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We're Virtually There: Providing Health Sciences Education and Wellness Through Virtual Reality Experiences

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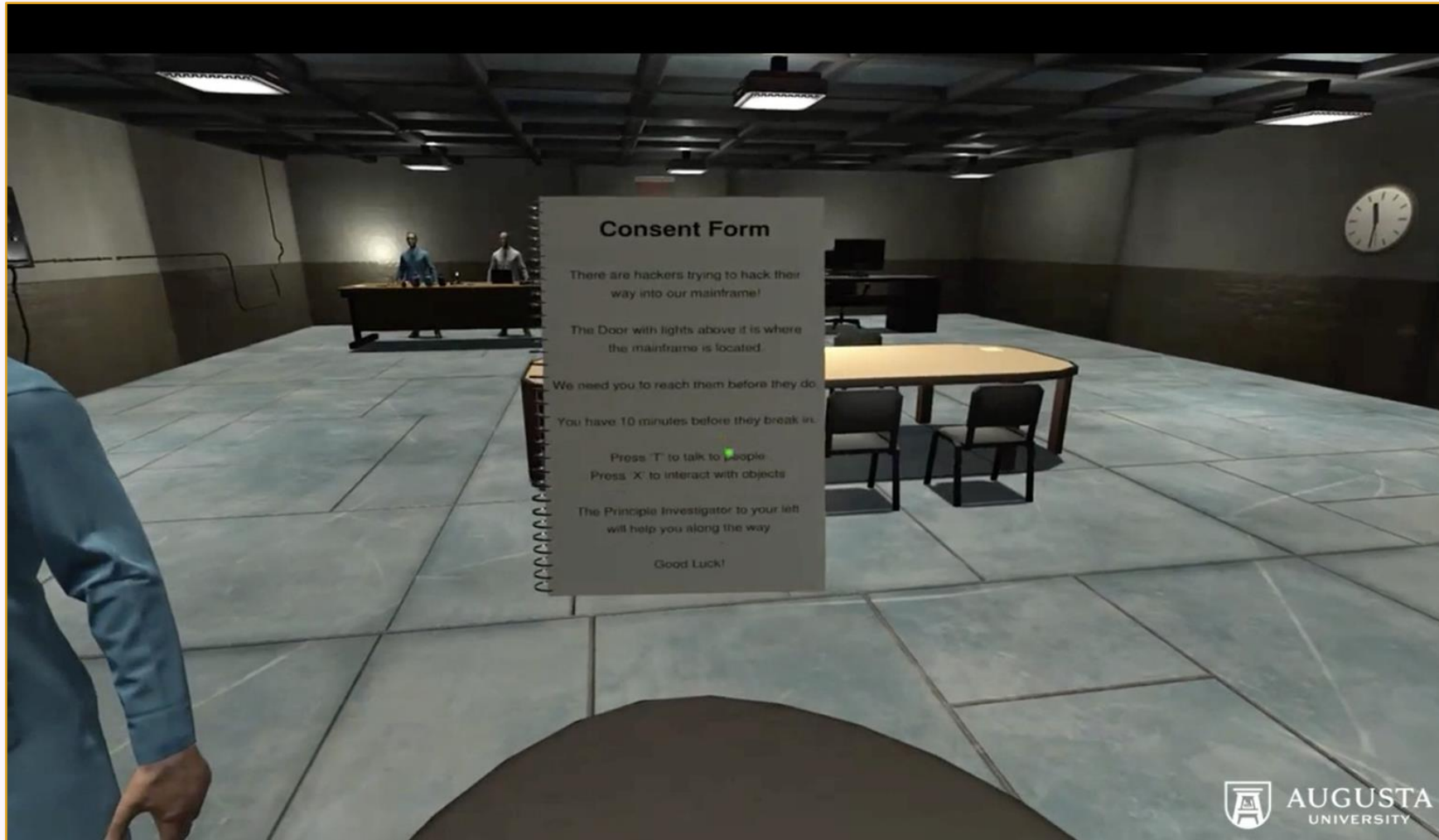


We're Virtually There

Providing Health Sciences Education And Wellness
Through Virtual Reality Experiences

