The Reality of VR
Virtual Reality Programming in the Library
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Advocating VR
- VR brings in new heights in programming attendance
- In an academic library setting VR has and can be used in many academic programs of study, which leads to...
- Greater programming attendance

Type of VR Systems
- Oculus Rift
- HTC Vive
- PS VR
- Google Cardboard

What Metro did
- 1 PS VR over multiple VR headsets
- It’s cheaper and easier to maintain than multiple headsets and devices to run the headsets (Smartphones etc.)
- Allocating playtime
- 15 minutes, once per night, sign-up sheet

What we learned/tips
- Staff need to know how to play the games and should practice them at work or at home
- These systems take up a lot of space. Identify a secure place for them that also minimizes repeated setup tasks
- Storage and proper care of the system is important for its longevity. Don’t leave the headset out in the open where it can collect dust. Dust makes electronics sad

What We Learned Later
- VR can cause motion sickness, panic attacks, and disorientation. Consider this when identifying space (don’t play near sharp corners!)
- You need to have a designated person just helping with VR and managing "turns", plan accordingly.
- The system needs constant recalibration, especially if someone is looking the wrong way at the wrong moment when the system itself is recalibrating

How We Picked Our Games
- YouTube reviews are a time/money saver!
- Assess whether your library wants to allow "M" rated games at your events
- ESRB ratings
- Read reviews with a focus on game design and how polished a game is in terms of gameplay
- "Can you guys do game night every week?"
- "How do I get in to creating video games?"
- "I thought game night was just about Monopoly until I saw you had a VR."