

DF Ctr Immersive & Spatial Computing

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The following rates have been approved by the University of Cincinnati Recharge Council.

Rate Effective Date: **July 1, 2024 - July 1, 2026**

Rate Description	Internal Rate/Non-Federal Rate	Federal Rate	External Rate
Computer and Info Analyst I	\$84.30	\$84.30	Internal + Market
Assoc Dir Virtual Environment Lab Hourly Rate	\$55.72	\$55.72	Internal + Market
Program Manager Hourly Rate	\$60.14	\$60.14	Internal + Market
Digital Futures Lab Technician I Hourly Rate	\$68.38	\$68.38	Internal + Market
Digital Futures Lab Technician II Hourly Rate	\$24.13	\$24.13	Internal + Market
Student Hourly Rate	\$70.79	\$70.79	Internal + Market
Sr. Research Associate Digital Futures Hourly Rate	\$67.46	\$67.46	Internal + Market
Research Associate Digital Futures Hourly Rate	\$74.73	\$74.73	Internal + Market
Director Research Associate Digital Futures Hourly Rate	\$169.99	\$169.99	Internal + Market
VR Headset Checkout	\$276.66	\$276.66	Internal + Market
AR Headset Checkout	\$308.44	\$308.44	Internal + Market
Staffed Qualisys Motion Capture System (Per hour)	\$243.02	\$243.02	Internal + Market
Self-Service Qualisys Motion Capture System (Per hour)	\$197.64	\$197.64	Internal + Market
Staffed Teslasuit System (Per hour)	\$104.61	\$104.61	Internal + Market

Contact Government Cost Compliance at 513-556-4815 if you have any questions concerning the approved rates.

Staffed Driving Simulator System (Per Hour)	\$104.61	\$104.61	Internal + Market
Self-Serve Driving Simulator System (Per Hour)	\$116.95	\$116.95	Internal + Market
Staffed Multi-Player VR (Vive Focus 3 - 4 Participants - Per Hour)	\$115.89	\$115.89	Internal + Market
Staffed Multi-Player VR (Vive Focus 3 - 3 Participants - Per Hour)	\$114.83	\$114.83	Internal + Market
Staffed Multi-Player VR (Vive Focus 3 - 2 Participants - Per Hour)	\$113.77	\$113.77	Internal + Market
Staffed Single-Player VR (Vive Focus 3 - 1 Participants - Per Hour)	\$130.81	\$130.81	Internal + Market
Staffed Shimmer Sense (Per hour)	\$56.50	\$56.50	Internal + Market
Self-Serve Shimmer Sense (Per Day)	\$76.14	\$76.14	Internal + Market
Audio Studio - Staffed Recording/Broadcasting (Per Hour)	\$64.55	\$64.55	Internal + Market
Audio Studio - Self Serve Recording/Broadcasting (Per Hour)	\$76.14	\$76.14	Internal + Market
Audio Editing - Staffed (Per Hour)	\$64.55	\$64.55	Internal + Market
Audio Editing - Self Serve (Per Hour)	\$80.10	\$80.10	Internal + Market
Video Studio - Staffed Recording/Broadcasting (Per Hour)	\$68.50	\$68.50	Internal + Market
Video Studio - Self Serve Recording/Broadcasting (Per Hour)	\$80.10	\$80.10	Internal + Market
Video Editing - Staffed (Per Hour)	\$68.50	\$68.50	Internal + Market
Video Editing - Self Serve (Per Hour)	\$80.84	\$80.84	Internal + Market
Motion Capture Post Production	\$193.76	\$193.76	Internal + Market
Staffed Qualisys Motion Capture System High Bay (Per Hour)	\$132.46	\$132.46	Internal + Market
Self-Served Qualisys Motion Capture System High Bay (Per Hour)	\$5,709.96	\$5,709.96	Internal + Market
White Label VR Narrative Experience - Single Player	\$5,709.96	\$5,709.96	Internal + Market
White Label VR Collaboration Experience - Networked	\$2,857.63	\$2,857.63	Internal + Market
WhiteLabel VR Research Framework - LAN	Cost	Cost	Cost
White Label VR Narrative Experience - Single Player	\$5,709.96	\$5,709.96	Internal + Market
White Label VR Collaboration Experience - Networked	\$5,709.96	\$5,709.96	Internal + Market
WhiteLabel VR Research Framework - LAN	\$2,857.63	\$2,857.63	Internal + Market
Material/Supply Pass Thru	Cost	Cost	Cost

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