



# Virtual Reality in the Library

Jir Shin Boey and Janelle Johnson  
Missouri State University Libraries



Technology and training

Educational benefits and applications

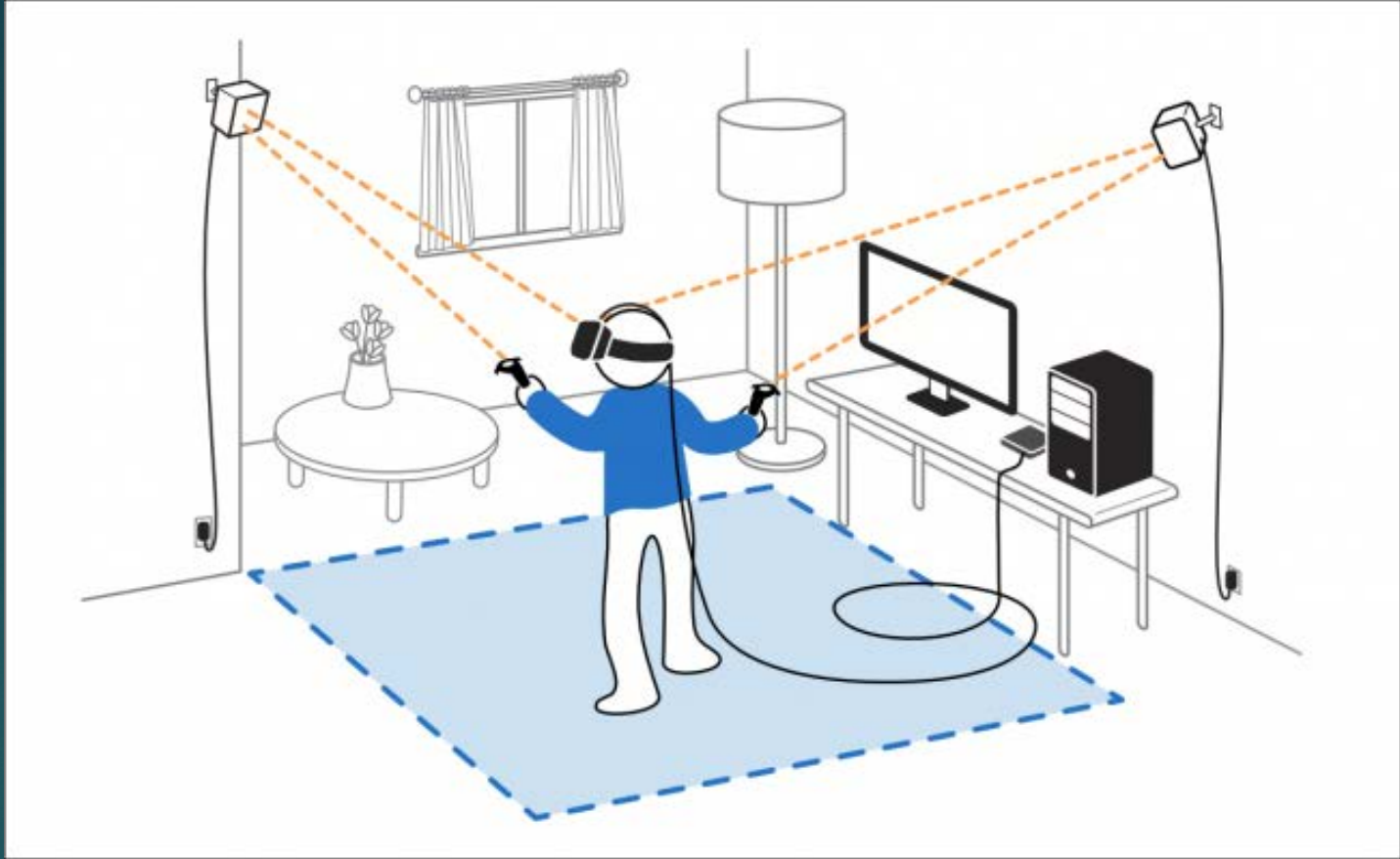
Potential and challenges



Virtual Environment



HTC VIVE



Set up of  
sensors



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All Products > Virtual Reality on Steam

# VIRTUAL REALITY ON STEAM

Browse VR titles for the HTC Vive, Oculus Rift and OSVR headsets



Now Available

Free To Play

Popular New Releases

Top Sellers

What's Being Experienced



Unforgiven VR



\$4.99

Early Access, Indie, Action, Western



Paulo's Wing



\$14.99

Action, Indie, Casual

## BROWSE VR CATEGORIES

HTC Vive

Oculus Rift

OSVR

VR Only

Games

Software

Multi-player

Single-player

Room-Scale

Seated

STEAM  
store



Would that it were ...





