Lightweight Virtual Reality in an Academic Library

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Slides: https://bit.ly/2kGTfHS

The Issue

- Existing VR equipment in isolated space, not appropriate for all use cases
- No dedicated space for additional VR equipment
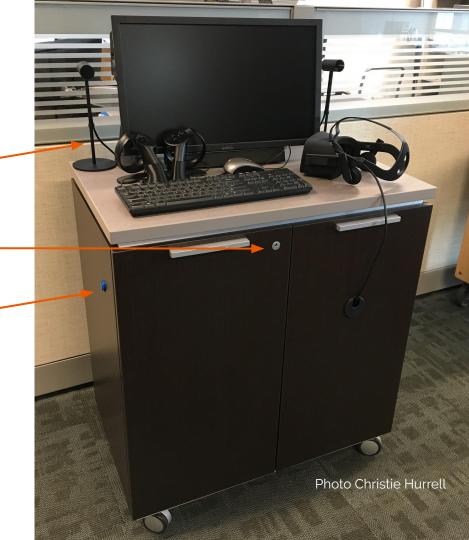
The setting

Cart Configuration

Two sensors mounted on wheeled cart

Cart is locked for security of hardware

Arcade button for on/off switch wired directly to PC's motherboard

Photo Christie Hurrell

Space Configuration

Third sensor permanently mounted

Mobile media wall as physical boundary
Plus helpful for instruction and advertising
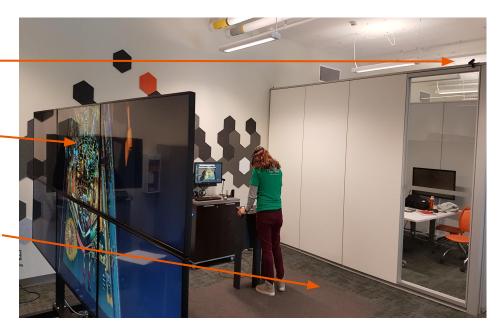
Coloured floor tiles delineate play space

Photo Jed Baker

Implementation & Programming

- Cart is bookable via library website
- Promoted via collaborations with subject librarians
  - Artist in residence opportunity
  - Drop in lab times
- Friday afternoon drop in - fun!

Questions?

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