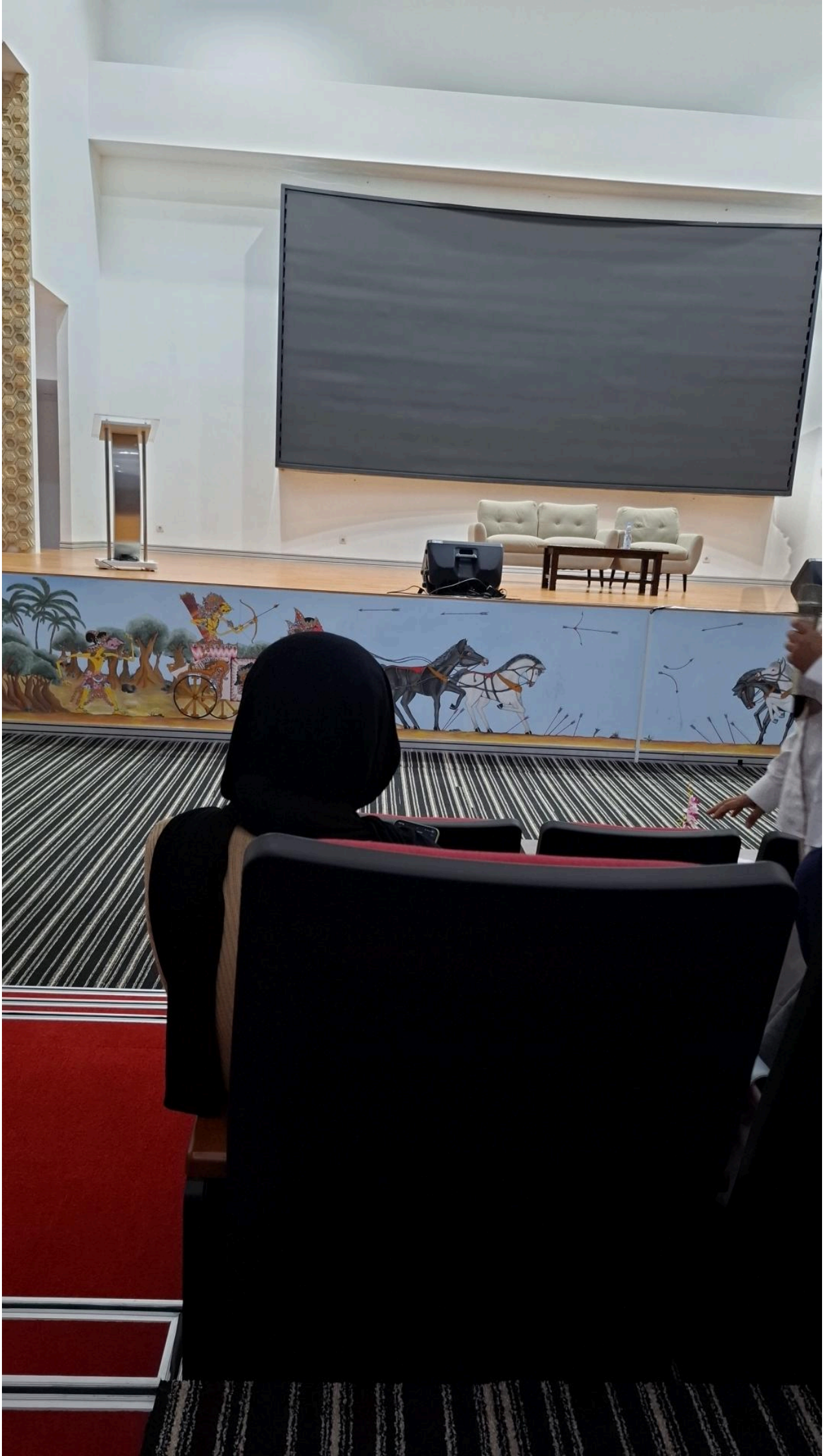
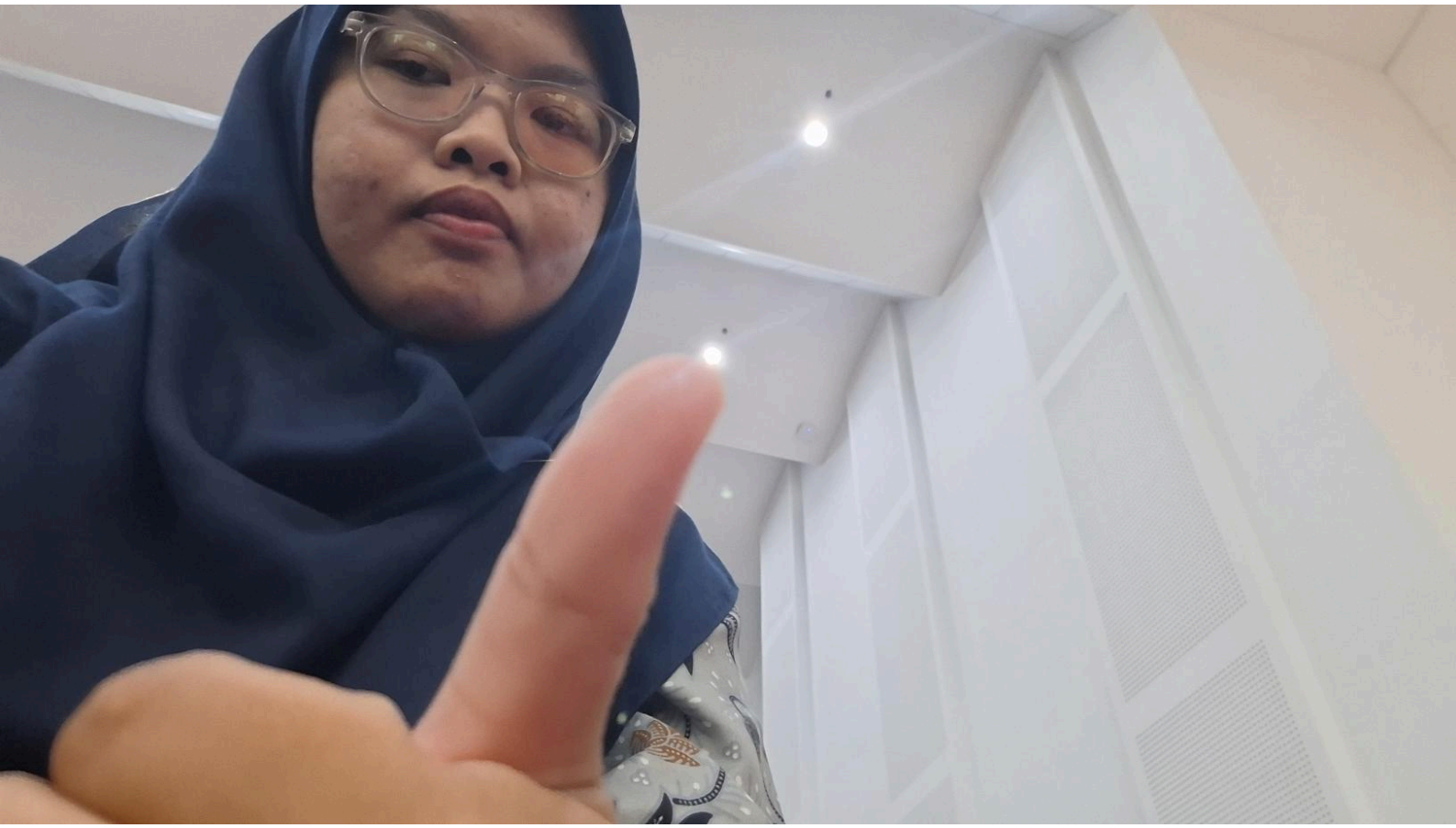


