Virtual Reality in the Library

Jir Shin Boey and Janelle Johnson
Missouri State University Libraries

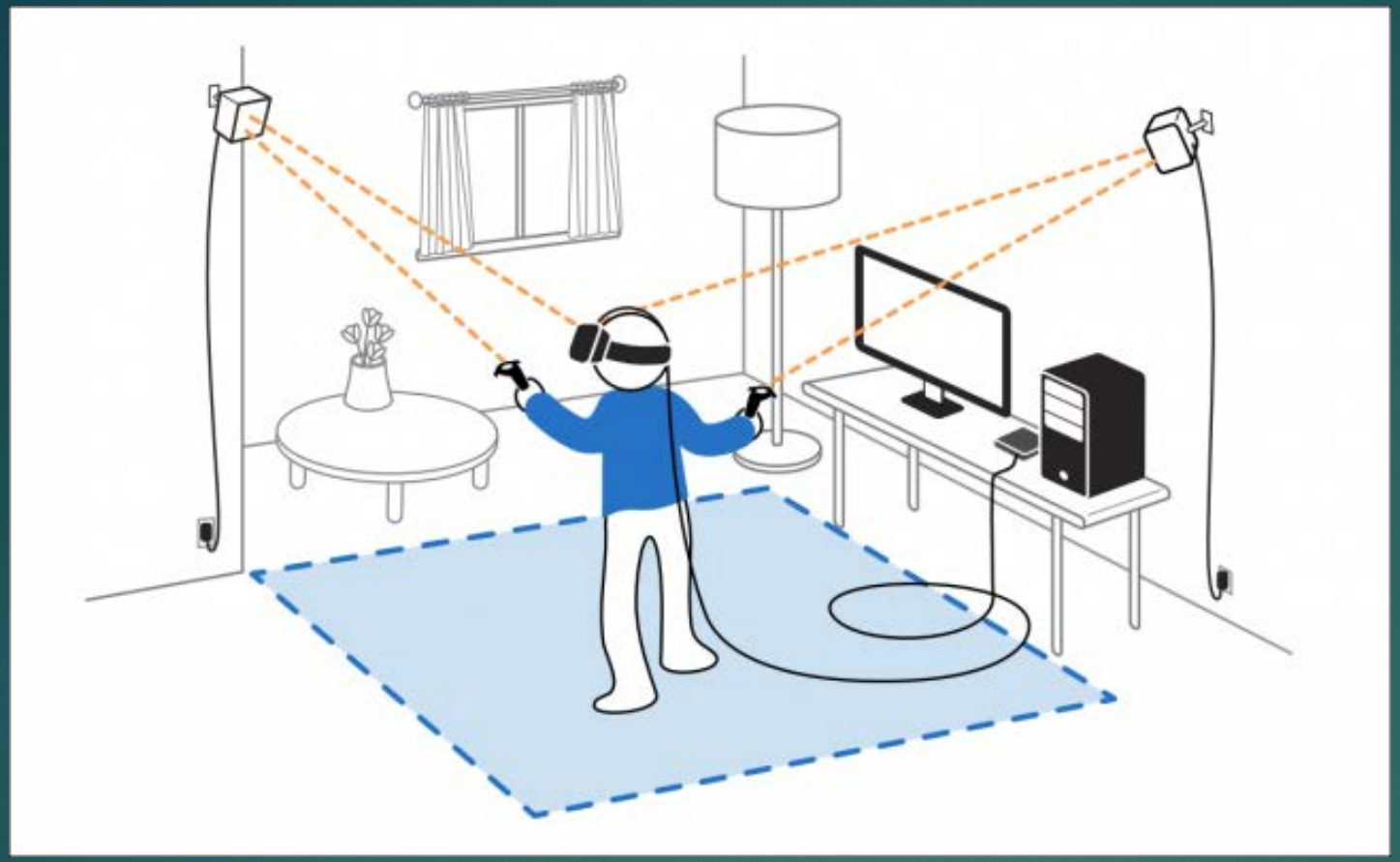
Technology and training

Educational benefits and applications

Potential and challenges

Virtual Environment

HTC VIVE



Set up of sensors

STEAM store

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Hardware
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search the store
All Products > Virtual Reality on Steam
