VR, AR, MR and Their Possible Application for Academic Libraries

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"VR won’t supplant all traditional education methods but it will augment them, just like the internet did." Will Mason, Co-Founder & Editor-in-Chief, UploadVR

Abstract

VR (virtual reality), AR (augmented reality), and MR (mixed reality) can create unique experiences that expand learning opportunities and engagement for end users. The academic libraries can be well positioned to provide VR and AR resources, spaces, strategies, and connections to support the creative endeavors of their patrons. Through a Professional Learning Community, the librarians worked with faculty and students to explore the pedagogical use of VR and AR aligned with a campus student learning experiences program. The purchase of virtual and augmented reality equipment was facilitated through the library and the campus STEM center.

Library Support

- Provide technology to check out. (Google Glass, HTC Vive, etc.)
- Reach out to student groups (Gamers, etc.)
- Incorporate into staff training
- Create Resource Guides

Planning Considerations

- Community Needs
- Partnership
- Budget Restrictions
- Physical Space
- Performance Reality
- User Safety

VR, AR, MR in Education

Reality in Education: explain abstract and difficult concepts; engagement and interaction; discover and learn; training (augmented tutorials, digital modeling, and simulations); objects modeling (manual training, hand exercises, quiz solving etc.)

Otterbein Professional Learning Community (PLC)

Otterbein Immersive Technologies Pop-Up

Virtual tours
- ShelVAR
- Mixed Reality
- Hololens
- HTC Vive
- Google Cardboard

VR, AR, MR Used in the Library

References


Growth in AR and VR markets worldwide is projected to be over 209 billion U.S. dollars by 2022

Which industry do you think will be most impacted by Virtual Reality in the next 5 years?