

Best Practices - Library VR Loan

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](#)

VR Experience (software):

- The selection of software should ideally be done as a collaboration between the teachers, the library and the person responsible for the deployment of VR/XR.
- VR experiences should be no longer than approximately 20 minutes. However, students do acclimatize to the VR headset and may wish to spend more time with immersive learning after having a couple of experiences.

Hardware

- The VR headsets used should be usable without the need to connect with a gaming computer as this would be logistically challenging and cost prohibitive.

Courses and learning outcomes

- The software should address specific learning outcomes for specific courses
- Teachers who plan to have their students access VR applications should provide learning outcomes or objectives. These should be made available for the student for each software application.
- Teachers may wish to create assignments specific to a VR experience e.g. write a reflection, quiz, etc.
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Cost and ROI