

SCHOOL OF COMPUTING

WELCOME



McADAMS HALL – SCHOOL OF COMPUTING



McAdams Hall is home to the School of Computing and contains instructional facilities as well as faculty and staff offices. Students majoring in Computer Science and/or Computer Information Systems have 24-7 access to McAdams.



“HALL OF FAME” – McADAMS HALL

The main entrance hallway to McAdams Hall contains informal workspace for students and also highlights student achievements. The movie posters on the wall are a Clemson Digital Production Arts alumni tradition--as students graduate and go on to work on movies, alumni send back autographed posters. We currently have more posters than wall space! In addition, we highlight student achievements and projects using a large interactive display (pictured to the right).



McAdams 110A is our "open lab" facility for students to work on projects, socialize, or meet with project teams. This facility contains a mix of Linux, Windows, and Macintosh workstations as well as dedicated areas for teamwork and laptop usage. We also provide a laptop charging locker system where students can securely charge their laptops.

TEACHING LAB – McADAMS HALL



McAdams 110D is one of our newly-renovated instructional labs featuring 30 Linux workstations. This room was recently designed to reduced the amount of steps it takes for the instructional staff to reach any student in the classroom.



TEAMWORK LAB – McADAMS HALL

McAdams 110B was recently renovated to support problem-solving and teamwork in our lower-level lab courses. Each 4-person workstation provides power for student laptops and the ability to connect to a large display. The instructor podium is placed in the center of the room to allow for observation and easy access to each team station.



**VIRTUALLY EXTENDED CLASSROOM
McADAMS HALL**

McAdams 110E is fondly referred to as the "holodeck" and supports real-time connections to Clemson facilities in other parts of South Carolina, namely the Zucker Family Graduate Education Center in North Charleston and the Clemson University International Center for Automotive Research (CU-ICAR) in Greenville South Carolina.



**VIRTUALLY EXTENDED CLASSROOM
McADAMS HALL**

This photo captures a test-session of the virtually-extended classroom where a faculty member based in Charleston (pictured on the left monitor) is able to deliver a class in real-time to this facility. Students in the Clemson classroom also have real-time video on the white-board or displays in the remote location. Microphones throughout this classroom allow our students to ask questions to their instructor who is also able to view video feed of the classroom.



**THREAD LAB - RECONFIG. CLASSROOM
McADAMS HALL**

McAdams 107, commonly referred to as the "Thread Lab", is a reconfigurable classroom that can support a variety of different learning styles, such as teamwork, lectures, or conferences.

A woman wearing an orange polo shirt and a VR headset is standing in a research lab, holding two VR controllers. She is positioned in front of a wooden table with a mouse on it. In the background, other people are seated at tables, and there are computer monitors and a whiteboard. The room has a drop ceiling with recessed lights. An orange text box in the upper right corner contains the text "VIRTUAL ENVIRONMENTS RESEARCH LAB McADAMS HALL".

**VIRTUAL ENVIRONMENTS RESEARCH LAB
McADAMS HALL**

Clemson University is classified as a R1: Doctoral University with very high research activity by the Carnegie Classification of Higher Education. The School of Computing has many active research labs, such as the Virtual Environments Research Lab shown above. Undergraduate students have opportunities to engage in research through faculty research groups or the Creative Inquiry research program. See <https://www.clemson.edu/centers-institutes/watt/about/creative-inquiry2.html> for more information.

**VISUAL COMPUTING RESEARCH LAB
McADAMS HALL**



This picture of the Visual Computing Research Lab contains a variety of high-tech systems including a motion capture system, eye tracking systems, virtual reality hardware, and various light/photogrammetry hardware.