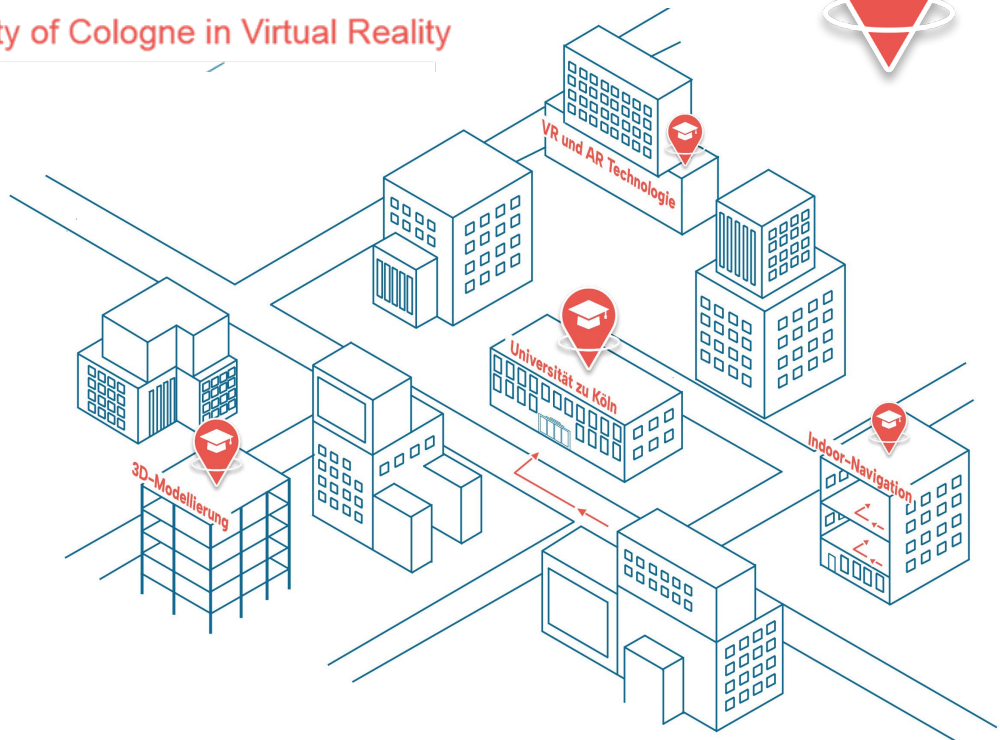


Virtual Campus

The University of Cologne in Virtual Reality



The rectorate approves continued funding for the 'Virtual Campus' project until September 2026

On 4 December 2024, it was officially announced that the rectorate has agreed to fund the Virtual Campus project until September 2026, following a recommendation from the QV Commission and a successful interim evaluation. This collaborative project, involving the Department of Geography, the Institute of Digital Humanities, the USB, the RRZK, and the ZfL, explores the use of Augmented Reality (AR) and Virtual Reality (VR) within the university. In close collaboration with CampusGIS2, the project focuses on the new campus map of the UoC, working on features such as location-based additional information, first-person navigation, and virtual 3D models. The research covers topics such as indoor localisation of mobile devices and the use of geodata in game engines. Currently, around 35 researchers and assistants are working on this, the largest project funded to date through quality improvement funds at the UoC, with 15 of them based at the Institute of Geography in the group of Prof. Bareth.