

LINDENWOOD UNIVERSITY



2022 SLRLN Tech Expo

REAL EXPERIENCE.
REAL SUCCESS.

LINDENWOOD
UNIVERSITY

Beyond Reality: Strategies for Integrating Virtual Reality in the Library

2022 SLRLN Tech Expo

Michael Feters & Dr. James Hutson



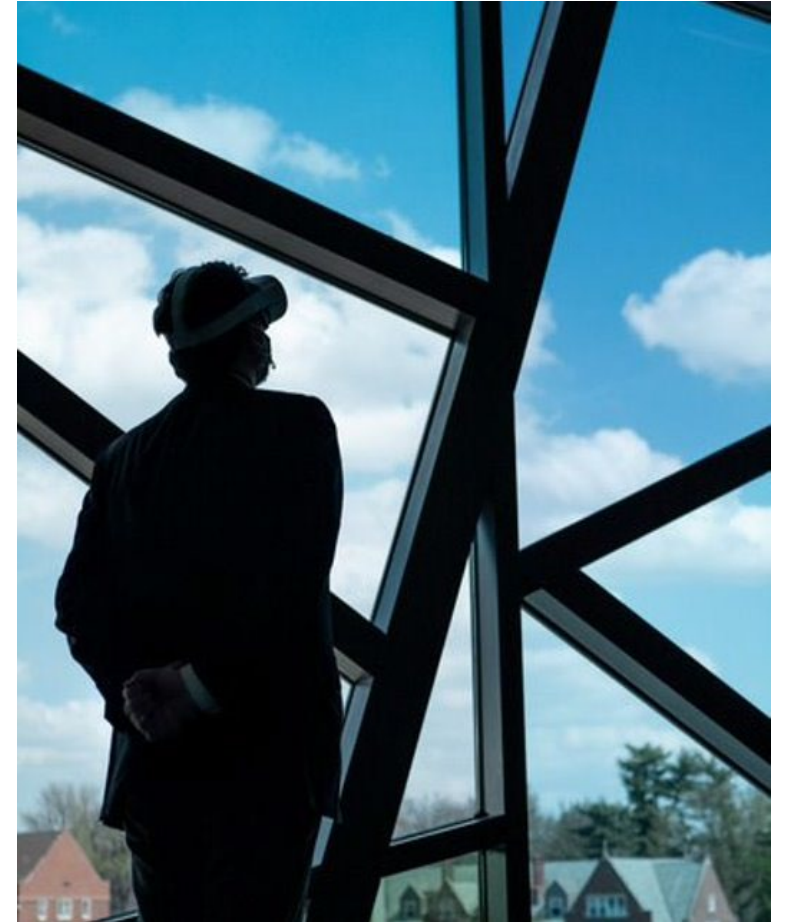
REAL EXPERIENCE.
REAL SUCCESS.

LINDENWOOD
UNIVERSITY

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



REAL EXPERIENCE.
REAL SUCCESS.

LINDENWOOD
UNIVERSITY

Steps for Adoption



LINDENWOOD
UNIVERSITY

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

Introduction to Immersive Realities for Educators

Contents

1. Introduction
2. Resources & Examples
3. Recommendations
4. Getting Started
5. VR Applications
6. Recording in VR
7. Using Wander
8. VR Champions
9. FAQs
10. References



Introduction

REAL EXPERIENCE.
REAL SUCCESS.

LINDENWOOD
UNIVERSITY

Steps for Integration



LINDENWOOD
UNIVERSITY

- 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

Introduction to Immersive Realities for Educators

Contents

1. Introduction
2. Resources & Examples
3. Recommendations
4. Getting Started
5. VR Applications
6. Recording in VR
7. Using Wander
8. VR Champions
9. FAQs
10. References



Introduction

REAL EXPERIENCE.
REAL SUCCESS.

LINDENWOOD
UNIVERSITY

XR and Gaming Lab

LINDENWOOD
REAL EXPERIENCE. REAL SUCCESS.



Credit: Joe Weber



REAL EXPERIENCE.
REAL SUCCESS.

LINDENWOOD
UNIVERSITY

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



REAL EXPERIENCE.
REAL SUCCESS.

LINDENWOOD
UNIVERSITY

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

REAL EXPERIENCE.
REAL SUCCESS.

LINDENWOOD
UNIVERSITY

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

REAL EXPERIENCE.
REAL SUCCESS.

Resources

[IR Resources for Educators](#)

[VR Application Database](#)

[VR Application Request Form](#)

REAL EXPERIENCE.
REAL SUCCESS.

LINDENWOOD
UNIVERSITY

Questions?

REAL EXPERIENCE.
REAL SUCCESS.

LINDENWOOD
UNIVERSITY

Contact Us

Michael Feters

Mfeters@lindenwood.edu

636-949-4574

James Hutson

Jhutson@lindenwood.edu

636-949-4863



REAL EXPERIENCE.
REAL SUCCESS.

LINDENWOOD
UNIVERSITY