## **AVAILABILITY**

The VR system is available by reservation only to anyone with an active UCard. Five College students taking a course at UMass Amherst may request access via: bit.ly/borrow-equip.

Make a reservation by visiting <a href="library.umass.edu/dml/vr/">library.umass.edu/dml/vr/</a> or scan the QR code below:



Note: The VR system closes 15 minutes prior to Digital Media Lab closing.

# **DIGITAL MEDIA LAB**

(413) 545-6258 library.umass.edu/dml

FLOOR 3 W. E. B. DU BOIS LIBRARY Univeristy of Massachusetts Amherst

#### **STEVE ACQUAH**

Digital Media Lab Coordinator 413-545-6959



UMassAmherst Libraries













#### WHAT IS VIRTUAL REALITY?

Virtual Reality (VR) is an immersive, interactive digital media platform that is now available at the Digital Media Lab (DML). The VR system can be used for personal and/or academic use. VR is being implemented in industries such as entertainment, health services, architecture, and education/training.

"Virtual reality is like dreaming with your eyes open."

Brennan Spiegel, MD, MSHS, Director, health services
research at Cedars-Sinai Health System

#### **VR SETUP**

The HTC VIVE VR system is available in 400 square feet of dedicated space. DML staff supervise all VR usage to make sure patrons have an enjoyable and safe experience. Reservations are required for the use of the VR service.

## **SOFTWARE**

A variety of VR experiences are available; games, learning applications, and 360 degree movies:

- Arizona Sunshine
- Elite Dangerous
- The Gallery Episode 1: Call of the Starseed
- Google Earth VR
- The Lab
- Nevrosa: prelude
- Pearl- Virtual Reality Movie
- Rick and Morty: Virtual Rick-ality
- SUPERHOT VR
- theBlue
- Thrills & Chills Roller Coaster
- Tilt Brush
- Zombie Training Simulator

For information about our other services, scan the QR code below or visit our website:



library.umass.edu/dml

### WE PROVIDE FREE SERVICES:

- VISUALIZATION OF OBJECTS
- IMMERSIVE LEARNING
- UNITY PROGRAMMING ASSISTANCE
- OUTREACH TO SCHOOLS
- COURSE INTEGRATION