VIRTUAL REALITY ON STEAM
Browse VR titles for the HTC Vive, Oculus Rift and OSVR headsets
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NEW HEIGHT
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$4.99
Early Access, Indie, Action, Western
Paulo's Wing
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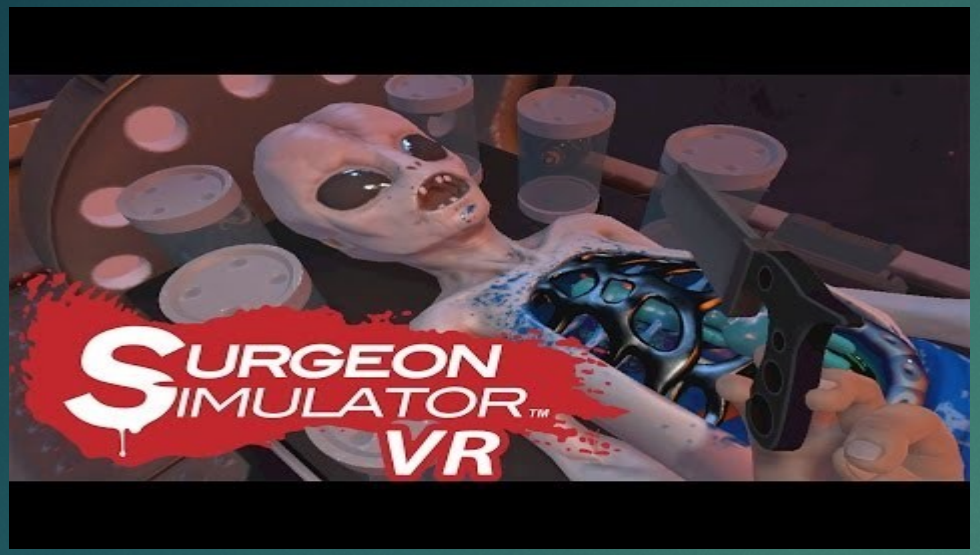
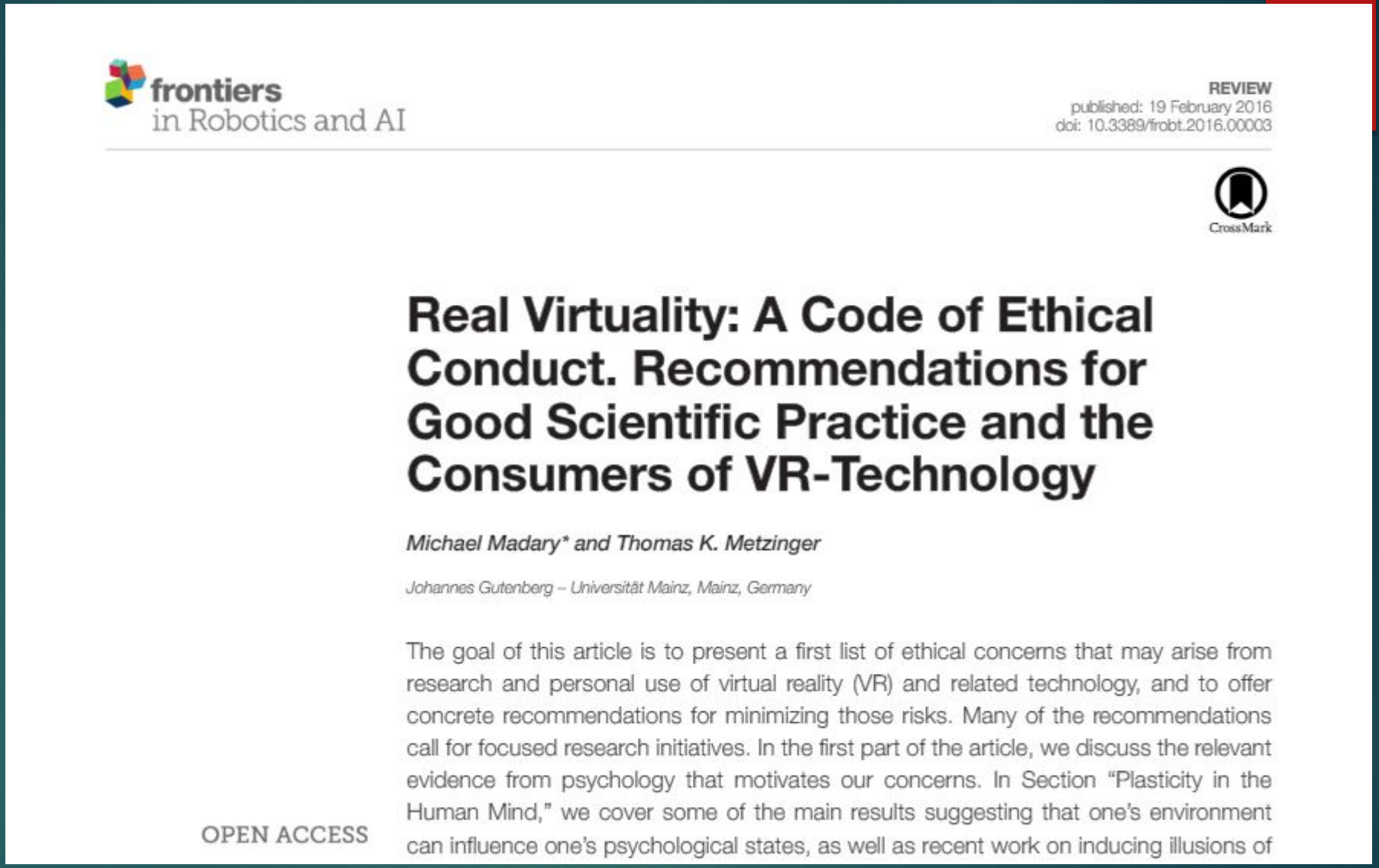
OSVR
VR Only
Games
Software
Multi-player
Single-player
Room-Scale
Seated



