Type of Contribution: PANEL

Title of Extended Abstract: Immersive Learning: Building a Community of Practice for the use of Virtual Reality, Augmented Reality and Extended Reality in Libraries.

Keywords: Virtual, Augmented & Extended Realities, Immersive learning

# Introduction

Our Community of Practice (CoP): [XRLibraries](https://xrlibraries.com/), [Califa](https://califa.org/), the [State Library in Nevada](https://nsla.nv.gov/extended-reality) and [Lifeliqe](https://www.lifeliqe.com/) make up practitioners who represent local, statewide and nationwide use of Virtual Reality/Augmented Reality/ Extended Reality in libraries and formal education environments. The partners have been using, developing and presenting about “the realities” for over 4 years. This group has presented and demonstrated at over 40 library conferences and convenings, including ALA, ACRL, PLA, California and Nevada Library Association Conferences, LibTech Conference, Computers in Libraries, Internet Librarian, Western Council of State Libraries, Chief Officers of State Library Agencies and [CENIC](https://cenic.org/) (Corporation for Education Network Initiatives on California). This panel will present on the current status and future possibilities for libraries using all types of realities in the digital age. Participants will be invited to join our Community of Practice and contribute to the growing body of knowledge about this technology.

# CONTENT OF THE PANEL

# Background

Libraries use of virtual, augmented and extended realities, like all technological advancements, has been advancing and retracting for many years. In 2019 it is no longer seen as a technology whose time is yet to come- its rapid adoption in multiple areas of learning, workforce development, living and understanding in libraries is officially here. While some libraries have robust programs, others are just beginning to use the technology. With over 4 years of experience and industry partners like Microsoft, Oculus and HTC Vive, the experiences of this group will provide new knowledge for both participants and presenters. Building a worldwide Community of Practice is a primary goal for participating in the Libraries in the Digital Age conference.

**Purpose and objectives**

The focus of this presentation is to describe how libraries are at the forefront of organizing and creating content for virtual, extended and augmented realities. Libraries use of this technology has been effective in shifting some of the development focus away from gaming and entertainment to relevant, engaging, accurate and educationally aligned immersive learning content. A critical purpose for this presentation is to discover and share innovative approaches for engaging communities in co-creation, interpretation and stewardship of immersive and extended reality content.

**Topics**

* Introduction to Immersive Learning, explore all types of realities-their applications and uses
* Explore local programs, statewide, national and global library applications
* Workforce Development and STEM uses
* Content development and curation for access
* Research outcomes and needs

**Format and Makeup of panelists**

The format is a panel discussion with several short videos, there are four panelists:

John MacLeod, Director, XRLibraries and New Media Learning has worked making technology available and accessible to the community through his non-profit New Media Learning and XRLibraries.

Tammy Westergard, MLS, Administrator and State Librarian, Nevada State Library, Archives and Public Records, Westergard was the Library District Director for Jackson County, Oregon, and the Deputy and Interim Library Director in Carson City.

Mark Andersen, Lifeliqe Co-Founder-Mark Andersen is the Co-founder and President of Lifeliqe, an education platform for students to learn visually in digital 3D. Lifeliqe's platform distributes the world's largest digital science library available in interactive 3D models, augmented reality and virtual reality.

Sara Jones, MLS, is the current President of Califa and Director of the Marin County Free Library. Jones was the State Librarian in Nevada from 2000-2007 and has a research interest in the evolution of social presence in digital environments.

**Duration**

90-minute panel with the following speakers and times for each:

John Macleod Introduction of the “realities” and description of lessons learned- *20 minutes*

Tammy Westergard Education and workforce development applications- *20 minutes*

Mark Anderson Content creation, organization and research implications- 2*0 minutes*

Sara Jones Community of practice expansion and next steps in 2020- *15 minutes*

All Panelists Questions- *15 minutes*

# REFERENCES

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