

ALIA Information Online 2015

Workshop: Oculus Rift: What is all the fuss about?

Michael Wiebrands and Constance Wiebrands

Tuesday 3 February, 11:30am - 12:25pm (55 minutes)

Learning Outcomes

Awareness of the concept and technology of Virtual Reality (VR)

Awareness of the current state of play with VR technology

Knowledge of current applications of VR

Openness to exploring opportunities the technology may present for library services.

Workshop Outline

1. Presentation covering the following topics:

a. What is VR?

- potential to be the next technology platform after mobile
- similar to mobile, a new platform for user experiences
- first time offered to individual consumers, at an affordable price

b. Introduction to the virtual reality head-mounted display

- possible because of recent developments in mobile technology
- competing technology (Google Cardboard, Project Morpheus)
- current input device limitations.

c. How does the rift get used in educational and research

- visualisation, virtualisation and simulation capabilities
- in another persons body, gender swapping
- emotive experiences to improve education

d. How can the Oculus Rift be used in libraries?

- What potential does it have for improving our services?
- What new services can be developed using this device?
- Why will this be different than Second Life? :D
- Increased engagement with clients through new technologies.
- maker space tools
- personal planetarium, dome cinema

2. Physical demonstration of the technology

- Display and describe the VR headset technology
- Run a whole of audience demo of the technology

3. Open discussion and questions and opportunity for hands on

This section will provide hands on for the audience to experience VR for themselves. Due to the potential size of the audience and the single user nature of the technology an open discussion will be held while participants are using the technology.

Discussion will engage the audience on potential uses of the technology in library services

Possible software to demonstrate to participants includes:

VRChat - The next second life? (video has librarian talking on it)

<https://share.oculus.com/app/vrchat>

Educational

<https://share.oculus.com/app/from-ashes>

Lunch is after the workshop. Would like to investigate if the one and half hour break is available to continue to demo to interested participants.