Would that it were …



frontiers in Robotics and AI

REVIEW
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doi: 10.3389/frobt.2016.00003

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

Michael Madary and Thomas K. Metzinger*

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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

VR subject guide

Missouri State University Libraries

Libraries » Subject Guides » Virtual Reality at the Meyer Library

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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 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.

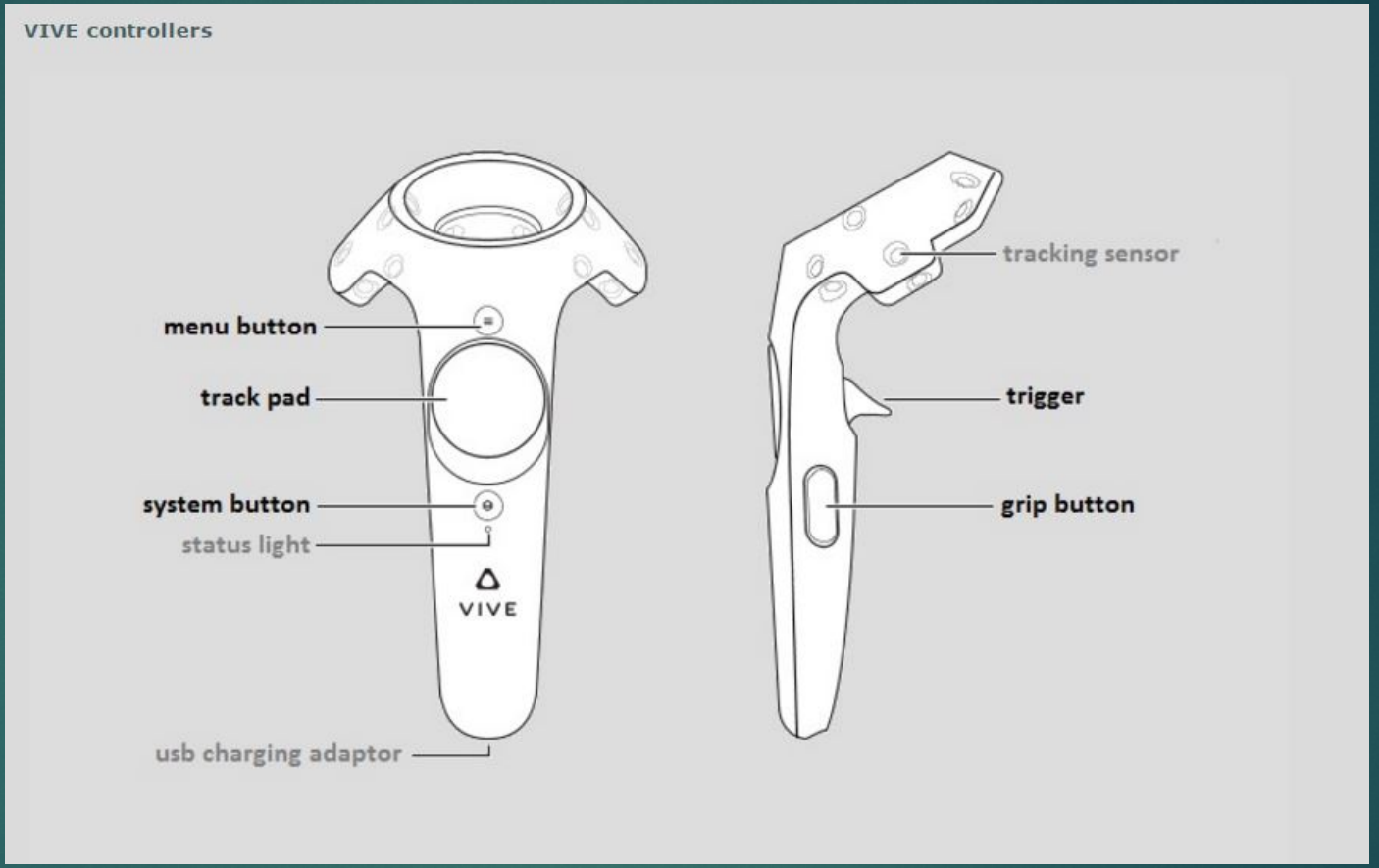
MUSIC & MEDIA HOURS - SPRING 2017

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

What do you see in VR?

Recently installed: Google Earth VR

VIVE controllers



The Lab
by Valve
HTC Vive

THE STANDARD

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Reality reimagined

Chloe Skaar, Staff Reporter Feb 13, 2017 0

Miranda Roller/The Standard

The virtual reality equipment is available at Meyer Library.

