



Innovation Project Application

Library: Bay County Public Library/Northwest Regional Library System

Project Manager: Robin Shader

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Name of Project: Virtual Reality in the Library

Project Amount requested: \$4,960

Scope of the Project: Bay County Public Library would like to offer virtual reality experiences to the public, and to provide opportunities for staff and the public to create VR content. Bay County Public Library would like to purchase two virtual reality systems (Oculus Rift and PlayStation VR) in order to offer the public opportunities to experience the variety of educational and entertainment experiences available through this technology. Acquiring both platforms will enable users to compare systems and to provide a wider range of educational and entertainment software. Additionally, the library would like to purchase a 360 degree camera, and the necessary software, to create VR content such as library tours.

This equipment will enable the library to expand on our successful emerging technologies programming, which currently features 3D printing. Virtual reality classes offered by the library will include introductory sessions for different age groups (following the recommended ages for the hardware/software), open house style programs, and access by appointment. The library will also use the equipment during outreach opportunities, such as during the annual Creative Con conference in Panama City to demonstrate the technology, and in assisted living facilities to provide "armchair adventure" opportunities.

What need in the library/community will this project address? This project has three primary goals: 1) to provide access to virtual reality experiences to people who would not otherwise have them, 2) to provide the training and equipment needed to create original VR content, and 3) to strengthen the library's image as a center for emerging technology, education, and discovery.

Virtual reality is not just a gaming fad. VR will have a huge impact on how people learn since it offers training opportunities without risk. VR software offers a variety of training simulations, such as the autism simulator which helps the user understand how people with autism view the world. VR also offers the opportunity for people to have "armchair adventures" where they can experience a place

that they may not ever be able to visit in the real world. VR would allow a person to visit a museum, or go on safari, or go deep sea diving. Adding virtual reality to the list of library services supports our mission: To help, inspire, and empower our communities by providing a dynamic center for learning and a place of discovery for all ages.

Resources required:

Oculus Rift w/ Touch Controllers ----\$400

Oculus Ready PC/Laptop ----\$2,700

Sony – PlayStation 4 Console ----\$300

PlayStation VR Bundle ----\$450 (includes headset, camera, move controllers, VR Worlds software)

GoPro Fusion 360 degree camera ----\$700

2-SD Cards ----\$120 (2 cards are used simultaneously, one for each camera module)

GoPro Camera & Accessories Case ----\$50

Adobe Premier Pro Software ----\$240/year (The GoPro camera comes with Fusion Studio desktop editing software, but Adobe Premier Pro is needed to edit the 360 degree footage so we can add titles and narration and other special effects. We would like to try this for one year and will find another source of funding if we want to continue use. Staff has experience using Adobe Premier Elements, so we are confident we can learn this software.)

Activities/Timeline (include estimated completion date): The equipment will be ordered immediately upon receipt of grant funds. Bay County Public Library staff will take one month to learn to use the VR platforms and will schedule public classes and demos to begin in early 2018. It will take longer to plan, film and edit a 360 degree video. At least one 360 degree video will be filmed and edited prior to the end of the grant period.

How will the library sustain this project? The library is dedicated to supporting emerging technologies, and will use budgeted funds, donations, and other grants to continue to support this project. Our Friends of the Library has been very supportive and purchased one 3D printer in 2017 and was awarded a grant to purchase another. They are very likely to support the Virtual Reality project by providing funds to upgrade equipment and purchase additional software. The budget above does not include funds to purchase VR software/games. The library would like to play with the demo software that comes with each system before deciding which software/games to purchase. We plan to use donations from the Friends of the Library to acquire software.

Library Director's signature: Robin Slade Date: 10/30/17

Alamy R Cooper Date: 10/30/17
Signature of agent, office, or board to whom the Director reports

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Approved _____ Not Approved _____

PLAN Executive Director _____