event. For example, some of the applications they could use is below:

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

Anne Frank House VR – The award winning Anne Frank House VR offers a unique and emotional insight into the two years Anne Frank and 4 others live in a 'Secret Annex' during World War II.

Human Anatomy VR - Human anatomy is essential part of medicine. This app represents a unique approach of learning general anatomy. Thanks to excellent graphics, informative content and innovative features is learning rich and engaging experience

National Geographic Explore VR - Set off as an explorer to discover the multiple iconic locations on the planet! With a mission to capture photographs for the National Geographic magazine, this interactive experience lets the entire family discover the world without ever leaving home.

Virtual Speech – Award-winning virtual reality platform for soft skills. It comprises online and VR courses such as Public Speaking, Delivering Presentations, Online Sales Pitching and much more

Wander – A multiplayer VR that lets you Wander the world openly through the magic of VR.

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.

Installation will be completed during the summer quarter of 2022. 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 |
|-----------------------|-----|---------------|--------------|--------------|------------|
| Oculus Quest 2 | 2 | \$400.00 | \$0.00 | \$40.40 | \$880.80 |
| Adjustable Head Strap | 4 | \$129.00 | \$0.00 | \$13.03 | \$568.12 |
| Headphones | 4 | \$100.00 | \$0.00 | \$10.10 | \$440.40 |
| Replacement Parts | 2 | \$120.00 | \$0.00 | \$12.12 | \$264.24 |
| VR Stand | 2 | \$40.00 | \$0.00 | \$4.04 | \$88.08 |
| VR Applications | 1 | \$300.00 | \$0.00 | \$30.30 | \$330.30 |
| OVERALL TOTAL: | | | | | \$2,571.94 |

