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Exploring Virtual Reality : 360° of Student Engagement

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Why Use It

- Virtual Reality offers an immersive experience that challenges students to apply knowledge and skills within an educational framework. Incorporating learning objectives and library resources, students can virtually realize experiences within their majors.
- Virtual reality elevates the educational experience and supports the student attaining a superior fluency of the subject.

What Is It

vir-tu-al re-al-i-ty

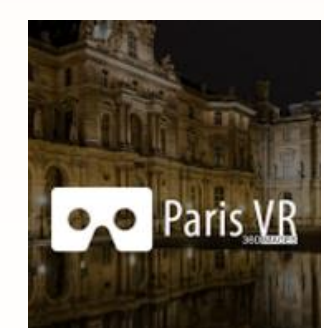
a computer-generated environment that allows for interaction and immersion.

aug-men-ted re-al-i-ty

an enhancement of a real environment using technology to overlay imagery or information.

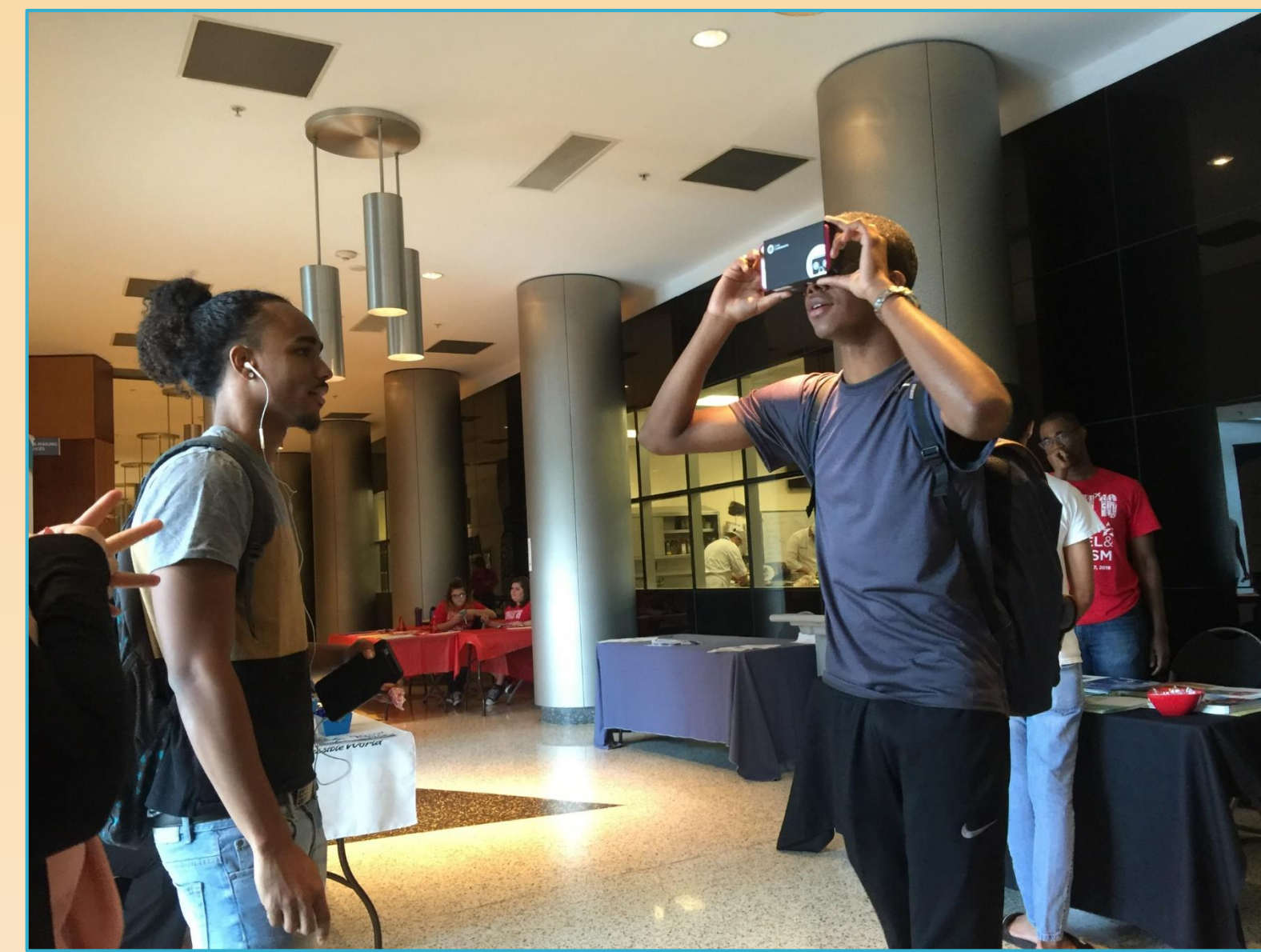
Apps, Software, Hardware

- Round.me
- YouVisit
- Orbulus
- NYT VR
- Paris VR
- VRSE
- Google Cardboard



What We Did

Virtual Reality travel apps, such as **Orbulus** and **YouVisit**, were explored to support the courses, TRVL 4011 Destination Management Organization and SEE 3170 International Exhibitions & Events.



