

Oculus Go for VR

The Oculus Go is all-in-one VR headset. Unlike the Oculus Rift or HTC Vive, it does not require a high powered computer to run. The system is self-contained and can also utilize a hand controller. In order to install apps, you must create an Oculus account and "connect" to the headset via an app on your mobile device.

Please contact Digital Media Studio in advance and ask to reserve as some set-up is required before lending.

Advantages of using a mobile VR headset:

- Can be used anywhere/in any classroom; not limited to lab availability.
- Provides a more intuitive and accessible VR user experience over phone-based Cardboard viewers.
- More flexible environment for installing applications at will.
- Ideal for viewing 360 images and video

Oculus Go library of VR experiences (note that while experiences are free, some do require in-account purchase): https://www.oculus.com/experiences/go/?locale=en_US



An Oculus Go headset can be checked out for use through the [Digital Media Studio](#).

To learn more about how the Oculus Go can be used in the classroom, please contact your [IT Consultant - init@lehigh.edu](mailto:init@lehigh.edu).

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