Think Far with VAR:
Exploration Into Virtual and Augmented Reality for Higher Education

Virtual Reality (VR) and Augmented Reality (AR) have evolved to the point that users can be transported into environments that are rich, immersive, and engaging, creating novel opportunities for teaching and learning. Virtual reality immerses individuals into computer-simulated settings for learning, work or play. Augmented reality works slightly differently, overlaying information onto the real world using smartphones or special glasses, to create vistas with unprecedented richness and utility.

The virtual and augmented reality (VAR) industries are exploding both in terms of application and creation. Applications have emerged fastest in the entertainment industry, but are now expanding quickly into the fields of engineering, medicine and education. The effectiveness of virtual reality and augmented reality applications depends on the quality of content, which requires creativity, subject matter expertise, and knowledge of software to create. Such skills will be in high demand as these new industries unfold.

The CSUN Faculty Technology Center (FTC) is facilitating a year-long series of VR and AR Exploration events this academic year designed to explore the potential of virtual and augmented reality for teaching, learning, and research. Toward this end, the FTC has purchased 20 Google Cardboards, a 3D camera, and an HTC Vive, and has partnered with Professor Jacob Enfield, Cinema & Television Arts faculty member in the CSUN College of Arts, Media & Communication. More information and access to additional resources is available at http://www.csun.edu/it/var.

You are invited to join a **VAR Exploration Kickoff Event on October 7, 2016 from 9:00 - 11:00** am in the Oviatt Library, Ferman Presentation Room. The event will include guest speakers, opportunities for faculty to experience virtual and augmented reality, and the inauguration of faculty workshops, brown bag exploration sessions, and student competitions.