# Real Virtuality: A Code of Ethical Conduct. Recommendations for Good Scientific Practice and the Consumers of VR-Technology

*Michael Madary\* and Thomas K. Metzinger*

*Johannes Gutenberg – Universität Mainz, Mainz, Germany*

The goal of this article is to present a first list of ethical concerns that may arise from research and personal use of virtual reality (VR) and related technology, and to offer concrete recommendations for minimizing those risks. Many of the recommendations call for focused research initiatives. In the first part of the article, we discuss the relevant evidence from psychology that motivates our concerns. In Section “Plasticity in the Human Mind,” we cover some of the main results suggesting that one’s environment can influence one’s psychological states, as well as recent work on inducing illusions of

OPEN ACCESS

By  
Michael Madary  
Thomas Metzinger





## Virtual Reality at the Meyer Library

Tags: 3d, augmented reality, mixed reality, virtual reality, vr

Last Updated: Feb 21, 2017 | URL: <http://guides.library.missouristate.edu/vr> | [Print Guide](#) | [RSS Updates](#)

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### VIRTUAL REALITY AT THE MEYER LIBRARY

Virtual Reality is now available to MSU students, staff, and faculty at Music and Media on the second level. Visit, call 836-5105, or email us at [Music&Media@library.missouristate.edu](mailto:Music&Media@library.missouristate.edu) to schedule an appointment. Remember to make your reservations two days in advance!

Best times for VR reservations: 12-6 pm Mon-Thur (feel free to let us know if you need to reserve at an earlier or later time).

#### What is Virtual Reality?

Virtual Reality (VR) is a way users experience computer-generated worlds as real. Through VR headsets that are connected to a computer, users immerse themselves in a simulation of a virtual environment and experience the virtual, "as-if-really-there" reality of the environment.

#### How does VR work?

The lenses of the headgear magnify the image, which fills your field of view with a stereo 3D view that moves at 90-120 frames per second (compared to TV's 30 frames per second), and external sensors also track how your body moves. As you immerse yourself, you see nothing but your immediate virtual environment. Learn more by exploring resources on VR in the library, or better yet, try out the gear and experience it first-hand!

#### What VR gear do we have at the Meyer Library?

We have the HTC Vive, which comes with a pair of controllers.



