

# *Launching a Virtual Reality Program in an Academic Library*

**Designing Libraries 7  
Calgary, AB**

**Pete Schreiner  
NCSU Libraries**

*VISION*



VISION



Ready Player One



VISION



Makerspace at Hill Library



A photograph of a man with a grey beard and a woman wearing a VR headset, both looking at a computer screen. The man is in the foreground, leaning in, while the woman is behind him. They are in a room with other people in the background.

*VISION*

Virtual Friday at Hill Library's Fishbowl Forum

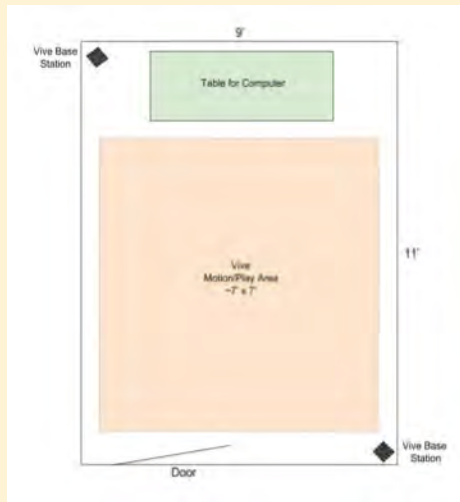


# SPACE

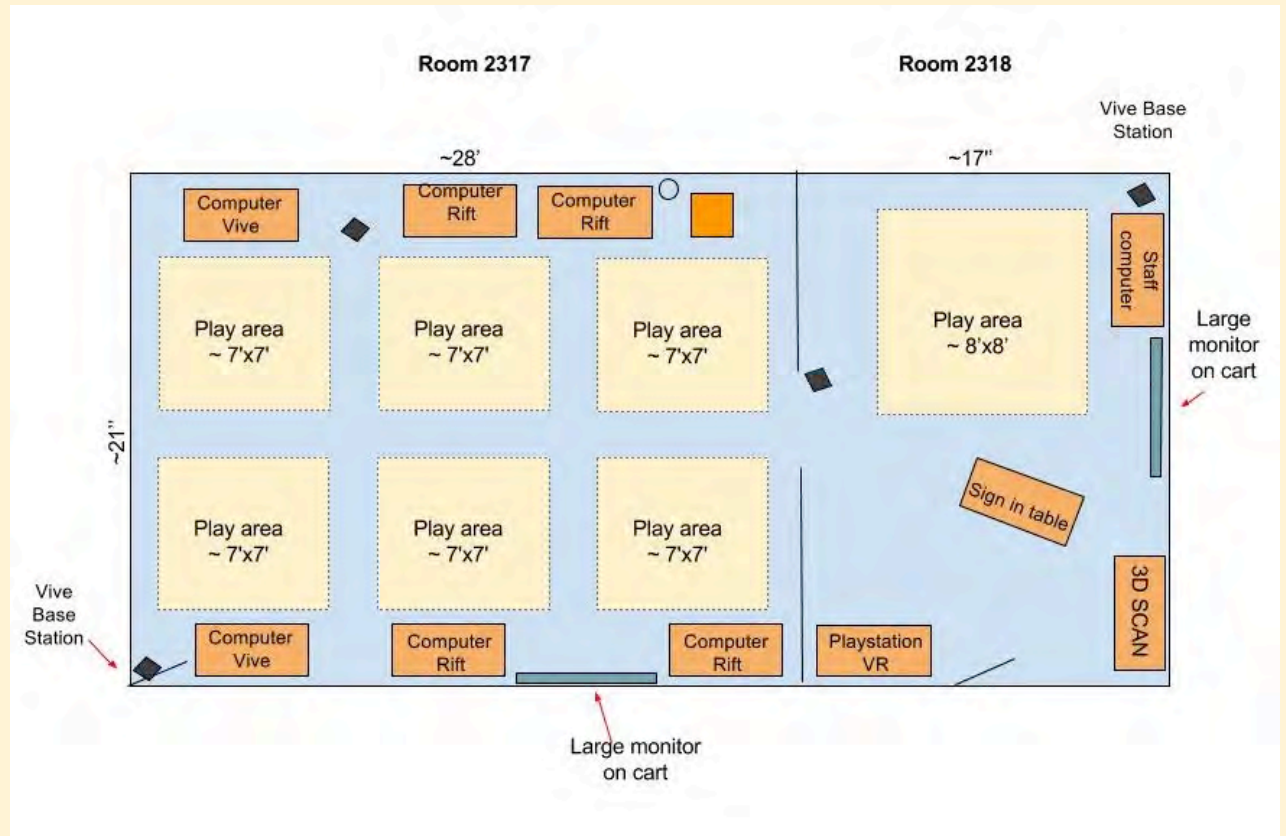


State of the Sciences at Hunt Library's Creativity Studio

# SPACE



VR Usability Lab, Hunt Library



VR Studio, Hill Library



*SPACE*



VR Usability Lab



SPACE



Intro to VR Workshops at the VR Studio





*SPACE*



Intro to Unity Development Workshop



# HARDWARE



# HARDWARE

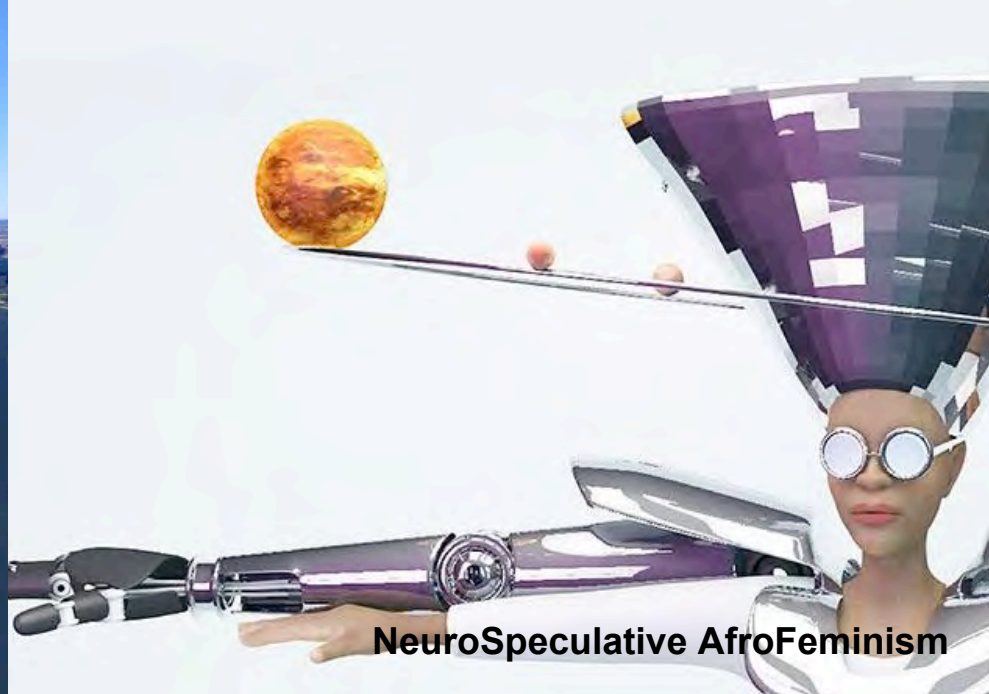


Oculus Rift



HTC Vive





# CONTENT



Mushroom Scene by Colin Keenan @technobotanist



# USERS + IMPACT



Intro to Google Earth VR Workshop



