



Making a case for the role of your library in your XR project

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Abstract

This lightning talk will focus on some of the initial results of a multi-institutional, qualitative study of libraries and XR.

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Archived version from NC DOCKS available at: <http://libres.uncg.edu/ir/wcu/listing.aspx?id=37390>.

MAKING A CASE FOR THE ROLE OF YOUR LIBRARY IN YOUR XR PROJECT

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WESTERN CAROLINA UNIVERSITY HUNTER LIBRARY'S VR ROOM



WHAT WE ARE FINDING ...

- **GATEWAYS**
- **LEARNING PARTNERS**
- **CONTENT CREATORS**

RESOURCE KIT FOR LIBRARIES

Documents at <https://bit.ly/3hZhIpp>

- A FY Budget Justification
- The VR section of a Collection Development policy
- A Project Charter for a VR room
- Internal grant proposal example
- Intro to VR Lesson Plan example
- Our VR software request form
- Example of Organon VR request form
- Some Use Procedures for LibCal and Lab walls