

Considerations for small libraries in adopting virtual reality technology for medical education

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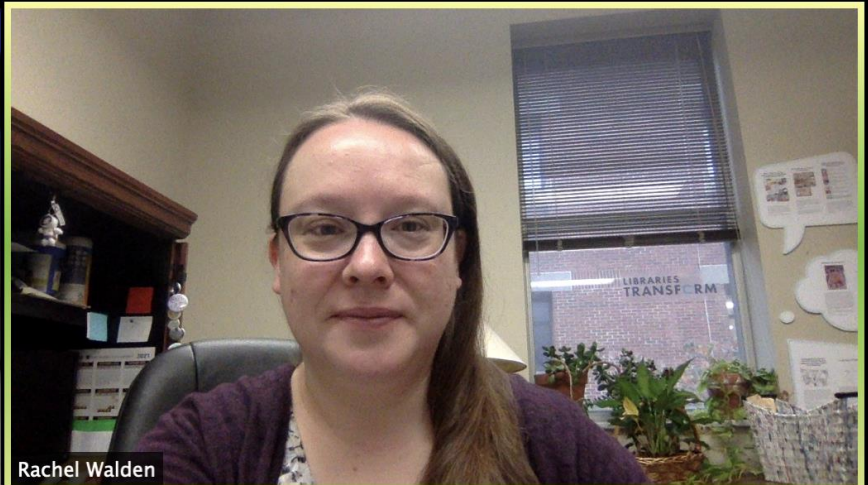
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Key Considerations

- Technology selection
- Purchasing
- Space/location
- Use patterns/scheduling
- Safety/accessibility



Technology selection

- Laptop: Dell Alienware 15" VR ready
- VR Systems: HTC Vive, Oculus Rift
- 3D Organon VR Anatomy
- Light stands for holding room VR sensors (instead of room mounting)
- Samsung flat screen television to facilitate sharing (buy an extra remote!)
- Extra cables (HDMI for laptop-to-TV)
- Games such as Beat Saber, Keep Talking and Nobody Explodes, meditation, etc.



Technology selection

- Most programs of interest were available for multiple headset offerings
- Work with faculty to identify learning needs - anatomy
- Technology rapidly advancing
- Don't buy too many too fast
- Selected laptop over desktop for portability
- Newer versions are cable-free



Purchasing

- May need computers beyond what IT normally supplies
- “Gaming” purchases raise eyebrows
- May need to negotiate support for the computer
- Expect everything to take longer than usual
- Lay the groundwork with purchasing offices
- Some software vendors may not have site license established



Space/Location

- Expect use to be intermittent
- With limited space, consider NOT making a VR-only space
- Be near support personnel for set-up/breakdown, user training, safety
- Avoid spaces near hazards such as stairs
- Need room for system and movement, approx. 10' x 10'



Use Patterns/Scheduling

- Again, expect use to be intermittent
- Work with relevant faculty to understand high-demand time points
- Consider online scheduling tool, accessible to multiple library staff (SignUpGenius)
- Limit blocks of time (especially if offering gaming)



Safety/Accessibility

- Trip hazards
- Room obstacles
- Vulnerability from obstructed sight/vision
- Procedure for communicating before touching
- Accessibility and medical safety





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Questions?

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