



From Concept to Catalyst: The Evolution of Studio X

Emily Sherwood, Meaghan Moody, & Nick Vamivakas
Designing Libraries XII | 9.29.2025



Key Themes

The background of the slide features a grid of squares that recede into the distance, creating a sense of depth. The squares are colored in various shades of purple and pink, with the colors becoming more vibrant as they move towards the bottom right corner. The overall effect is a modern, geometric aesthetic.



Assessment



Data



Storytelling



Iteration



Pain Points



Interdisciplinary



Relationships



Experiential Learning



Phase I

Origins & Vision

Lowering the Barriers to Entry

Space & Design

The background of the slide features a complex, abstract geometric pattern. It consists of a grid of overlapping squares that create a three-dimensional effect, resembling a perspective view of a tiled floor or a crystalline structure. The colors of the pattern transition from deep purple and magenta in the upper right to bright orange and red in the lower right, with the left side fading into the dark background.

CANNONDESIGN



MARY ANN MAVRINAC
studio
UNIVERSITY OF ROCHESTER LIB







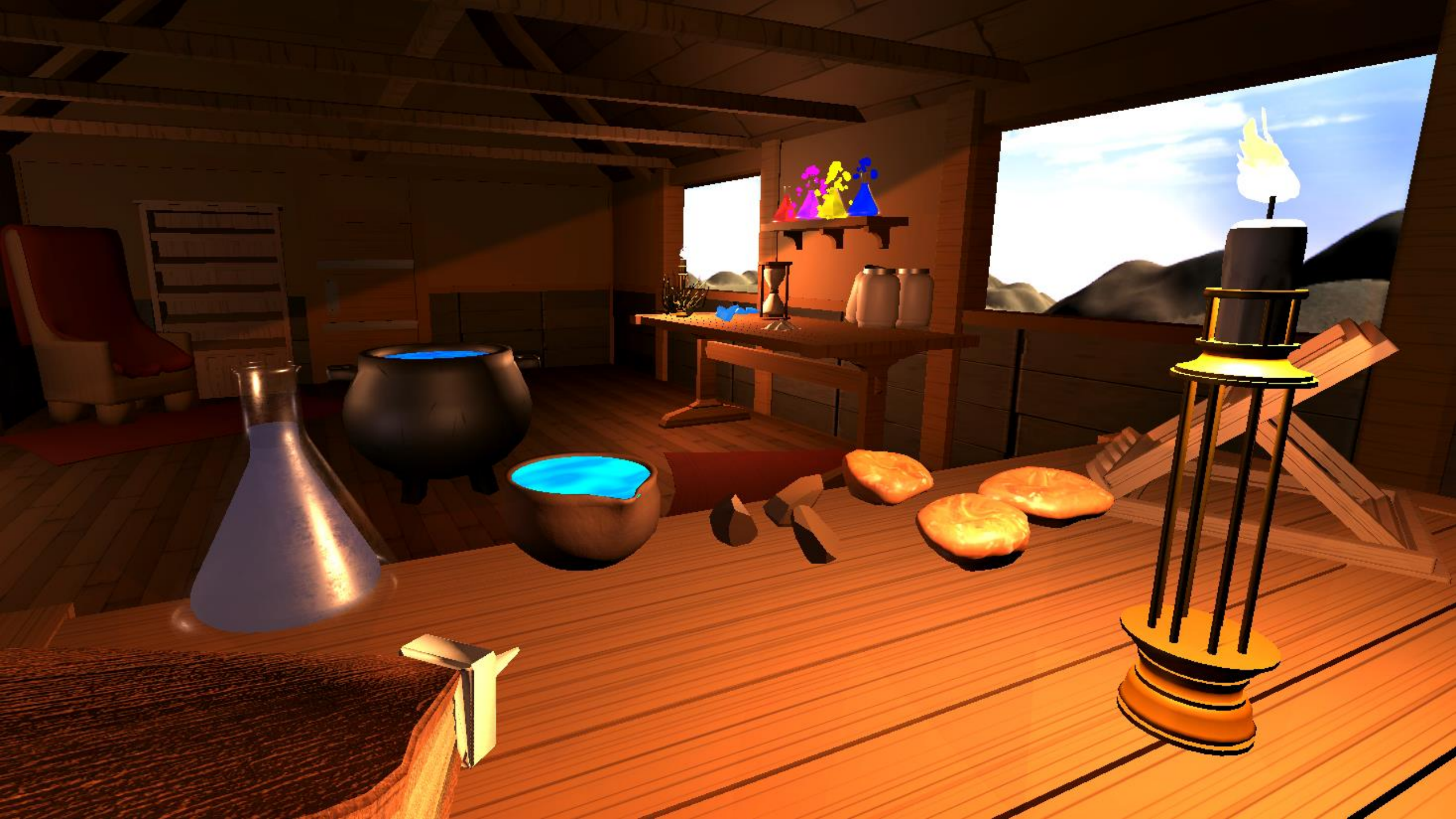


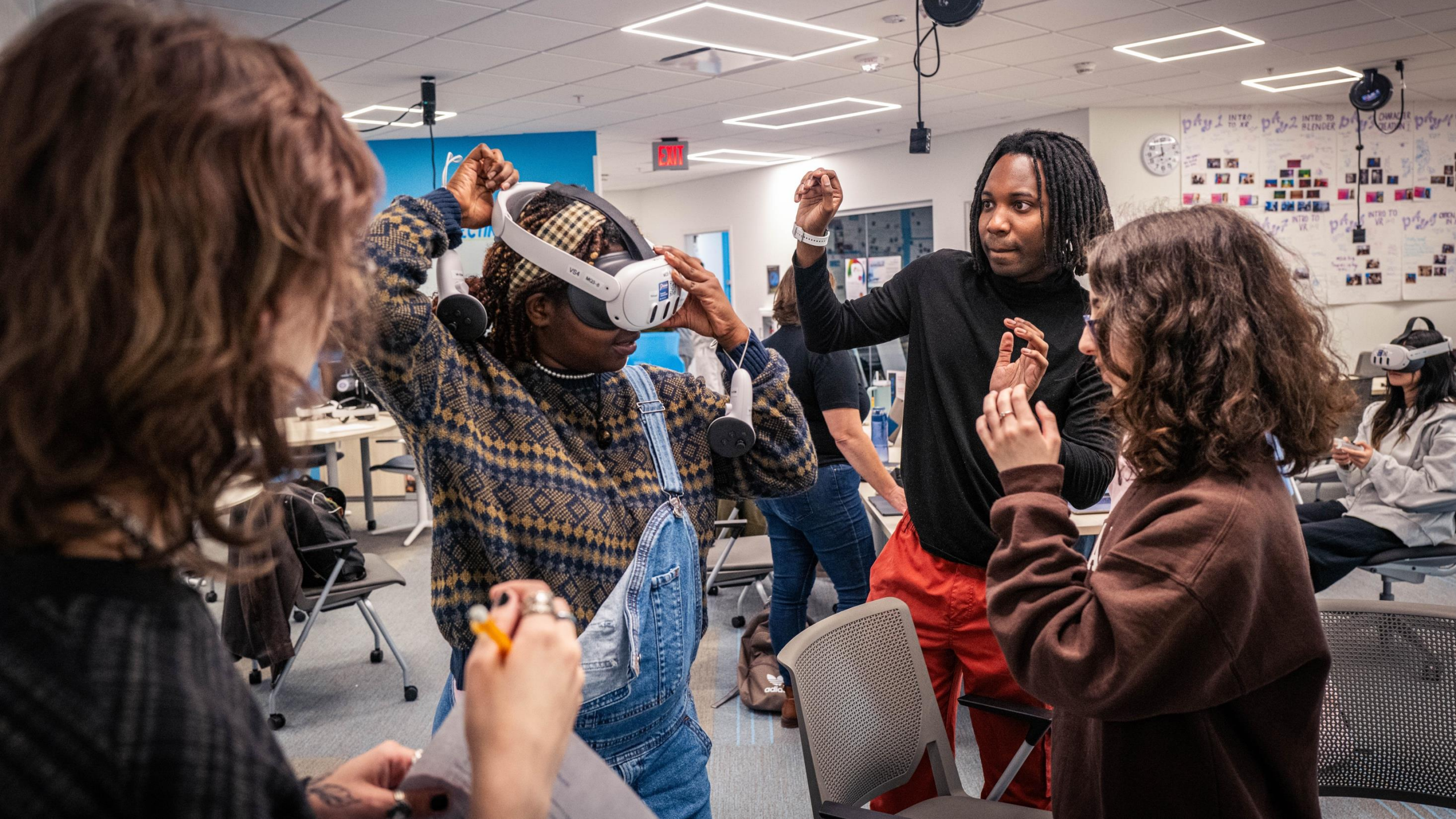




Building Community & Programs

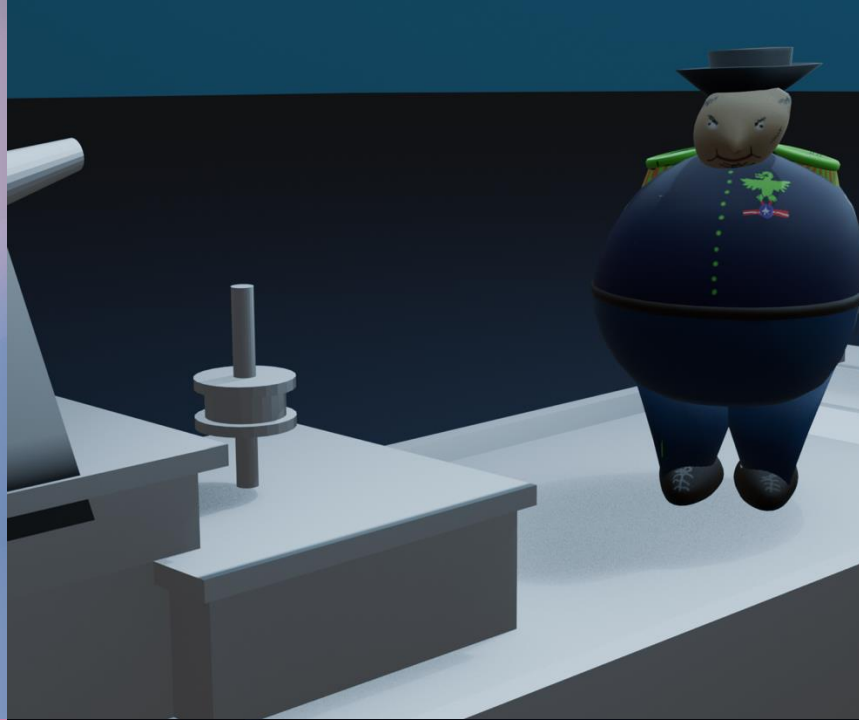












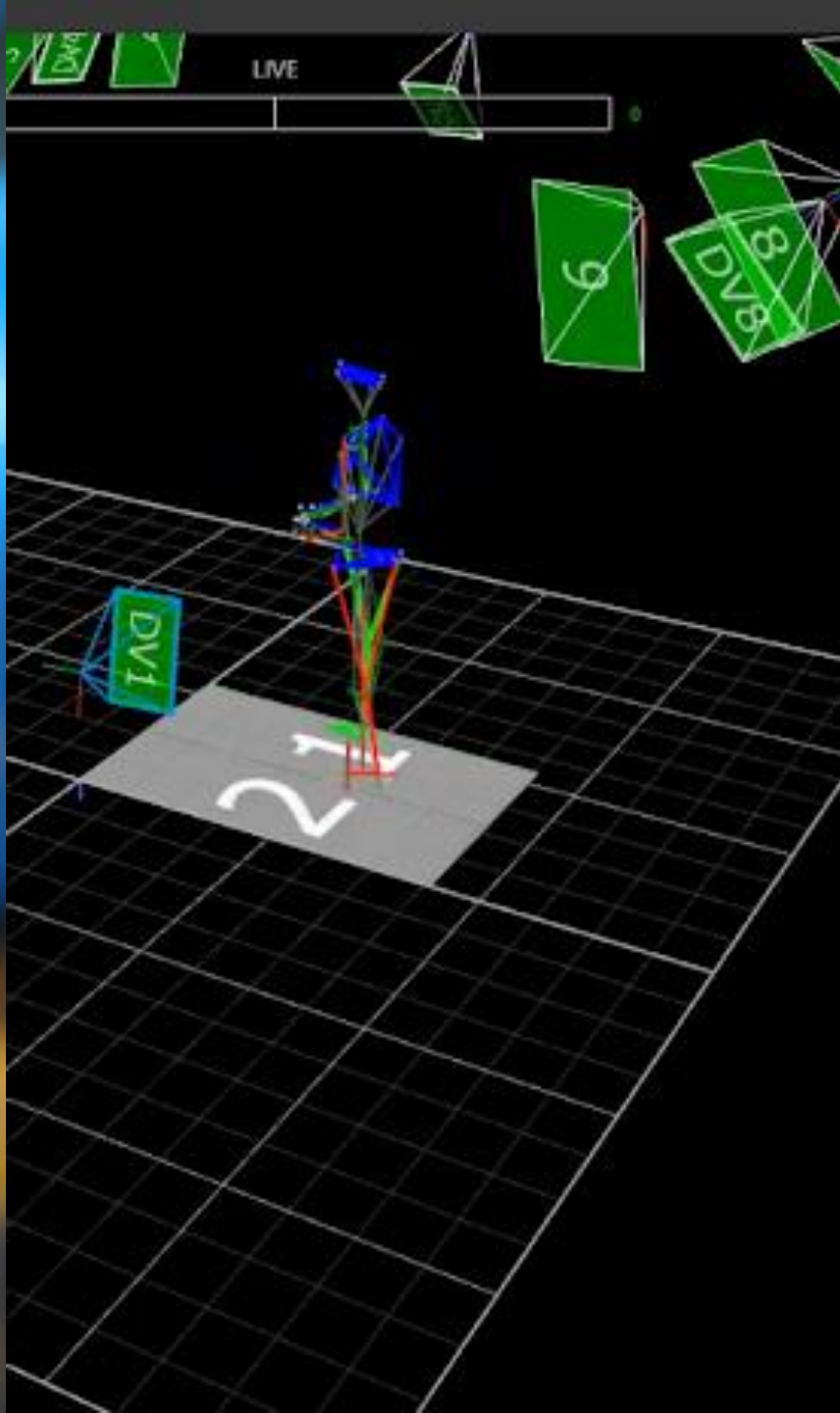


