Understanding the role of digital technology hubs in health science libraries

Connie Winther, Lydia Zvyagintseva, Janice Kung University of Alberta Library

UAL Open Ideas 2021



University of Washington Libraries, 2018. hsl.uw.edu/vr-studio



Klimex, T.

Digital technology hub





University of Minnesota 1 Button Studio <u>https://hsl.lib.umn.edu/biomed/at-t</u> <u>he-library/techspaces</u>

Rosefirising. New THL: Anatomage. @ <u>https://flic.kr/p/wp4WmM</u>

https://news.psu.edu/story/306236/2014/03/06/research/health-researchers-build-bridges-penn-state%E2%80%99s-new-visualization

Environmental Scan

Literature review

Academic Health Sciences Libraries (Canada & beyond)

College of Health Sciences



Faculty of Nursing

About Programs

Research Global Initiatives

Careers

Alumni Student Services

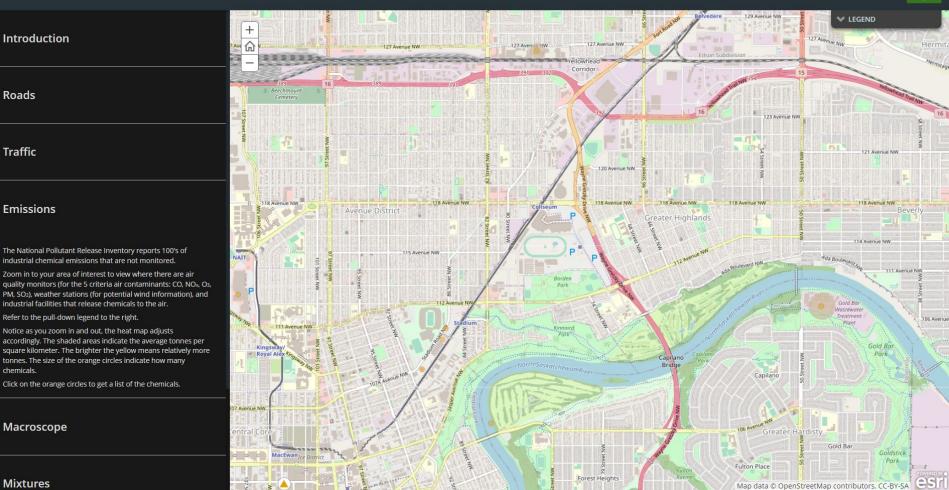


U OF A IS HOME TO CANADA'S TOP NURSING PROGRAM, ACCORDING TO LATEST MACLEAN'S RANKINGS

The University of Alberta delivers the top nursing education in Canada and has the third-best education program, according to Maclean's 2022 Canadian University Rankings.

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AIR POLLUTION



FROM THE ARCHIVES

Systems Biology & Molecular Ecology of Chronic Wasting Disease

PREVIOUS PODCASTS

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Summer internship for INdigenous peoples in Genomics - Genome Alberta

The next generation of SING - Genome Alberta

CWD: An Indigenous perspective - Genome Alberta

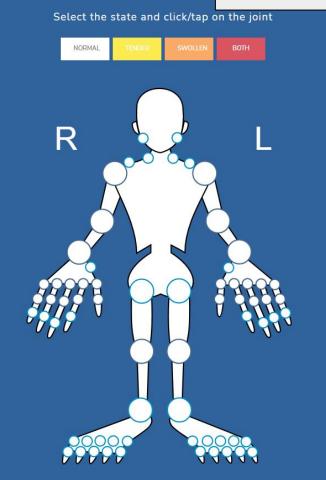
Other ways of knowing - Genome Alberta

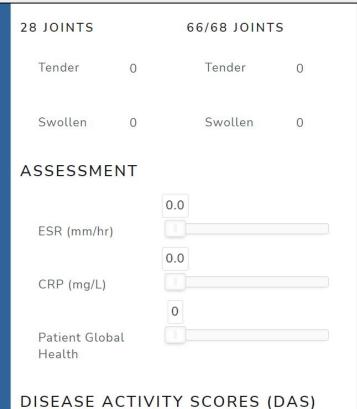
Five things you need to know about CWD - Genome Alberta

