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Using Virtual Reality in the Information Literacy Classroom

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Using Virtual Reality in the Information Literacy Classroom
Derek Malone & Doris McDaniel
University of North Alabama

Headset Types
Screen, without screen, plastic, cardboard, and many more options

What we have
Name brand Google Cardboard - Instruction & Circulation
Off-brand cardboard & plastic w/o screen in ThinkSpace (Maker Space)

Usage in Collier Library
Instruction (EN 112, Research video instruction)
Information Literacy with 360 images and videos - physical environment understanding through a virtual reality platform

360 for research
Headset usage projects have already been presented at UNA Research Day
QEP
IMAGINE - INVESTIGATE - COMMUNICATE

360 for advertisement and communication
We've added 360 photos to Facebook to showcase our facilities.

Circulation
4 Google Cardboard headsets available at Circulation (1 is missing and billed)
2 pieces to each headset (sleeve and viewer)
5 day loan, renewable (32 circulations with little advertisements)
1 information sheet given with each loan

Information Sheet
The information sheet below is given with all circulations; it includes usage information, websites for 360 video, and app suggestions.

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