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

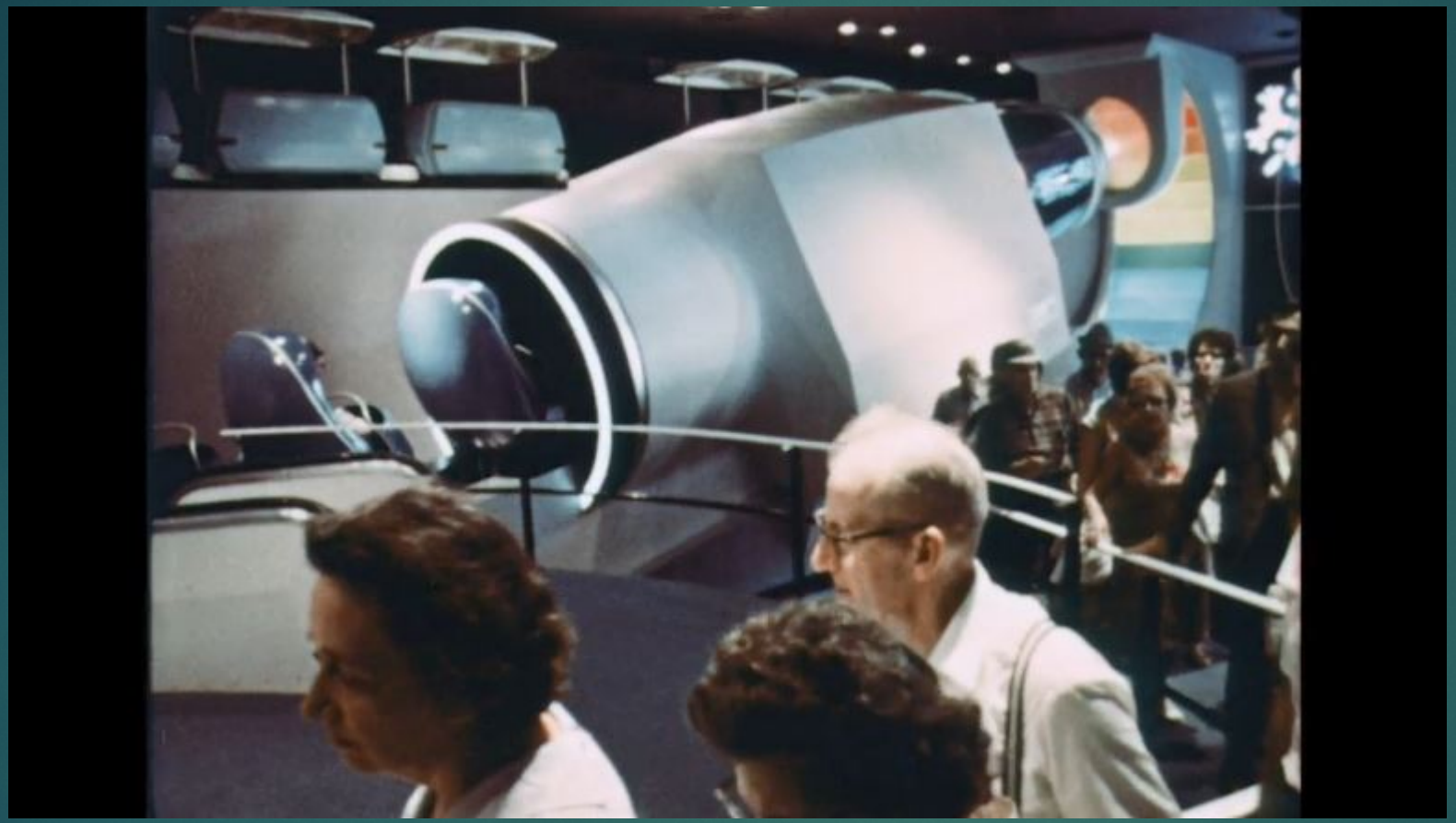
Distance learning and conferencing

Immersive learning

