**The Future Is Now: Virtual, Augmented, and Mixed Reality in Public Libraries - Learner Guide**

https://www.webjunction.org/events/webjunction/vr-ar-mr-in-public-libraries.html

**Event Description:** Libraries have long been at the forefront of providing community access to new technologies. Virtual, augmented, and mixed reality (VR/AR/MR) are now finding a place in library programming and services, engaging with communities in truly innovative ways. [Two Maryland libraries](https://www.webjunction.org/news/webjunction/virtual-and-augmented-reality.html) are building their programming with straightforward approaches to community discovery and local partnerships. Join us to hear creative ideas for how to get started using VR/AR/MR at your library, as well as practical tips about applications, equipment and potential uses to meet your community’s needs.

Presented by: **Jen Bishop**, Online Services & Emerging Technologies Supervisor, Carroll County Public Library; and **Liz Sundermann-Zinger**, Virtual and Media Services Manager, Baltimore County Public Library

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| **What are your goals for viewing this webinar?** | |
| **Personal Goals** |  |
| **Team Goals** |  |

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| **Current Technology Offerings** |
| What technology are you already using and introducing to your community and how would VR/AR/MR fit into these offerings? |
| **Goals, Budget, and Support** |
| Consider your goals (visual vs. interactive experience), budget (economical vs higher end), and IT support (on my own or support of IT Department) when exploring VR/AR/MR platforms.  Goals:  Budget:  IT Support Needs: |
| **Programming Formats** |
| Consider how you will use VR/AR/MR in your library, e.g. demos or longer experiences; educational, travel, or games; set up in a fixed location or the ability to share among locations. List format and programming ideas. |
| **Try VR Hardware Before You Buy** |
| List places you might be able to try VR/AR/MR hardware before purchasing for your library, such as another library, university, school, museum, vendor, or at a tech meetup. Try before you buy!  1.  2.  3.  4.  5.  Also explore some of the free trials for educational VR/AR/MR content creations:   * [Cospaces Edu](https://cospaces.io/edu/) * [3DBear](https://3dbear.io/) * [Morphi](http://www.morphiapp.com/) * [Unity](https://unity3d.com/) * Other? |
| **Funding and Sustaining VR/AR/MR** |
| Where can you get funding to support adding VR/AR/MR to your library? (Grants, foundations, etc.)  Brainstorm funding sources, considering your potential partners too:  1.  2.  3.  4.  5. |
| **Making the Case** |
| Outline how you can make the case for getting your administration, staff, and trustees on board with introducing VR/AR/MR at the library. Consider using the [27-9-3 method](http://www.powerprism.org/27-9-3-elevator-pitch.htm) to help develop your persuasive message. |
| **Action Plan:** (include some simple next steps, along with who, when, etc.) |
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