

TECH KITS THROUGH THE MAIL



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Nebraska Library

Commission

HOW MY SYSTEM WORKS



30- Day Loan



School Libraries



Public Libraries



Free Activity Tier



Beginner Guides



Only Pay Return Shipping

STEPS TO BUILD YOUR OWN



STEP 01
Set Goals



STEP 02
Choose
Technology



STEP 03
Training & Support
Resources



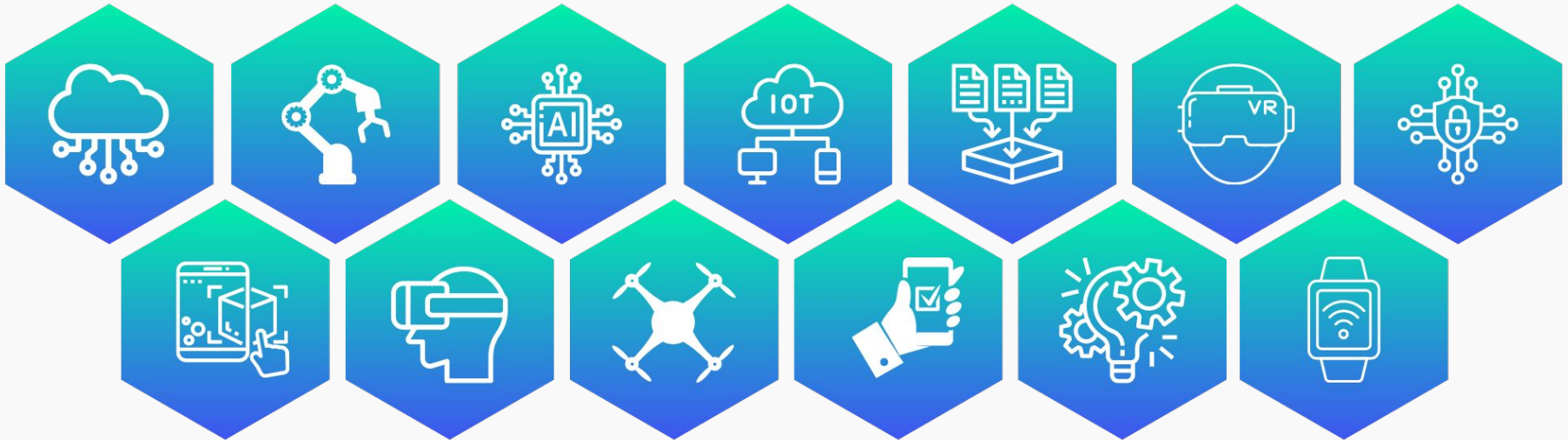
STEP 04
Policies &
Distribution



STEP 05
Marketing &
Outreach

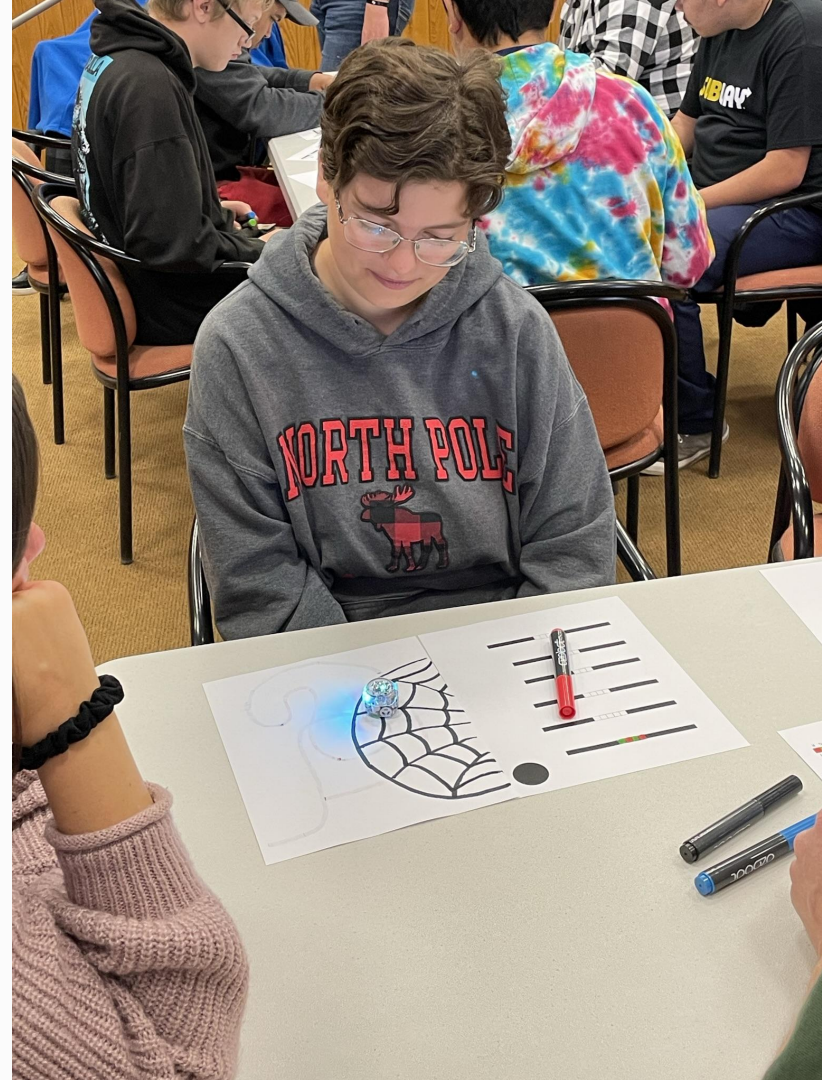
STEP 1: SET GOALS

- **Introduce** Industry 4.0 Technologies
- **Reduce barriers** to access (cost, skill & tech comfort level)
- **Promote** career exploration & community impact
- **All Ages** statewide can benefit



STEP 2: CHOOSE TECHNOLOGY

- 15 copies of each kit
- Beginner to Advanced Options
- Freemium Activity Level
- No “Consumables”
- Avoid Annual Subscriptions
- Affordable Replacement Parts
- 5+ Years Support Anticipated



RESOURCES TO CHOOSE TECH GADGETS & ACTIVITIES

- [Makerspace Equipment Guide](#)
- [Industry 4.0 Gadget Guide](#)
- [Technology Innovation Database](#)
