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Beyond Reality — Expanding Your Library’s Services to the Virtual

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http://hdl.handle.net/2027.42/149452

https://deepblue.lib.umich.edu
BEYOND REALITY

EXPANDING YOUR LIBRARY’S SERVICES TO THE VIRTUAL

2019 Emerging Tech Symposium: AR/VR - Immersive Realities

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A Bit About Me

- Senior Program Manager at U-M Library
- Previous experience at small academic, corporate, and special libraries
- Editor of *Information Technology and Libraries*
- Wrote a book on Drupal
- Edited 5 library technology-focused books
Beyond Reality: Augmented, Virtual, and Mixed Reality in the Library

A series of case studies about 🌍 in the Library

Plus a chapter on legal considerations

Topics today

● Some definitions
● What libraries are doing today
● What should be on the 2-4 year horizon
● What we should keep in mind
DEFINITIONS
### Definition: Augmented Reality

<table>
<thead>
<tr>
<th>AR</th>
<th>AUGMENTED REALITY</th>
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</thead>
<tbody>
<tr>
<td>VR</td>
<td>An enhanced version of reality created by the use of technology to overlay digital information on an image of something being viewed through a device (such as a smartphone camera)</td>
</tr>
<tr>
<td>MR</td>
<td>EXAMPLES</td>
</tr>
<tr>
<td>XR</td>
<td>Pokémon Go, heads-up displays in jets or cars, Layar, Google Translate</td>
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</tbody>
</table>

https://www.merriam-webster.com/dictionary/augmented%20reality
<table>
<thead>
<tr>
<th>Type</th>
<th>Definition</th>
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<tr>
<td>AR</td>
<td>VIRTUAL REALITY</td>
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<tr>
<td>VR</td>
<td>An artificial environment which is experienced through sensory stimuli (such as sights and sounds) provided by a computer and in which one's actions partially determine what happens in the environment</td>
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<tr>
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<td>EXAMPLES</td>
</tr>
<tr>
<td>XR</td>
<td>Oculus Rift, Google Cardboard, what was at the core of Ready Player One</td>
</tr>
</tbody>
</table>
A continuum of experience extended from slightly augmented to everything nearly virtual.
Definition: Extended Reality

AR  EXTENDED REALITY

VR  XR is a superset which includes the entire spectrum from “the complete real” to “the complete virtual.”

MR

XR

https://en.wikipedia.org/wiki/Extended_reality
STARTING POINTS
Quiver Coloring Books

Quiver AR coloring books

Implemented at White Plains Public Library (NY)

Special coloring books

Tablet/phone app

https://youtu.be/B09Mj6tLrx8

Minecraft

Visualize Minecraft constructions

Export as .OBJ files

Uses Microsoft Hololens VR goggles

See the model projected in space

Verify Shapes before 3D Printing

What someone designs may not be printable

Build a shape, and visualize it

Find the problems
Provide the Experience — Entry Level

Headset:
Google Cardboard & a smartphone

Content from lots of sources

I like the NY Times VR experiences, but there are many.

Put your library’s local history into the community

Have a historical image collection? Geotag it so that users can see what the street looked like “back then”

Add information about historical figures to places they lived, worked


Provide the Experience — High End

Headset: HTC Vive, Oculus Rift, etc.
Dedicated space (6’ x 5’)
Dedicated hardware

Virtual Meeting Space — “Future End”

Anybody recognize this virtual world?

Way for library patrons to meet virtually -- job interviews, education

So many social norms to figure out
CONSIDERATIONS
Practical Considerations

Budget

Space

Training (library staff & library users)

Security

Staying up to date

VR can make some users motion sick; hasn’t been completely solved
Social Considerations

Augmented, Virtual, Mixed Reality - this is all new

Digital divide could grow even greater

Common sense a great guide
Legal Considerations

A great deal about intellectual property law and virtual reality not yet decided (legally)

Many parallels to 2D image and print world

Who owns rights to one’s digital avatar, digital creations?

What can be included in a created virtual space?

How do legal considerations change if the library is “publisher”?

OUR { DYSTOPIAN UTOPIAN } VIRTUAL FUTURE
Dystopian or Utopian?

We’ve seen movie examples of virtual reality used for better and/or worse.

- *The Matrix*
- *Avatar*
- *Ready Player One*

We’re very good at taking a technology to extremes

Anything good (or bad) we do in the real world WILL happen in the virtual
OUR VIRTUAL FUTURE

DYSTOPIAN

UTOPIAN

VIRTUAL FUTURE
Extended Reality Is Here — It’s Just Not Evenly Distributed

However it shapes up, augmented & virtual reality are that: reality

A lot to figure out

But so many opportunities to take part and expand the library’s footprint (without a building permit)

With apologies to William Gibson for being the umpteenth person to misquote him.
Thank You

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