UAB Libraries Virtual Reality Studio Guidelines

The Virtual Reality Studio at the University of Alabama at Birmingham’s Lister Hill Library supports the mission of the UAB Libraries and the University of Alabama at Birmingham by providing access to and support for the use of virtual reality (VR) and augmented reality (AR) technologies. The following are guidelines for the use of the equipment and Virtual Reality Studio space. Users are expected to follow all posted guidelines for studio and equipment use at all times.

- All new VR users will be given a short orientation to the VR equipment at the start of their first VR session. The studio monitors will provide assistance fitting and adjusting the VR headset for individual use.
- Check in with the studio monitor before using the studio equipment.
- Return the VR headset to the white plastic tray provided at the workstation whenever the headset is not in use. Do not place headsets on the ottomans, chairs, floor, or other surfaces when not in use.
- Do not use the VR computer workstations to access the internet or for any other computational function other than virtual reality.
- Report any issues or equipment problems to the studio monitor. Do not attempt to problem solve an issue with the equipment or software without the studio monitor’s assistance.
- Use of personal accounts for recreational gaming of any kind is prohibited on all UAB Libraries virtual and augmented reality equipment.
- The installation of software of any kind without prior authorization from the Emerging Technologies Librarian is prohibited.
- Open food or drink containers are prohibited in the Virtual Reality Studio. Please close all containers before entering the studio, and do not eat or in the studio or while using the VR or AR equipment.

Please contact the Emerging Technologies Librarian (Dorothy Ogdon, dogdon@uab.edu) with any questions or concerns regarding the guidelines for the use of the Virtual Reality Studio in Lister Hill Library.