
The Innovative Library Classroom (TILC)
Conference

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The Reality of VR: Librarian Involvement in Virtual Reality Projects

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The Reality of VR: Librarian Involvement in Virtual Reality Projects

Background

- Libraries often introduce tools, technologies and skills that might be too expensive or seen as intimidating for the public to help level barriers and broaden participation
- VR projects: from ~2018-2023 while Emerging Literacies Librarian in a makerspace at Mann Library, Cornell University and Instruction & Research Librarian at William & Mary

Projects and Tools

Awareness/Experience

- Intro to VR workshop – scan QR code for more information
- Scheduled appointments or drop in consults
- One shot sessions for classes - find, curate and demo apps relevant for learning outcomes from YouTube, phone and VR headset app stores, Steam, etc.

Tools: Mozilla Hubs, YouTube, VR headsets (cheap and easy: Google Cardboard, smartphone, & free apps; more \$\$\$: Oculus (now Meta Quest), HTC Vive & paid apps)

Basic Creation

- VR paper prototyping (paper-based assignment during pandemic for Maker Literacies grant project)
- 360 video tours (multi-session workshops on 360 video campus tour creation for communication class) – scan QR code for more information and assignments
- Basic VR objects, rooms, or scenes

Tools: VR paper prototyping grid, Memento360 to display prototypes, 360 video camera (e.g. Ricoh Theta), open source or commercial software

Advanced Creation

- More advanced 360 videos with interactivity (VR chemistry lab project in AR/VR faculty working group)
- More advanced VR creation

Tools: 360 video camera and stitching & editing software; Unity 3D, Unreal Engine (require programming knowledge)

Lessons Learned and Future Directions

- Start small and keep it simple!
- Have fun playing
- Tie it to learning outcomes
- Manage expectations
- Issues:
 - Quickly changing tech and landscape
 - Lending and circulating headsets
 - Accessing and licensing apps
 - Cataloging, metadata, and preservation

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Beginner

Awareness/Experience

Basic Creation

Advanced

Advanced Creation

