

Virtual Reality in Libraries

Links and Resources

(Shared in the order they were mentioned in the presentation)

- SIGGUCS 2017 Paper: *Trying it Out with College Library: The Role of Beta-testing and the Pilot Process in Establishing Successful Services*
 - <https://dl.acm.org/citation.cfm?id=3123460>
- The College Library Pilot Process website
 - <http://go.wisc.edu/collegepilot>
- Tutorials and VR documentation
 - <https://vrdevelopment.wiscweb.wisc.edu>

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