Spatial Computing Infosheet

New student admissions for Summer 2024 are open.

📖 Academic Program Overview

Spatial Computing is no longer science fiction - it's quickly becoming part of our modern day reality, with diverse applications across an array of industries. An umbrella term, Spatial Computing encapsulates Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), and everything in between. Spatial Computing technology creates an immersive experience that can be used to explore an environment that helps to educate and entertain the end user. While its applications in the gaming industry may primarily come to mind when people think about Spatial Computing, its applications have been expanding in recent years to the healthcare, education, entertainment, and automotive industries - among many others - with more to come. As it is continuing to become more present in our daily and professional lives, the job market is only increasing its demand for its varied development and design skills. There's no better time to start preparing for this inflection point than with Summer Springboard's Spatial Computing course on the campus of UCSD.

In our Spatial Computing course, class will be held in a state-of-the-art XR studio. In groups, students will work to design and develop their own Spatial Computing virtual space to explore professional XR pipelines and leave with a portfolio showcase experience. No prior knowledge in Spatial Computing or software development is required, and all course equipment is supplied. Students are strongly encouraged to bring a PC laptop. (Macs allowed but not all needed software is supported by Apple.)

💡 Program Highlights

- Explore the crossroads of Augmented Reality (AR), Virtual Reality (VR), and Mixed Reality (MR), and how they come together under the umbrella of Spatial Computing.
- Learn about the applications and career opportunities within different and emerging industries utilizing XR technology.
- Utilize professional development software to design and develop (in groups) a Spatial Computing experience using state-of-the-art equipment and technology.
- Apply 3D modeling and animation.
- Bring immersive storytelling and world-building to creation.
- Gain an introduction into User experience (UX) design.

📅 2024 Dates

UCSD
- Session 3: July 28 - August 09

▷ Excursions

TBA

Instructors

Shared instruction across Trisha "9Key" Williams, Joseph "TilT" Unger, and Amy Winkler. To learn more about the course instructors, click <u>here</u>.

Tuition Information:

Residential Students:

- <u>Includes</u>: all meals, lodging, excursions, academic course, weekend excursions
- <u>Excludes</u>: optional airport pickup and drop off service (available for an additional fee)
- <u>Price</u>: $5,498

Commuter Students:

- <u>Includes</u>: lunch, academic course, excursions, programming from 9am to 6pm, Monday-Friday
- <u>Excludes</u>: lodging, breakfast, dinner, weekend excursions
    - Weekend excursions can be added on for $125 per day
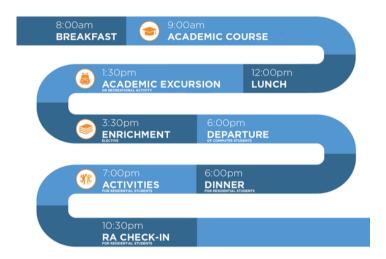- <u>Price</u>: $3,198

Supplements:

- Application fee: $99 (mandatory, non-refundable)
- Tuition Protection Plan: Allows for cancellation for any reason up until the day of the program. Click <u>here</u> for more info.

Course Structure

There are nine 3-hour class sessions over the two-week course. During week one, students have class from 9am-12pm, Monday - Friday. During week two students have class from 9am-12pm Monday through Thursday. Wednesday afternoons are dedicated to additional academic time (excursions, speakers).

Typical Schedule

8:00am BREAKFAST	9:00am ACADEMIC COURSE
1:30pm ACADEMIC EXCURSION OR RECREATIONAL ACTIVITY	12:00pm LUNCH
3:30pm ENRICHMENT ELECTIVE	6:00pm DEPARTURE OF COMMUTER STUDENTS
7:00pm ACTIVITIES FOR RESIDENTIAL STUDENTS	6:00pm DINNER FOR RESIDENTIAL STUDENTS
10:30pm RA CHECK-IN FOR RESIDENTIAL STUDENTS	

<u>More info on Airport Transfer</u>

<u>More info on Unaccompanied Minor Service</u>

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