#### MUSIC & MEDIA HOURS - SPRING 2017

Mon - Thur 7 am -- 12 am  
Fri 7 am -- 6 pm

### What do you see in VR?



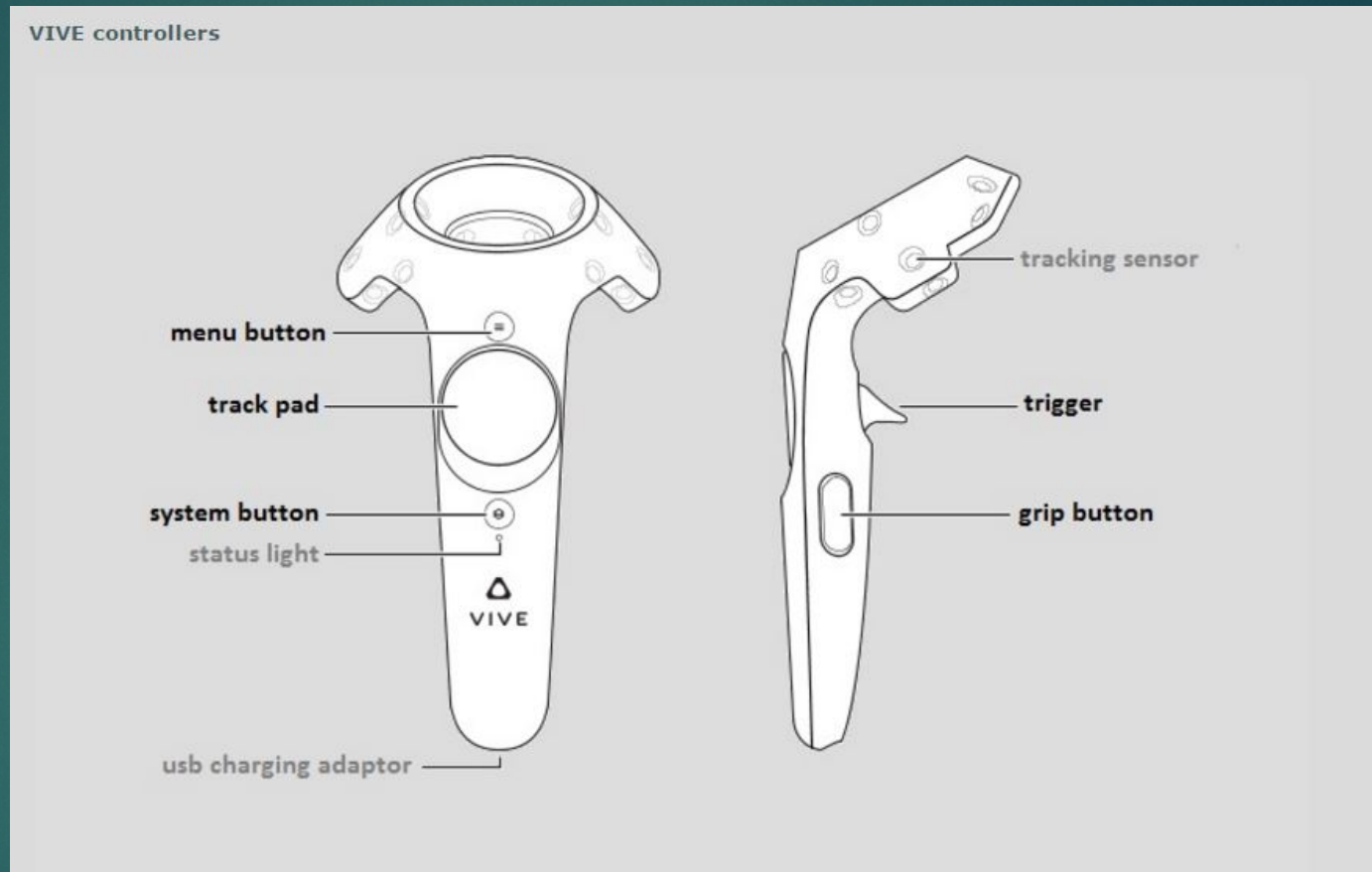
Recently installed: Google Earth VR



VR  
subject  
guide



# VIVE controllers





The Lab  
by Valve  
HTC Vive

# THE STANDARD

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## Reality reimagined

Chloe Skaar, Staff Reporter Feb 13, 2017



Miranda Roller/The Standard  
The virtual reality equipment is available at Meyer Library.

Facebook Twitter Email Print Heart

As of the beginning of spring semester, Missouri State students can paint shooting stars in the galaxy, learn to engineer robots, fly over continents, ride a train through a city of lights and protect medieval castles from intruders – all free of charge.

These experiences are available to students and faculty without ever needing to leave Meyer Library.

### Latest News

- Lusk 'can't defend' loss to Bradley
- Art and soul: Untamed Tongues sponsors a night of expression for student artists
- State cuts funding, donors step in
- Hail to the Chief: Looking back at MSU's presidents
- Spotlight series: Award-winning reporter influencing young journalists at MSU
- New master's program added to the university
- Professor wins Outstanding Educator award
- McChesney: 'Caraval' has intriguing horror magic

### Tweets by @TheStandard\_MSU

**The Standard** @TheStandard\_MSU  
Lusk couldn't defend his team's loss at Bradley last night and he made that clear by saying that more than 10 times: the-standard.org/sports/lusk-ca...