Gail Kouame, MLIS; Jennifer Davis, MLIS; Lachelle Smith, MSLIS

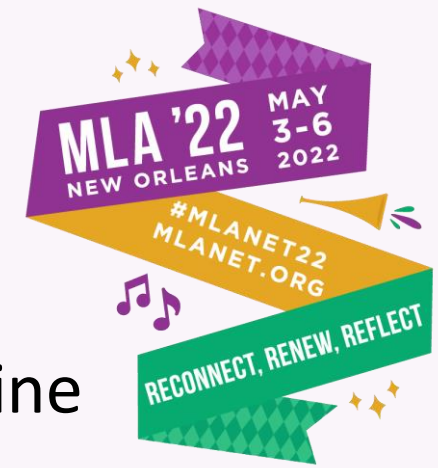
The Projects – VR Escape Room



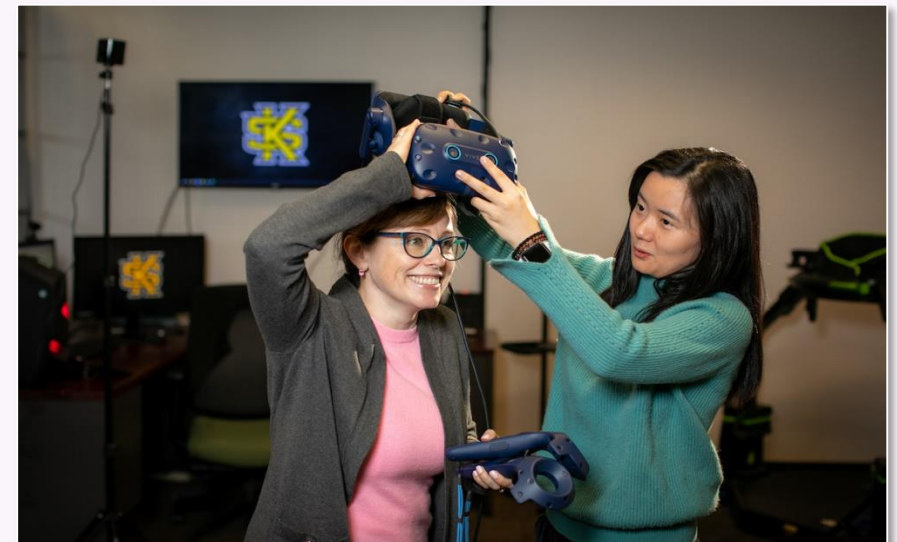
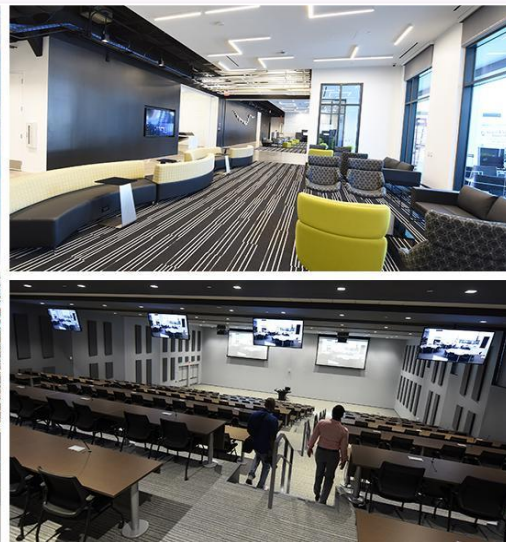
The Projects – VR For Health Education And Wellness



Things Projects Have In Common



- Funding Source - Network of the National Library of Medicine (NNLM)
- Same equipment for both - interoperable
- Partnership with AU School of Computer & Cyber Sciences



Lessons Learned



Things Take Time!



- Getting funded projects up and running
- Getting equipment ordered
- Getting the room ready



Things Take Time!

- Getting VR systems set up
- Training staff
- Setting up policies and procedures
- Develop orientation for users



But You Eventually Get There...



Future Plans

- For both projects:
 - Create more VR modules in partnership with AU Computer Science and Kennesaw State students
 - More promotion and marketing
 - Eventually allow users to check out VR systems
- For escape room:
 - Incorporate into future medical education classes
 - Conduct study on gaming and learning
- For Greenblatt Library space:
 - Open house



A user in the VR escape room

Things To Consider For A VR Space

- Is there an appropriate space?
- Who will have oversight of the space?
- What will the policies be?
 - Who is eligible to use the space?
 - Will there be a time limit?
 - Will the room be locked?
 - Release of liability for users?
- How will users access the equipment and the space?



Thank you!

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Medical students engaging with VR simulations