# USERS + IMPACT



Exhibiting vMLK at Hunt Library  
<https://vmlk.chass.ncsu.edu/>





# *USERS + IMPACT*



Video Game Development Club Meeting

# USERS + IMPACT





*FUTURE*



*FUTURE*



**Using HoloLenses at Hunt Library**





*FUTURE*

Vive Focus



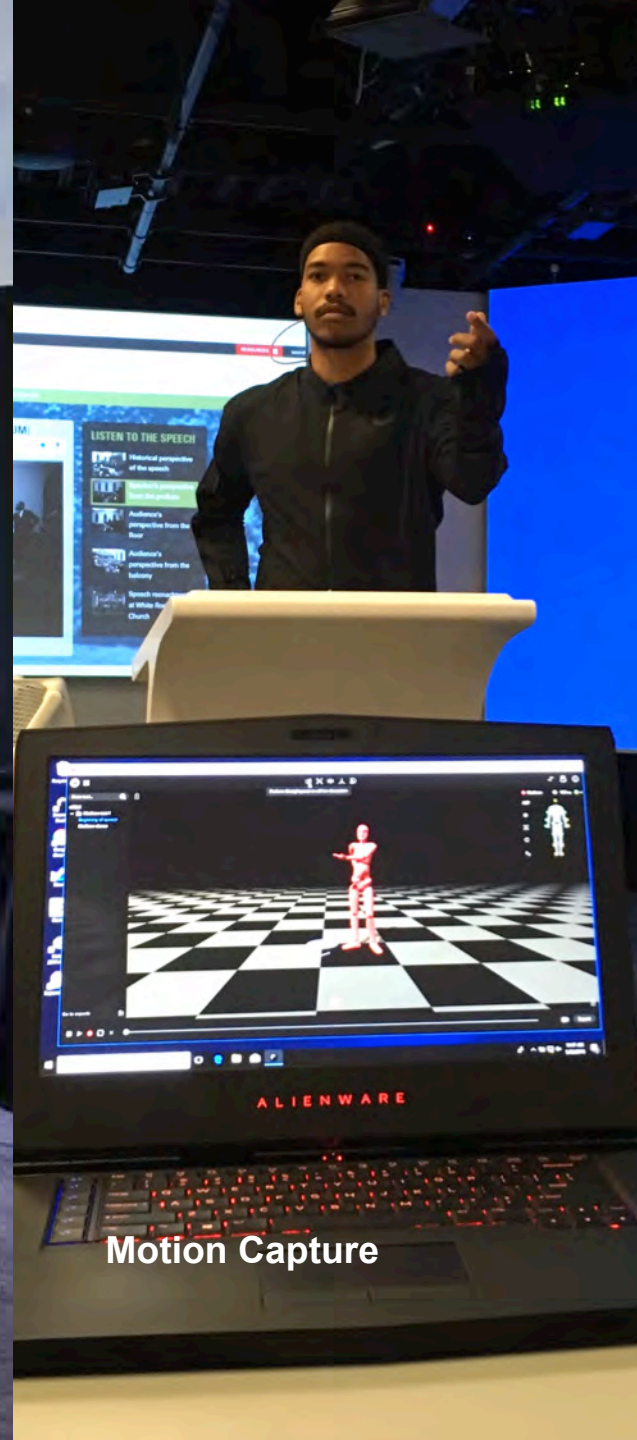
Oculus Outreach at Welcome Week



*FUTURE*



3D Scanning Studio

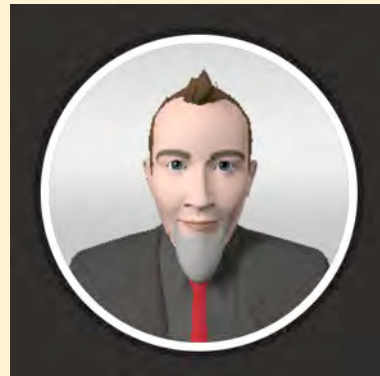


Motion Capture



# THANK YOU!

See these slides at: [go.ncsu.edu/dl7vr](https://go.ncsu.edu/dl7vr)



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