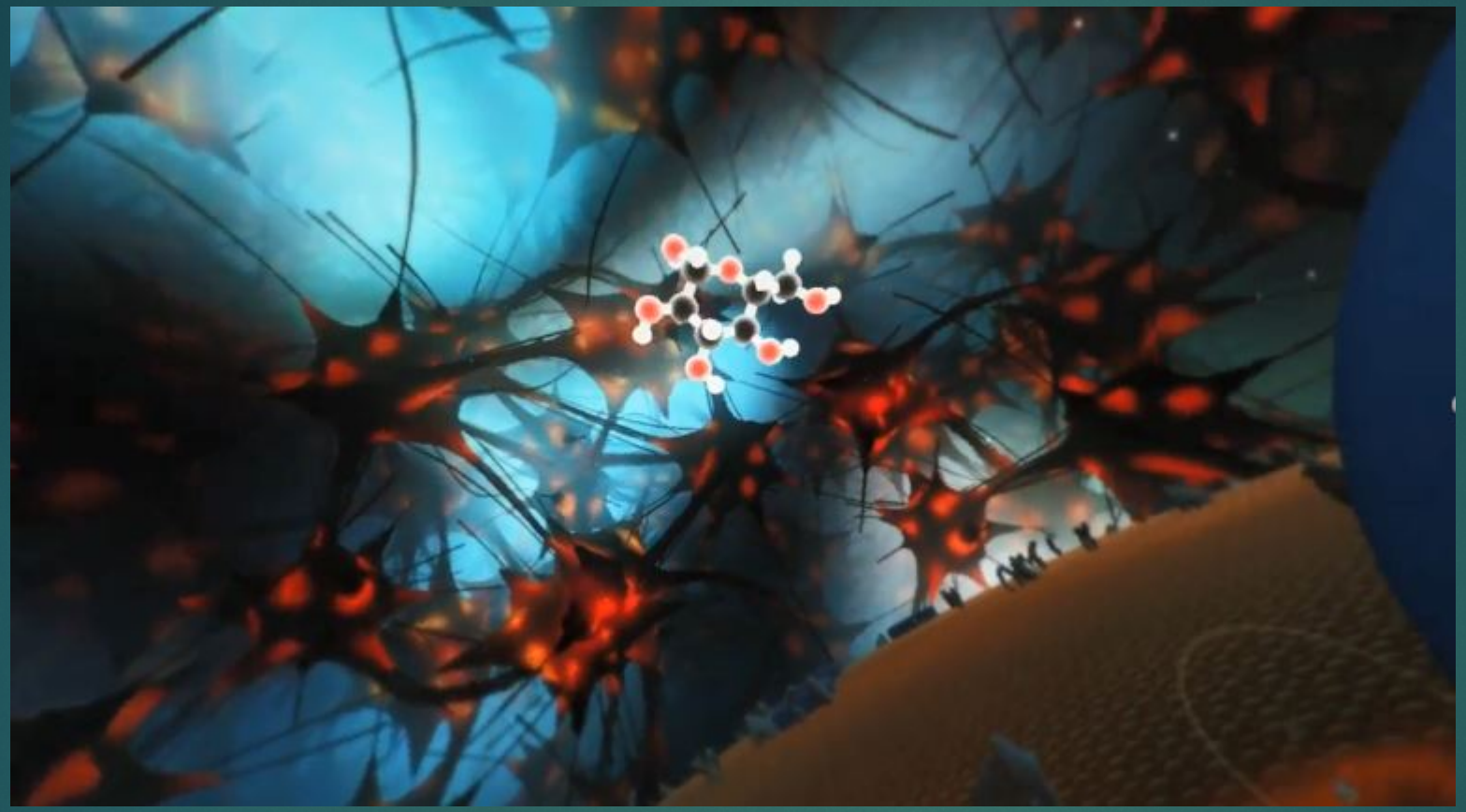
Cultivating empathy

Use of VR for Burn Pain Therapy

Engage

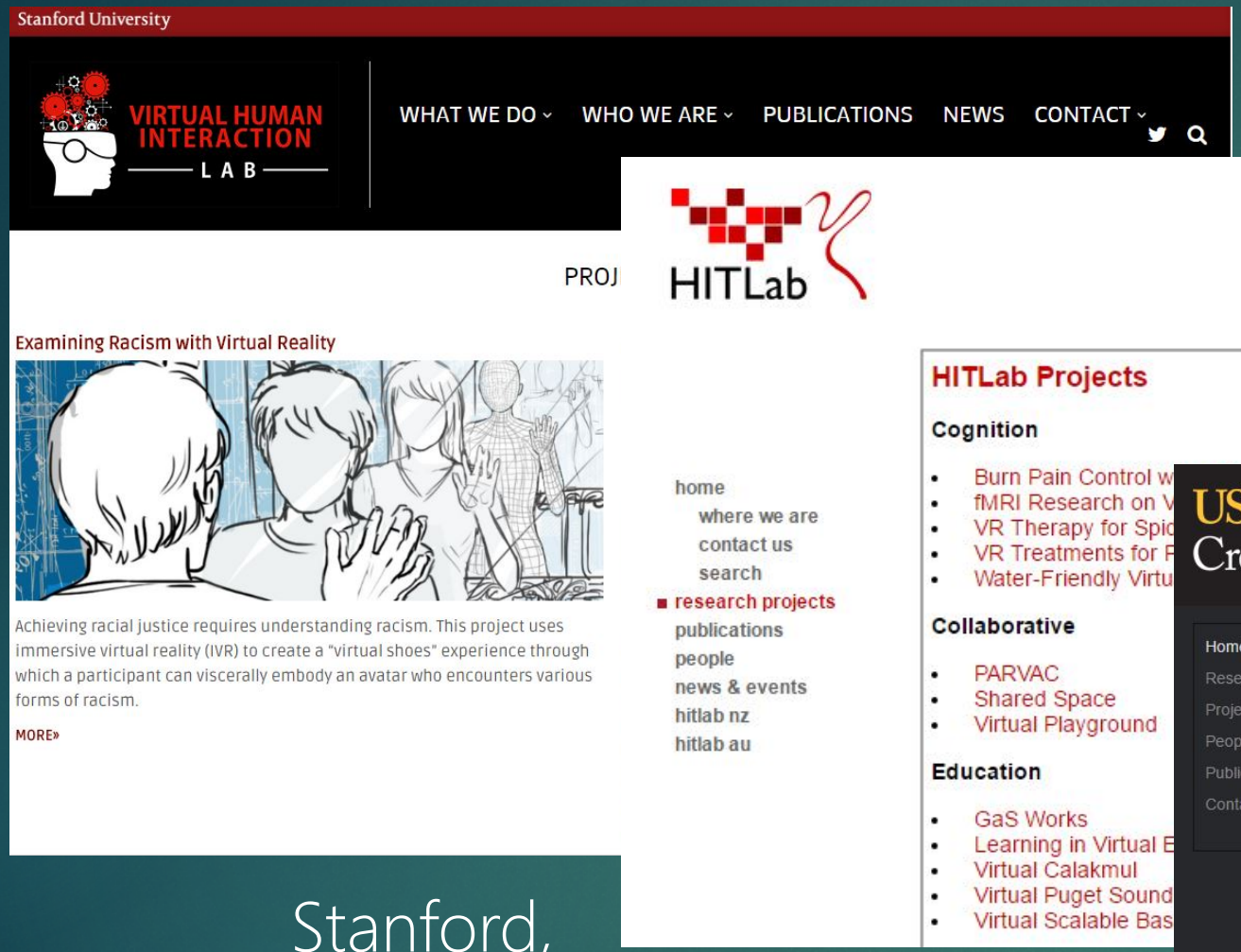


1967
Disneyland



The Body VR

Clouds over Sidra



Stanford,
University of Washington,
USC

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