**The Standard** @TheStandard\_MSU

Outreach: posters, social media, email, newspapers, word of mouth



Medical therapy

Distance learning and conferencing

Immersive learning

Cultivating empathy

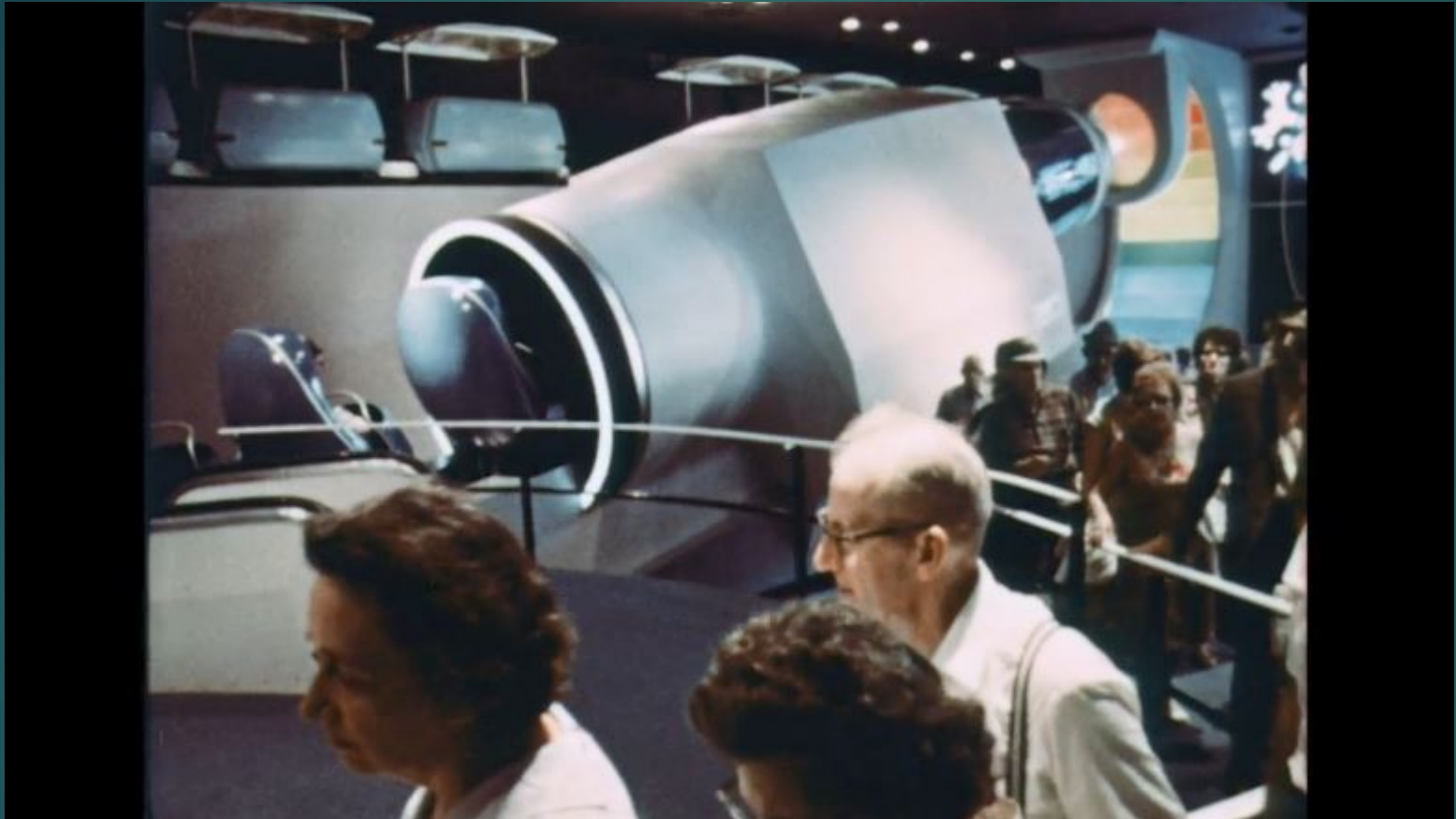


**PAIN TREATMENT**  
VIRTUAL REALITY GAMES HELP PATIENTS

Use of VR for  
Burn Pain Therapy

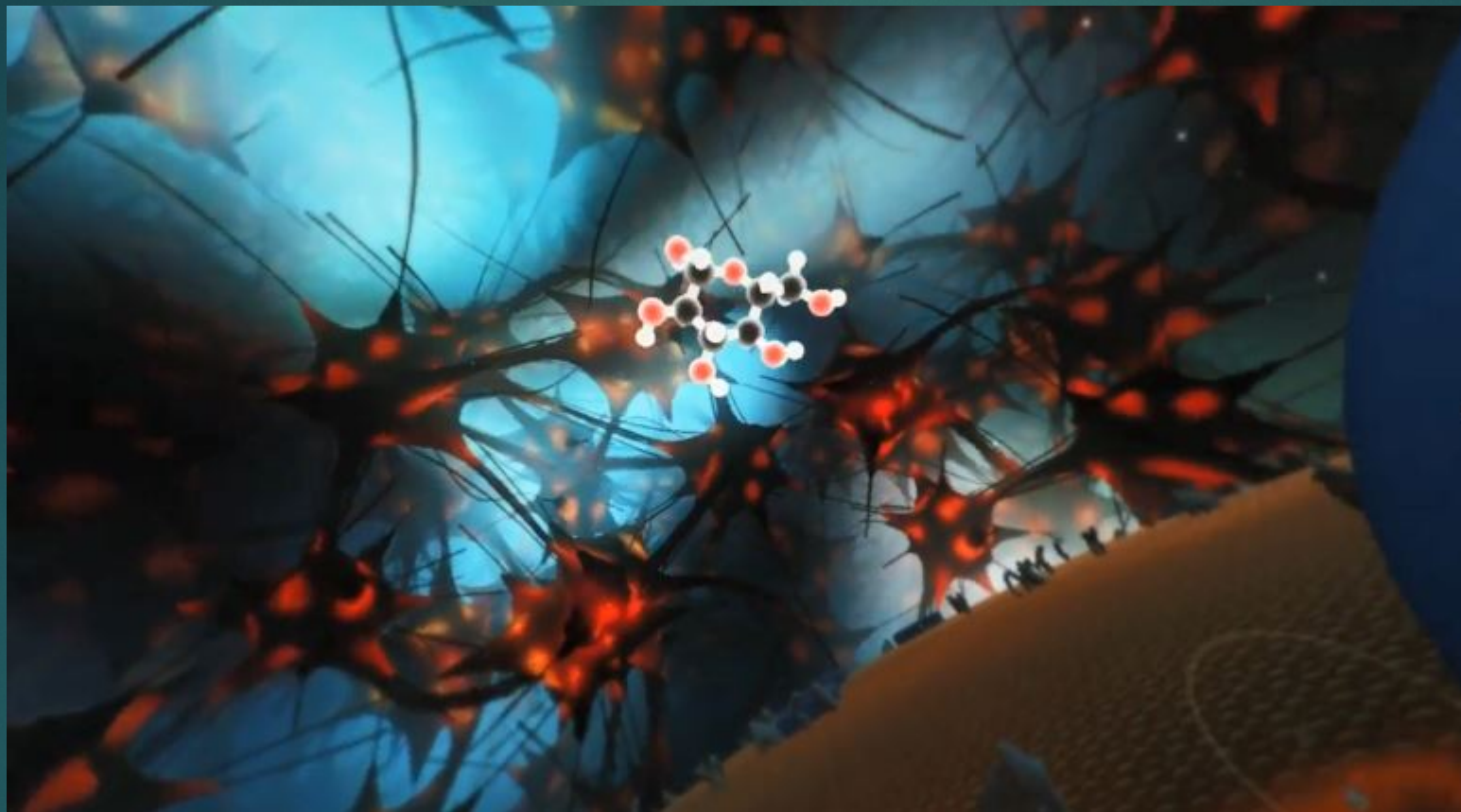


Engage



1967  
Disneyland





The Body VR



Clouds over Sidra



PROJ



### Examining Racism with Virtual Reality



Achieving racial justice requires understanding racism. This project uses immersive virtual reality (IVR) to create a "virtual shoes" experience through which a participant can viscerally embody an avatar who encounters various forms of racism.

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### HITLab Projects

#### Cognition

- Burn Pain Control w
- fMRI Research on V
- VR Therapy for Spic
- VR Treatments for P
- Water-Friendly Virtu

#### Collaborative

- PARVAC
- Shared Space
- Virtual Playground

#### Education

- GaS Works
- Learning in Virtual E
- Virtual Calakmul
- Virtual Puget Sound
- Virtual Scalable Bas

## USC Institute for Creative Technologies

### *Medical Virtual Reality*

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The Medical Virtual Reality (MedVR) group at the University of Southern California Institute for Creative Technologies is devoted to the study and advancement of uses of virtual reality (VR) simulation