

Innovative Technologies Lab at McWherter Library

University of Memphis Libraries

Virtual Reality Experience Lab Policies

A. Safety Procedures

1. Please be aware that using a VR headset can potentially cause dizziness and spatial disorientation. If you begin to feel sick from either of these feelings, please remove the headset and sit down. If you have any physical issues, please let library staff know immediately.
2. By using the VR lab, patrons agree that they do so at their own risk. The University Libraries is not responsible for any injuries, discomfort, or adverse effects that may arise from the use of this equipment.
3. Please restrict usage of the VR headset to the designated area in the studio. If you sense that you have left the area, please remove the headset and reorient yourself.
4. Make sure that you place the wrist straps on the VR controllers securely around your wrists and make sure that the VR headset is securely and comfortably tightened around your head and face.

B. General Usage Policies

1. Patrons will be allowed to sign up for 1 hour of VR lab usage per day, Monday through Friday. Sign up can be done online through the library website. Use of the VR lab is not currently available in the evenings or on weekends.
2. The Meta Quest 3 headset in the VR lab is not available for checkout and cannot leave the room. Please do not unhook any cables from the headset. When you are done return the VR headset to the charging station provided in the room.
3. Patrons will refrain from playing games or using programs with the VR equipment that violate University of Memphis policies, including obscene, offense, or illegal content.
4. No food or drink is allowed in the VR lab.