



PLP Innovation and Technology Opportunity Grant Program Application

Library Name: South San Francisco Public Library

Project Title: Sustainable Community Arts and Travel Through Virtual Reality

Select category you are applying under:

<input checked="" type="checkbox"/>	Category A: Innovation and Technology Opportunity Grant
<input type="checkbox"/>	Category B: Grant Replication Program
If Category B is selected, enter the name of the grant you are replicating:	

1. Please provide a one paragraph project summary.

By acquiring a set of ten Virtual Reality headsets and software, South San Francisco Public Library will launch a program called **VR WORLD**. The virtual reality platform will include creative software, allowing groups of users to craft virtual artworks of any size and scope. Travel and nature software will enable the community to globetrot together and come face to face with animals in the wild from the comfort of the library. Immersive classes covering subjects like math, science, engineering, architecture, geography, technology, and design will be utilized as well.

2. Explain how this project fits with the library's strategic directions.

South San Francisco recently opened a new main library that features a technology-rich Discovery Center, including a makerspace and digital media lab. The new building, at 80,000 square feet and shared with Parks & Recreation, represents a major investment in community services, and has proven to be a very popular destination for the community, and the region. Visits to the Library have skyrocketed, especially among students and older adults. By adding a set of ten virtual reality headsets, we will be able to engage students and older adults in groups with a range of educational experiences from art and technology to culture and travel.

South San Francisco Public Library has responded to the needs of its diverse community by developing a robust technology learning program, with a vast number of STEM programs offered all year round. This project will build on our programming by **blending tech with arts & crafts, culture, and travel**, without the need for consumables such as art supplies, paper products, fossil fuels for travel, etc. This grant request for virtual reality will move this goal along, creating educational experiences that are environmentally sustainable.

3. Please provide a detailed description of the proposed project including the population served and the demographics of that population.

Description of Project. We are requesting \$13,174.00 for the purchase of RobotLab’s Advanced VR Classroom Pack, a set of 10 virtual reality (VR) headsets, including instructor tablet and network router hotspot. VR headsets are a combination of hardware and software. When placed on the eyes, the headset creates an immersive learning and entertainment experience set upon a “pretend” interactive world that looks real. This VR technology has the potential to positively impact the lives of our patrons through creative and educational experiences that would be virtually impossible without this technology. In addition, creating art in a virtual space can be an alternative to traditional library arts and crafts projects that generate waste.

The virtual reality headsets will be utilized in scheduled group events, all-year-round class visits, summer camp visits, and in-library check out by individual patrons.

RobotLab Website Link:

https://www.robotlab.com/store/vr-classroom-advanced-pack?srsltid=AfmBOoqnW1swQXtjvC0lxp6p3JwaFw9_iqxNLWA3tM-l01yz6IXTPgCw

Demographics.

This program will be open to everyone in South San Francisco, which is a diverse community of 66,000 residents. 40% of the population of South San Francisco are Asian and 33% are Hispanic or Latino. 18% are under 18 years old, and 17% are over 65 years old. 51.9% of the people in South San Francisco speak a non-English language.



4. What are the goals and objectives of the project?

The project goals for **VR WORLD** are:

- To continue to provide our patrons with access to current and advanced technologies, engaging them in learning experiences that enhance their skills and prepare them for modern work and life.
- Use technology to minimize the community’s environmental footprint by offering virtual workshops in arts and travel.

The objectives for **VR WORLD** are:

- Conduct 12 library staff-led workshops in the first year, serving at least 100 participants
- Offer access to the community in the Discovery Center each day the Library is open for patrons of all ages
- Provide as an option to the many teachers bringing their classes to the library for visits (anticipating more than 70 class visits per year)

5. Please include your project timeline (including details of activities).

Once the set is ordered and has arrived on site, we will complete set up and training within one month, while simultaneously promoting the first of the monthly workshops. By year’s end, we will have completed the following:

Grant Request	For Use at SSF Library Program	Description of Activities	Frequency and Number of Participants
1 set RobotLAB EXPEDITIONS VR Advanced Kit 10	ROBOTLAB EXPEDITIONS	Our trained staff will brief the patron on the usage of VR. Patrons will be able to create digital art, 3D sculpting, write, draw, and go on virtual tours around the world.	<ul style="list-style-type: none"> • Upon request 6 days a week at the Makerspace • Premier programming once a month. • Class visits during the schoolyear and the summer • Estimated participants 300 per year.

6. Please indicate how you will evaluate the success of your project.

We will measure success by the number of programs we hold, attendance at programs, and the results of qualitative surveys. It is standard practice for the Library to continually assess the state of all our programs. For this project, we will initiate a feedback questionnaire for the **first five dates** and then adjust or evolve as needed. We anticipate holding at least one VR workshop per month, serving a full class of ten participants for each session. We will also make the headsets available to our many high school student volunteers, who regularly plan technology events

at the library. We will also measure regular use of the headsets by visitors of the Discovery Center. We will also monitor usage statistics and gather feedback from students and teachers during class visits. By making the headsets available every day to library visitors, utilizing them for workshops and class visits, we anticipate at least 300 users of the virtual reality equipment in the first year.

7. Please detail your project budget. (Note: Indirect costs are not allowed).

This grant will fund the purchase of one set of ten (10) virtual reality headsets, along with the needed tablet and router for connectivity.

The Library will pay for the sales tax of \$1,184.

Item	Quantity	Unit Cost	Subtotal	Tax	Shipping	Total
RobotLAB Expedition VR Kit with tablet and wireless router	1	\$11,990	\$11,990	\$1,184	FREE	\$13,174

8. Please indicate how the project will be sustained after the grant term is over.

We will continue with these programs for as long as the gadgets and tools are functional. Since they are part of our Discovery Center and Makerspace, people will be able to access the technology continually. We will use our general fund budget for any repairs needed. If equipment needs to be replaced, we can also expect support from our Friends of the Library, which provides the Library with \$20,000 per year for programming supplies and expenses.



Complete Only for Category B Grants:

9. Explain what grant was selected to replicate and why.

N/A

10. If there are changes or enhancements to the original grant, including budgetary changes, please detail the changes and your rationale for making them.

N/A