- [High Tech Pages](#)
- [Tech Activity Database](#)

Check out a Tech Kit
Through the Mail!



INDUSTRY 4.0 TECHNOLOGIES



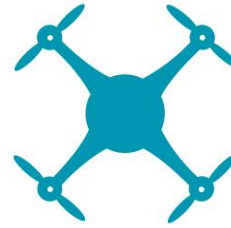
APPS/ SOFTWARE



DATA SCIENCE



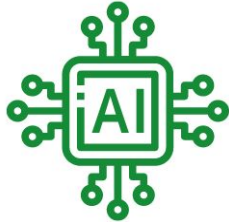
CYBERSECURITY



DRONES



ROBOTICS



**ARTIFICIAL
INTELLIGENCE**



**INTERNET OF
THINGS**



**AUGMENTED
REALITY**



**VIRTUAL
REALITY**

WHAT I PUT IN EACH KIT

- \$50,000+ over 3 years
- Tech kit itself
- Hard shell case (if not included)
- Common replacement parts
- Batteries (as needed)

Devices loaned separately, as needed



[Purchase List](#)

5 MOST POPULAR SO FAR

1. Meta Quest 2 VR Headset
2. Ozobot Evo
3. Snap Circuits
4. Marty the Robot
5. Finch 2.0

[See Full List](#)



LESSONS LEARNED

1. Weigh Before You Buy!

- Kai's Clan & Snap Circuits Extreme are heavy, increasing shipping costs

2. Pre-Made Activities Matter

- Google Home Devices have no activities & confused some users. Didn't get much use.

3. Check Model Release Dates

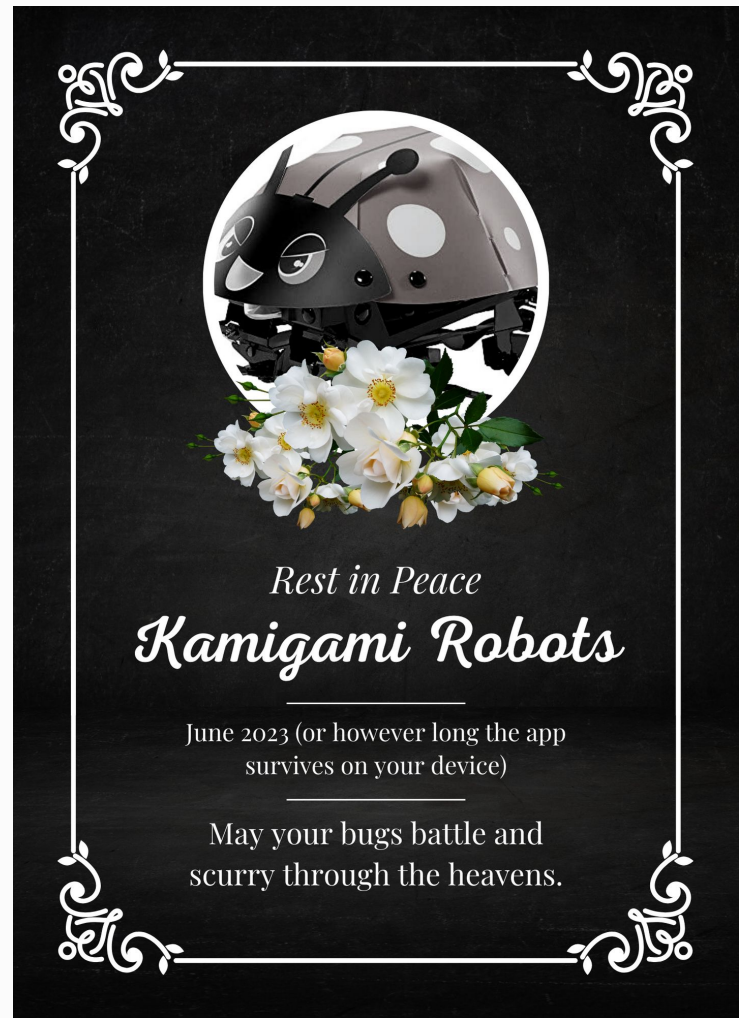
- Only buy if they support old models for at least 3-5 years. Check for upgrade options.



