

INNOVATION CAMPUS and the Technology Ecosystem

David Baker, Director of Government & Community Relations October 15, 2021

Blacksburg, Greater Wash. DC, India, Switzerland, Africa



2,970 teaching and research faculty70% tenure/tenure track483 research and post-docs

About Virginia Tech



\$542M in annual research expenses48th in National Science Foundation Rankings



37,024 total students/92% full-time/19% grad



7,225 bachelor's degrees awarded annually 2,159 graduate degrees awarded annually



Virginia Tech in Northern Virginia – 50 Years and Growing

Equine Medical Center

One of three animal health care facilities operated by the Virginia-Maryland College of Veterinary Medicine

Washington-Alexandria **Architecture Center (WAAC)** Located in Old Town Alexandria,

home of the university's graduate architecture program



- Established in 1972
- Provides service for monitoring water quality of rivers, streams, reservoirs and other waterbodies and environmental samples





A BRIEF HISTORY

- Amazon HQ2 Competition 2017
- Virginia's "Tech Talent" Proposal 2018
- Amazon's Selection of Crystal City/National Landing
- VT Site Selection Alexandria's Potomac Yard District 2019
- City of Alexandria Approval of Site Plan
- Design of New Virginia Tech Innovation Campus Begins 2020
- Virginia Tech Hires Executive Director Lance Collins
- First Tech Talent Students Enrolled
- Temporary Location Opens in Alexandria
- Groundbreaking September 2021
- New Academic Building Open Summer 2024

OUR VISION

The Virginia Tech Innovation Campus will be both *a place and a culture* that unlocks the power of diverse people and ideas to solve the world's most pressing problems through technology



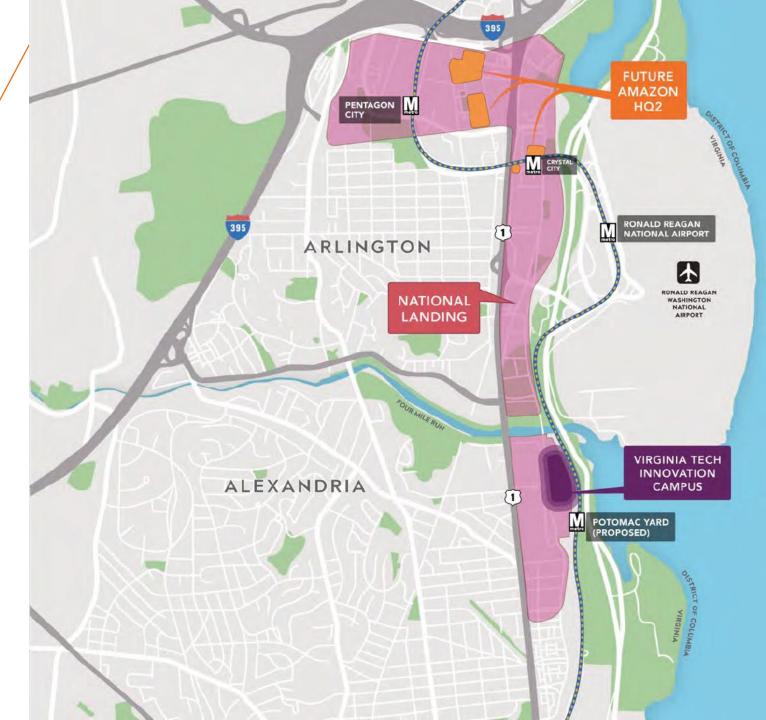


WHERE?