A CWD update and farewell - Genome Alberta

Multidisciplinary approach key to learning more about CWD - Genome Alberta

Disease Activity Score Indicator from EPICORE Centre(FoMD)





DAS 28

Current Projects

Biomechanics and Disability

Biomechanics and Low Back Pain

CogPro Virtual Reality

Parallel Robotics

ProjectDR

Tele-Rehab 2.0

CogPro Virtual Reality



Our goal through Cognitive Projections (CogPro) is to enhance post-secondary and health-care training by creating cutting-edge, authentic learning experiences in safe and accessible spaces, using affordable virtual and augmented reality simulation technologies. We believe that virtual reality (VR) has the potential to change the face of education and society forever.

We develop our simulations by applying video game development strategies, including programming and digital art expertise. Taking advantage of existing technologies, such as the Oculus Rift, HTC Vive, Google Cardboard and other VR viewers enables our team to focus on the development of the patient interaction. Our Optitrack Motion Capture system also allows us to capture human movements for generating genuine virtual "people" in our VR simulations. Software systems utilized to optimize the project include Adobe and Autodesk Maya to create virtual models; Unity for developing the VR simulations; Optitrack Motive for generating authentic animations from the motion capture system: and IBM Watson for authentic character interactions through artificial

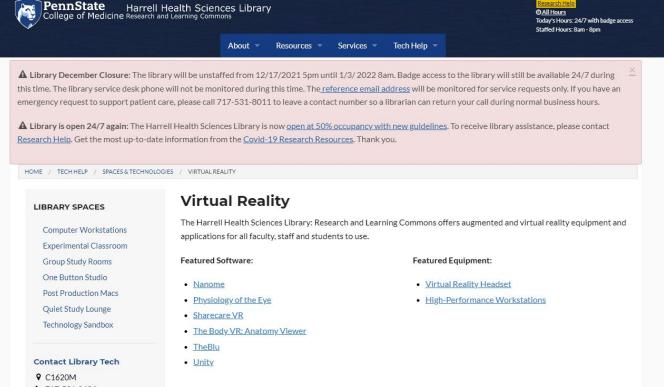


VIDEO: U of A, Rehab Med: VR viewer gives students on-the-go virtual learning experience



VIDEO: U of A, Rehab Med: Objective Structured Clinical Exam (OSCE) Virtual Reality Program

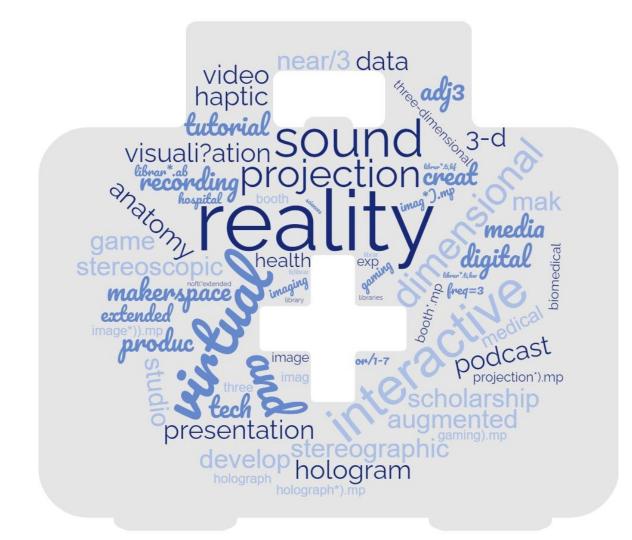
Review of other health sciences libraries



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- LibraryTech@pennstatehealth....

Free Downloadable Apps

Free Virtual Reality apps downloadable at <u>STEAM website</u>?:



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