SADLY DISCONTINUED TECH

1. DJI TELLO EDU -> Tello standard still available
2. Cue Robot by Make Wonder
3. Ozobot Bit -> Now Ozobot Evo
4. Snap Circuits Extreme SC-750R
5. Sphero BOLT -> BOLT +
6. Meta Quest 2 -> Quest 3 or 3S

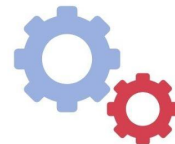
Approx. 2-5 year release cycles



STEP 3: TRAINING & SUPPORT RESOURCES

- Librarian Preparation Guides
- Safety Infographics (as needed)
- Vendor- Made Activities
- Kit Contents Infographics
- [Industry 4.0 Tech Infographics](#)
- Workshops/ Tech Petting Zoos

VR SAFETY AND SECURITY GUIDELINES



1. ADJUST STRAPS & LENS DISTANCE

The velcro straps should fit securely without causing discomfort. Adjust lens distance for clear vision.

6. BE AWARE OF YOUR SURROUNDINGS

Clear a good-size space or choose a stationary experience. Take note of obstacles in the real world.



2. CHOOSE AGE-APPROPRIATE CONTENT

VR Experiences are not filtered by age recommendation. Children under 13 should not use headset. Monitor safe selection and use.

7. NAUSEA OR DISORIENTATION

Some users have experienced nausea or disorientation in VR. Remove headset if you lose balance or feel discomfort.



3. CONTENT IS NOT FILTERED BASED ON USER

Some apps may include scary, anxiety-provoking, or violent content. Remove headset immediately if uncomfortable.

8. TAKE BREAKS AS NEEDED

Breaks are recommended every 30 minutes. Needs vary by user. Beginners can start with a few minutes, and increase over time.



4. CHECK COMFORT RATINGS IN APP

Oculus' comfort ratings rate experiences based on camera motion, player motion, and other factors known to cause discomfort.

9. DO NOT USE WHEN SICK OR OTHERWISE IMPAIRED

Do not use the headset if you are sick, sneezing, sleep deprived, are experiencing anxiety, or have digestive problems.



TECH FOR GOOD PAIRINGS

- Tech for Good Workshops
- Meaningful Work 101
- Community Problem Mapping
- Tech Ecosystem Mapping



TRAINING WISH LIST

- Online training for each kit type
- Contextual training (career exploration, entrepreneurship, community impact)
- AI web scraper to aggregate:
 - Activities
 - Updates
 - Guides/ Resources
- (Hoop Dream) Nationwide Communities of Practice



STEP 4: POLICIES



**Virtual Reality
Waiver**



**Tech Kit Lending
Agreement**



**Chromebook
Policy**

[See Examples](#)

DISTRIBUTION & TRACKING

- Adapted hotel reservation spreadsheet
- Track by quantity available/ checked out
- Barcodes to track specific item repair
- 30 day loan period. Reserve 40 days for mailing & incidentals. +5 days either end.
- Manually update loan dates in spreadsheet if returned early/ late.

Not the ideal circulation system, but it works.



TECH KIT CHECK-IN

- Send email reminder with due date & kit contents attached
- Check completeness of kit.
- Request pics or video testimonials
- Gather any local news articles
- Note any repairs (as needed)
- Check in



STEP 5: MARKETING & OUTREACH

- Newsletter flyers
- Statewide blogs
- Conferences
- Facebook & Twitter
- Webinars
- Workshops
- Tech showcases



Ages 5+

Hold digital
3D objects!

Try these fun activities!

- Explore the Galaxy!
- Build Your Own City
- Learn Anatomy
- Play with Dinosaurs
- Become a Weather Person
- Explore the Museum
- Ancient Egyptian Artifacts

Check out a Tech Kit!

- Free to Check Out
- Sent through the mail
- Only pay return shipping
- 30-Day Loan Period
- Up to 5 copies available

To check out a kit, find activities, or learn more, go to
<https://nlc.nebraska.gov/tech/kits/kits.aspx>

QUESTIONS?

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Nebraska Library Commission

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