A New Way to Look at Old Bones: Launching Virtual Reality at a Health Sciences Library

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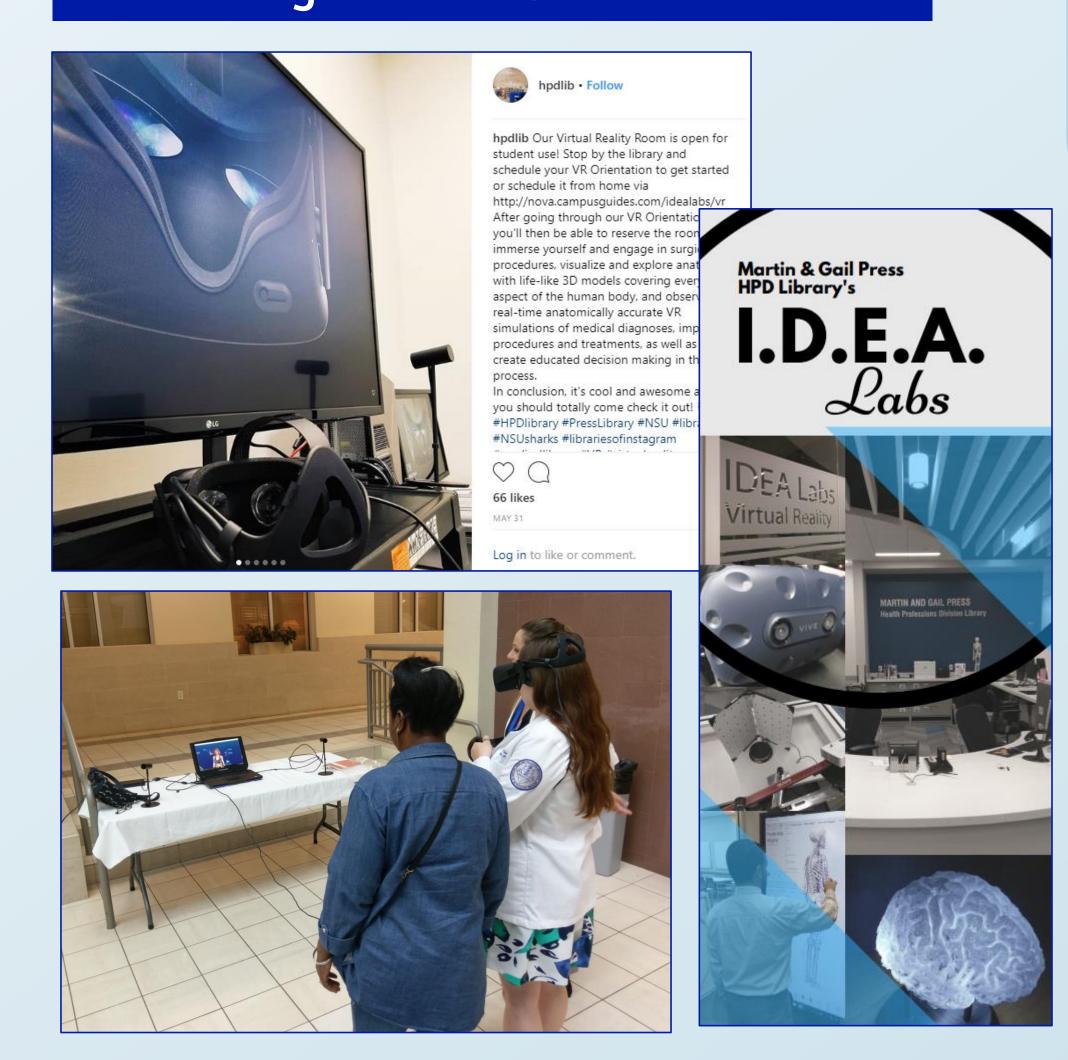
Objective

To establish a sustainable and scalable virtual reality (VR) library service at Nova Southeastern University's Martin & Gail Press Health Professions Division Library (Press HPD Library) with a focus on virtual anatomy and medical simulation.

Background

The Press HPD Library underwent a large renovation from Spring 2017-2018. In an effort to pursue unique, digital anatomy resources, virtual reality was chosen for its three-dimensional, engaging, and gamified approach to educational content.

Marketing Materials









Early Planning (Fall 2017)

- A "Virtual Reality Lab (VR Lab)" was demarcated in the renovation plans.
- Early research and an exploration of best practices revealed that VR had many uses outside of anatomy, particularly virtual patient simulation, computed tomography (CT) visualization, and virtually any experience that can benefit from total immersion.

Virtual Reality Exploration (Dec. 2017 – Feb. 2018)

- Press HPD Library staff visited a local Creation Station, and consulted with experts to discuss use cases, policies, and safety protocols.
- Along with the dedicated lab, the budget included two A/V carts with a mounted television for demonstrations outside the library.

Implementation (Feb. 2018 – May 2018)

- Initial purchases included two Oculus Rift headsets, Alienware Aurora PCs, and a 360 camera.
- A LibGuide was created with information on the lab equipment & available apps, policies, safety protocols, checkout procedures, and a 360° photo of the lab.

Soft Launch (Summer 2018)

- The VR Lab was soft launched in May 2018 in order to trial apps and work with faculty to identify use cases tied to curriculum goals.
- During this period, dozens of students completed orientations and used the lab.
- The HTC Vive Pro and virtual anatomy software were added to the lab.

VR Lab Checkout Procedure

Patron walks up to the circulation desk to use the VR Lab

Staff checks the patron record

Did patron pass orientation?

Patron is allowed to

VR Lab Orientation (10-15 minutes)

The orientation covers:

- Checkout procedure & room policies.
- Safety guidelines.
- A "Release of Liability" form
 - The form is scanned and sent to a circulation staff member to update the patron record.
- Instruction on how to use the equipment.
- A tutorial app to introduce the controllers and safety grids.
- Final patron questions.

use the VR Lab. Direct patron to

sign-up terminal

to schedule an

orientation.

I.D.E.A. Labs: Virtual Reality Lab Home 3D Print Lab - Virtual Reality Lab - The Studio Click Here to Schedule a VR Orientation

Students can also schedule an orientation on the VR Lab website.

Upcoming Projects

- IDEA Labs Open House (Nov. 1st)
 - The VR Lab officially launches with virtual anatomy apps.
- Collaboration with the Medical Technology Innovation Research and Development Lab (MedTECH Innovate R&D)
 - The R&D Lab serves as an incubator to advance medical technology and innovative healthcare education and delivery.
- Emerging Technologies Internship
 - The internship will connect four high school seniors to innovative medical and health care-related applications of virtual reality and other 3D technologies.

Next Steps

- Continue to trial and evaluate VR apps
- Stay up-to-date on new hardware and software.
- Develop an evaluation plan to collect usage & survey data in order to gauge the usefulness of VR in the Press HPD Library.