

Use of virtual reality technology in libraries: innovative solutions for long distance and disability needs : a case study of Galala University Central Library

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Articles – English
Summary

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Abstract

Some people have difficulty accessing libraries due to long distances or disability. This impedes their access to knowledge and information. The solution to this problem lies in the use of virtual reality technology in libraries. Virtual Reality (VR) offers tremendous potential to enhance library services, making them more accessible and accessible to all segments of society, regardless of distance or disability.

Where it allows users: –

- **Exploring libraries remotely:**

Users can walk around the library shelves, and see books and other materials as if they are actually present.

- **Book Search:**

VR technology allows users to search for and browse books digitally, with the possibility of booking or borrowing them electronically.

- **Access to private Collections:**

Through interactive virtual tours, libraries can display their rare or private collections, such as manuscripts and antiques.

- **Interactive learning experiences:**

VR technology provides immersive learning experiences for people with disabilities, such as virtual tours of museums or historical sites, or simulation of scientific experiments.

- **Social Communication:**

VR technology allows persons with disabilities to communicate with others and engage in social events within the library, without the need for actual attendance. Finally, virtual reality technology in libraries has tremendous potential to improve the reader's experience and efficient use of library resources. The case study presented is a tentative model for applying this concept, and we hope that further research and experiences in this area will be stimulated.

Keywords

Virtual reality, Digital libraries, information retrieval