3.5-acre site, just south of Four Mile Run in Alexangria's Potomac Yard District

Anchors a 65-acre mixed use district

Near the Potomac Yard/VT Metro Station currently under construction







SOUTH FACADE

NORTHEAST CORNER

SOUTHWEST CORNER

KEY SPACES: TYPICAL CLASSROOM

KEY SPACES: LOBBY

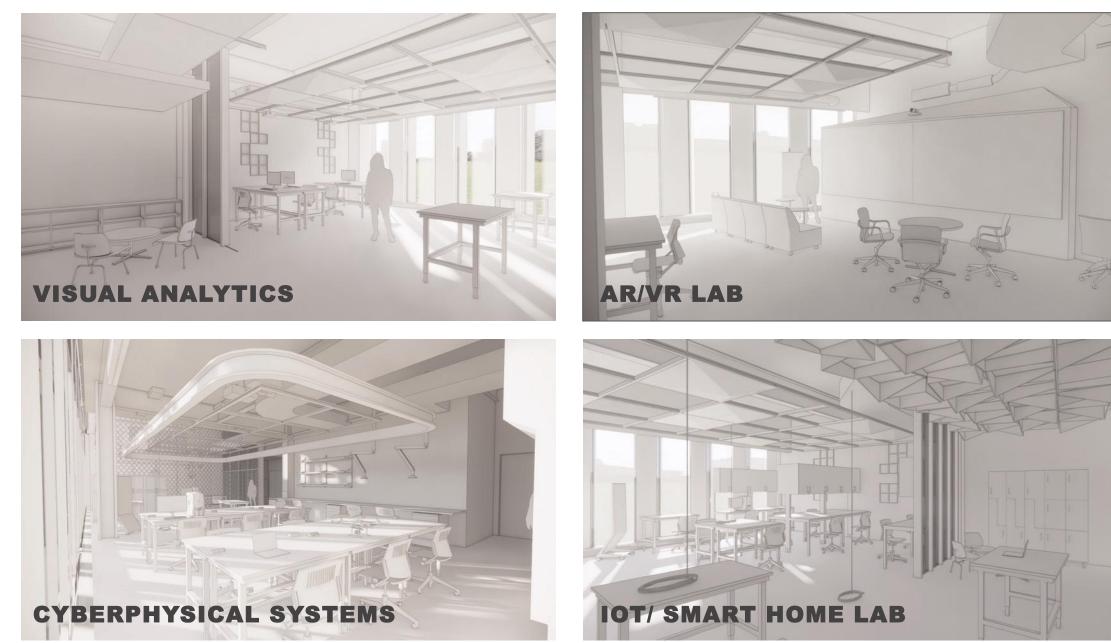
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INNOVATION CAMPUS

KEY SPACES: THE LOFT



KEY SPACES: HIGH INTENSITY LABS





KEY SPACES: 8th LEVEL ROOM RRA 6

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COMMITMENT TO DIVERSITY AND INCLUSION

Students, Faculty, Research and Engagement

DIVERSE STUDENTS

Pursuing a unique graduate education

THE GOAL

Create the nation's leading architects of complex, cutting-edge digital technologies

A NATIONAL IMPERATIVE

Expand the opportunity for groups currently underrepresented in technology fields to realize their potential

INITIAL PROGRAMS

Master of Engineering in Computer Science and Computer Engineering
Completed in one-year full-time or in multiple years part-time
Combination of online and in-person experiences
Expansion to additional technology focused degrees in the future.

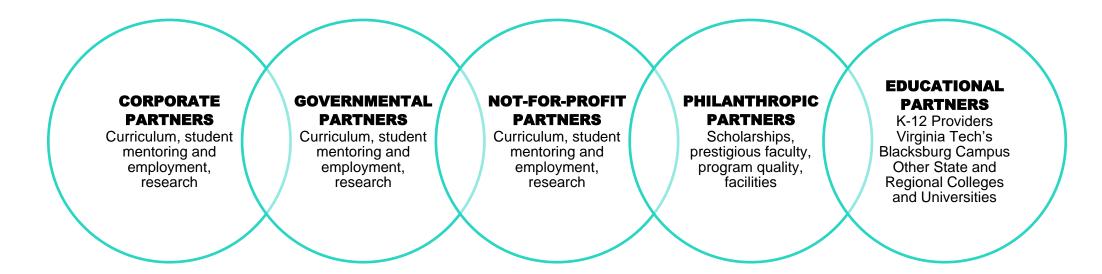
A PROJECT-BASED EDUCATION

Students working together on teams to complete real-world projects solicited from industry, government, not-for-profits and the entrepreneurial sectors.



A COMMUNITY OF PARTNERS

Engaged in all aspects of the Innovation Campus







ENROLLMENTS AND DEGREES

PARTNERSHIPS

Increasing the participation of underrepresented groups in the technology ecosystem
Providing the workforce needed to advance and grow the local technology economy

•Students participating in project-based experiences with partner industries and other organizations

•Those partners engaging and re-engaging in those opportunities

•Students finding successful employment with our partners

•Growth and success of technology companies already in the region

•New companies starting up or relocating in the region

•Impacts of graduates and faculty in the public and not-for-profit use and governance of technology

TECHNOLOGY ECOSYSTEM



THANK YOU

David Baker

Director, Government & Community Relations

Virginia Tech

davidab7@vt.edu

