

Best Practices - Building a VR Lab

Prepared by [Rob Theriault](#) MET, BHSc., CCP(f)

Immersive Technology Manager (retired)

Author of The Future of Education is Experiential ([U.S.](#), [CDN](#)). Follow @ [Bluesky](#), [LinkedIn](#)

Dedicated or non-dedicated space?

At almost every college and university, finding a room that can be used as a dedicated VR/XR lab is difficult, as space is often at a premium. Having said that, a dedicated XR lab would be ideal. This would allow for scheduling groups of students from various program areas in a way that does not conflict with class schedules. With a dedicated lab, tech support would be important to assist teachers and students in the lab with the XR experience.



For schools that have limited space where a dedicated lab is not possible, I recommend a multi-purpose room i.e. one that can be used as either an XR lab, where you move desks away to one side, and as a classroom when needed. At Georgian College, for a mixed classroom-lab we use a low profile wall mounted computer cabinet (protrudes only 6" from the wall). When there is a class scheduled, the computer and VR equipment are stored securely in the cabinet. When an XR event is scheduled, the cabinets are opened and the desks and chairs can be moved to one side of

the room. With this type of set up, as scheduling will likely be unpredictable, teachers, and perhaps students, may need to be sufficiently trained to handle any technical issues related to VR/XR.

XR Headsets

A diverse fleet of headsets is recommended e.g. a mix of Quest, Vive and Pico. The choices may depend of the type XR experiences and the content available on each headsets.

For an XR Lab you can use headsets that require a connection to a gaming computer, however I recommend a stand-alone headset that can be connected to a VR-ready (gaming) computer or

used as a stand-alone. The lab or library can also serve as a place where students can borrow headsets.

Software

[Link to software](#) for various subject areas (higher ed)

Infection control

[Link to optional infection control steps](#)

Examples of Labs

[XR Labs around the world](#)

[Georgian XR Labs](#)

Resources

[How to build a VR lab](#) - by Worldviz