technology for clinical purposes. In diverse fields including psychology, medicine, neuroscience, and physical and occupational therapy, the ICT MedVR group explores and evaluates areas where VR can add value over traditional assessment and intervention approaches. Areas of specialization are in using VR for mental health therapy, motor and cognitive skills rehabilitation, assessment, and clinical skills training.

Stanford,  
University of Washington,  
USC



virtual reality|

- virtual reality
- virtual reality **technology**
- virtual reality **therapy**
- virtual reality **in education**
- virtual reality **environment**
- virtual reality **applications**
- virtual reality **exposure therapy**
- virtual reality **system**
- virtual reality **training**
- virtual reality **gaming**



MARCH 18 - 22

# 2017 IEEE VR LOS ANGELES



Where to look:  
articles, books,  
conferences,  
gameplays

# CITED

Stanford

<https://vhil.stanford.edu/projects/>

University of Washington Seattle and U.W. Harborview Burn Center

<http://www.hitl.washington.edu/projects/vrpain/>

USC Institute for creative technologies

<http://medvr.ict.usc.edu/>

Grimshaw, Mark. *The Oxford handbook of virtuality*. Oxford University Press, 2014.

Madary, Michael, and Thomas K. Metzinger. "Real virtuality: a code of ethical conduct. recommendations for good scientific practice and the consumers of vr-technology." *Frontiers in Robotics and AI* 3 (2016).

THANK YOU

