



**SUMMER
SPRINGBOARD**

Look Inward. Go Upward.

EXTENDED REALITY INFOSHEET

**New student admissions for
Summer 2026 are open.**

2-Week Course

This is a two-week program where you'll focus on one course for the entire duration.

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 Extended Reality.
- 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) an Extended Reality 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.

2026 Dates

UC San Diego

- Session 1: June 28 - July 10
- Session 3: July 25 - August 7



Academic Program Overview

Extended Reality 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, Extended Reality encapsulates Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), and everything in between. Extended Reality 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 Extended Reality, 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 Extended Reality course on the campus of UCSD.

In our Extended Reality course, class will be held in the state-of-the-art UC San Diego MAVERiC Studio. In groups, students will work to design and develop their own Extended Reality virtual space to explore professional XR pipelines and leave with a portfolio showcase experience. No prior knowledge in Extended Reality 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.)



Excursions

In 2024, students were able to visit a local startup focusing on VR headsets, as well as a virtual excursion within Roblox to meet one of its XR developers. In 2025, students visited Verse San Diego for an augmented reality experience.

Instructors

Shared instruction across Trisha “9Key” Williams, Joseph “TILT” Unger, and Amy Winkler. To learn more about the course instructors, click [here](#).

Tuition Information:

Residential Students:

- **Includes:** all meals, lodging, excursions, academic course, weekend excursions
- **Excludes:** optional airport pickup and drop off service (available for an additional fee)
- **Price:** \$5,998

Commuter Students:

- **Includes:** lunch, academic course, excursions, programming from 9am to 5pm, Monday-Friday
- **Excludes:** lodging, breakfast, dinner, weekend excursions
 - Weekend excursions can be added on for \$125 per day
- **Price:** \$3,298

Supplements:

- **Application fee:** Starting at \$99 (mandatory, non-refundable)
- **Tuition Protection Plan:** Allows for cancellation for any reason up until the day of the program. Click [here](#) for more info.

Summer Springboard programs are not run by our campus partners (with the exception of Cal Poly, University of Washington Foster School of Business, and NYSID which are run in partnership with SSB). Universities and their affiliated departments and partners do not control and are not responsible or liable in any manner for any part of the Summer Springboard program.



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

8AM	Breakfast	
9AM	Academic Course / Commuter Student Arrival	
12PM	Lunch	
1:30PM	Academic Excursions or Recreational Activity	
3:30PM	College Readiness Workshop or True You	
5PM- 6:30PM	Commuter Student Departure	
6PM	Dinner	
7PM	Clubs	
10:30PM	Night Checks	

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