Round.me was utilized to create an augmented and virtual reality experience for Work Study Student Employees. A photosphere was created and overlaid with information hotspots to provide training and orientation to the library space.

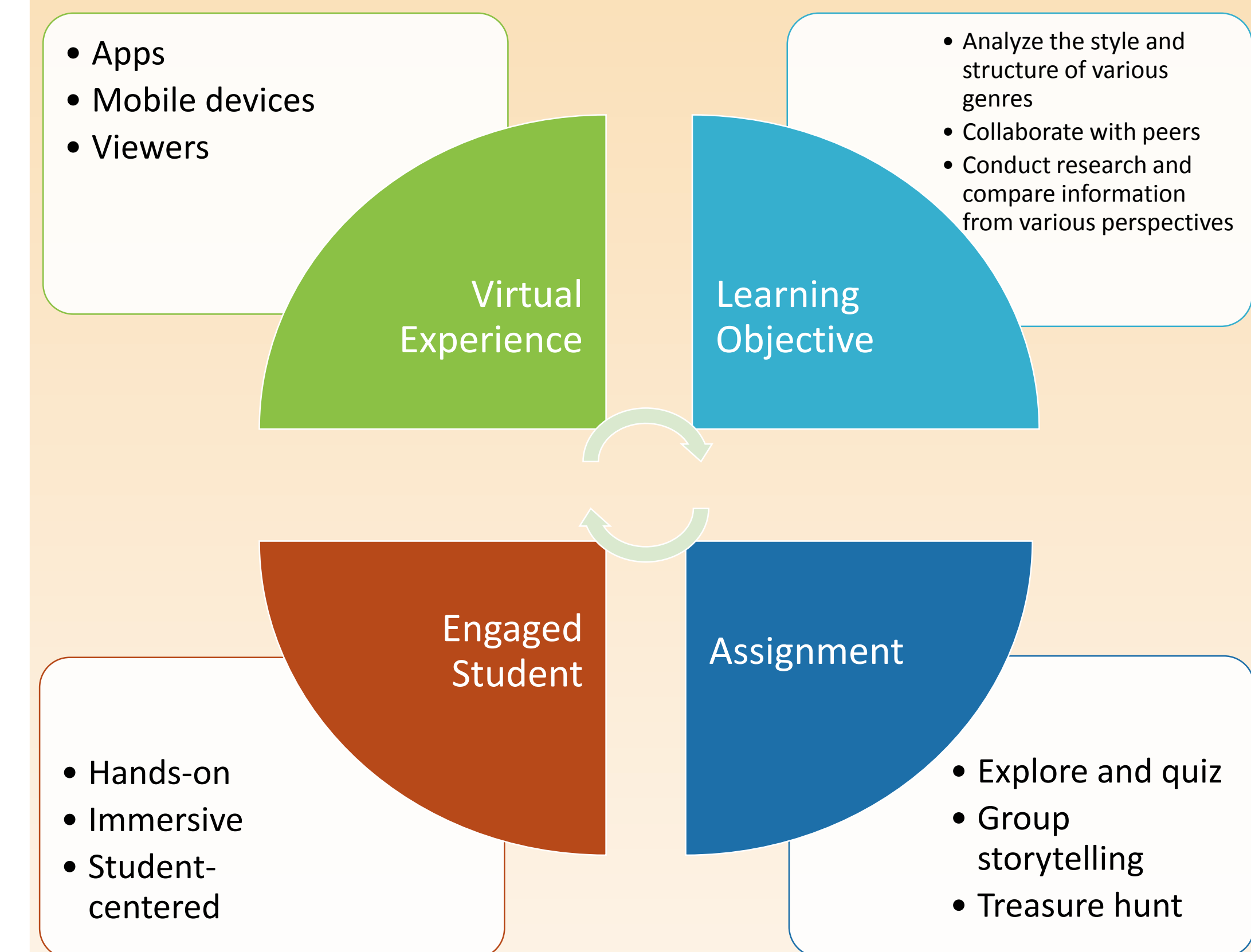


Other Examples in Libraries

- **Historypin.org** showcases university archives and special collections allowing users to overlay historical photos with current images and information.
- University of Houston - Downtown has **Augmented-Reality Tours** ending with an assessment so faculty may use for credit within the course.

How to Apply It

- Course enrichment
- Student employee training
- Enhanced library tours and maps



Impact at JWU

- 🐅 Collaboration
- 🐅 Engagement
- 🐅 Immersion