PRESENSI KEHADIRAN KULIAH UMUM PEMANFAATAN VR UNTUK PERPUSTAKAAN

Jawaban Anda telah direkam.



Kuliah Umum → Universitas Kebangsaan Malaysia

Beyond The Bookshelf: Virtual Reality as A Tool for Library Design and Interactive Tours.

→ Tenaghu Siti Maryam.

Introduction a new chapter.

1. Libraries evolving into dynamic, immersive hubs.
2. VR transforms desaign & user experience.
3. Beyond books: interactive, engaging spaces for learning & community.

The challenges of traditional library design.

1. Lack of spatial understanding
   ↳ Hard to visualize space, leads to inefficien layouts.
2. Costly Revision
   ↳ Error found late, cause expensive changes and delays.

3. Limited Collaboration

↳ Communication is mostly one-way, restricting input from libraries, users, and other stakeholders.

Part 1:

VR Library Design and Visualization.

Virtual Reality (VR) is a computer-generated simulation that allows users to interact with a three-dimensional environment using specialized equipment such as headsets, gloves, or handheld controllers.

VR Technology relies on a variety of components including:

1. Head-Mounted Display (HMDs)
2. Motion Tracking
3. Controllers and input devices.
4. Audio Systems.

Types of VR Experience.

1. Immersive VR
2. Interactive VR
3. Augmented Reality (AR)

Part II

Advantages of using Virtual Reality in Library Design.

→ Immersive space planning.
- Virtual walkthroughs of library design before construction
- Explore bookshelves, study areas, lobs in 3D.
- Real time layout adjustments possible.

→ Cost-Effective Design Iteration.
- Avoids costly mistakes in physical redesigns.
- Multiple layout can be tested virtually.
- Faster, evidence, based decision making

b. User - Centered.

- Patrons enter VR models and provide feedback
- Ensures accessibility and inclusivity.
- supports diverse learning and mobility needs.

d. Enhanced Collaboration

- Design teams and librarians co-create in VR
- Remote collaboration across locations
- Balances aesthetics, function and usability.

c. Testing Future Technologies

- Simulate AI kiosks, AR pods, digital Stations.
- Prepare libraries for hybrid learning environments.
- Evaluate new technologies before investing.

~~confusion~~.

f. Engagement and Training
- VR Tours for students before library opens.
- Staff training in simulated environment
- Reduces orientation confusion and saves time.

Conclusion
1. VR makes design immersive cost-effective, and inclusive.
2. Improve collaboration and future-proofs libraries
3. Libraries of the future blend imagination and digital foresight.

Part III: Challenges and Road Ahead
- Accessibility.
  Ensuring that VR is inclusive for all users, including those with disabilities, requires careful planning and design.

~~Pengenbangan Kotaku~~

Despite these hurdles, the future of VR in libraries is promising. Libraries like the San Joe Pubic Library and Georgetown University Libraryare leading the way by creating dedicated VR labs and Spaces demonstrating a commitment to being at the forefront of technology and information access.