

VIRTUAL REALITY

DESIGNING CURRICULUM FOR TEENAGERS IN LIBRARIES

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PROJECT OVERVIEW

Our capstone project grew out of a larger iSchool research project about digital literacy and incarcerated youth. Funded by an IMLS grant, a team of researchers set out to design a program to teach teenagers about virtual reality as a mechanism for creativity, education, and play. To test the curriculum, we designed a pilot study that we brought to Snoqualmie Public Library.

NOW WHAT?

After iterating on our curriculum, we took our refined program to Echo Glen Children's Center, a youth prison, in Snoqualmie. Over the course of two weeks, we taught 24 hours of VR classes to more than 25 kids.

The combined experiences of VR Camp at Snoqualmie Public Library and programming at Echo Glen will help our research team develop a toolkit for practitioners who hope to teach virtuality reality across a variety of settings.

THE CURRICULUM

1. Introduction to Virtual Reality
2. World Building
3. Visualizing music
4. Art

