Beyond Reality: Strategies for Integrating Virtual Reality in the Library

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Immersive Reality Adoption and Integration Project

Phased adoption to integrate across University

- Internal grant to purchase 12 units
- Survey students for baseline usage
- Integrate in one program for use case
- Present/publish results of study
- Identify stakeholders in all functional/curricular areas
- Expand use through training/ resources
Steps for Adoption

1. **Fall 2020** initial student study; creation of resources; app database begun
2. **Spring 2021** VR assignments in all ARTH courses; mixed-method study conducted; VR champions identified
3. **Fall 2021** VR assignments in all colleges; headsets required for select majors; pedagogy study
4. **Spring 2022** expand to new departments; more studies (PSYCH); pilot original content creation
5. **Fall 2022** new VR hire; operationalize studio
Steps for Integration

- Administrative support
- Faculty buy-in
- Demonstrate value added
- Champions recruit others
- Provide training/ access to devices
- Create system in Library Services
- Continuously update apps/ hardware
XR and Gaming Lab
The VR Database

Creating a Guide for new users
• Overview of VR
• Information about Headsets
• The Big Bang: An Ever-expanding List
  • Media, Communications, and Arts – Oh My!
  • General Apps
  • Expanding Outward

Challenges for Initial Database
• Searchability – Limits of a Platform
• Discoverability – Locating the Database
• Steps for Improvement
  • Developing a "real" database
  • Expanding Awareness of the Database
Working with Faculty

Point of Contact
- Researching VR apps
- Installing to evaluate apps
- Assisting with app usage

Acquiring the Apps
- Contact for VR app request form
- Evaluating feasibility of purchase
- Negotiate with vendors
- Installing across VR headsets
The VR Headsets

Current Headsets
- 12 Oculus Quest 2 headsets
- 1 Oculus Rift headset
- 1 PSVR headset

Headset checkout
- 2 reservation forms
- Varied checkout times
- Forms aimed at students

Expanding Availability
- Grants to acquire purchase of additional quests
- Researching acquisition of other VR headsets
Resources

IR Resources for Educators
VR Application Database
VR Application Request Form
Questions?
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