Early Outcomes & Impact

Phase I Goals

- Develop programs that lower barriers to entry
- Cultivate a welcoming community and environment
- Empower our students
- Work with faculty and students across the University





By the Numbers

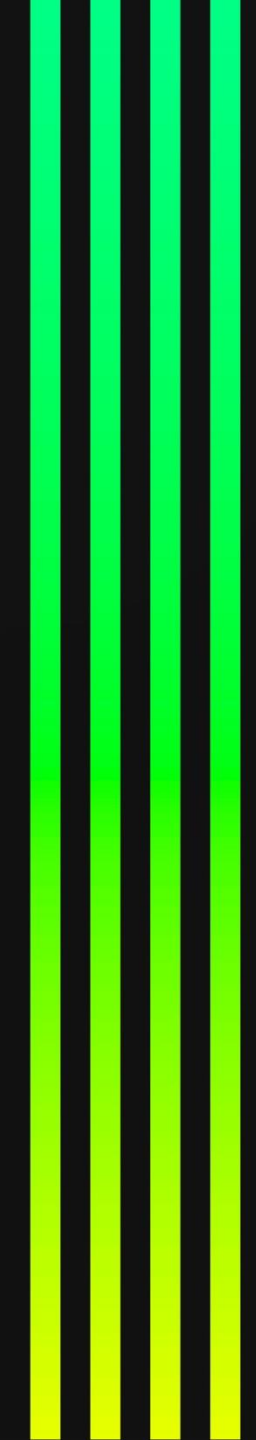
37 classes a year across 25 departments
reaching 958 students

30 events and workshops across 50 departments
reaching 1,880 people

1,324 equipment loans across 60 departments

Phase I: Lessons & Challenges

- You can't understand a space until you live in it
- Capacity building has moving and multiplying goal posts
- Advocacy and education are iterative (and exhausting)
- XR as shark: Keep moving to stay relevant

A series of five vertical bars of varying heights and colors (yellow, green, blue, purple, and red) are positioned along the left edge of the slide.

**How do you balance
growth with sustainability?**



Phase II

From Foundation to Evolution

*Increasing Impact,
Expanding Research*

Planning Phase II

From Vision to Priorities



Strategic Priorities for Phase II

AUG 2024



Phase II Goals

- Increase visibility of XR consultation and collaboration services
- Build student developer cohorts
- Archive and share XR research and teaching outputs
- Launch a 2-credit course on XR development
- Fund course integration grants
- Position STEM library as a research hub

Growing XR Research

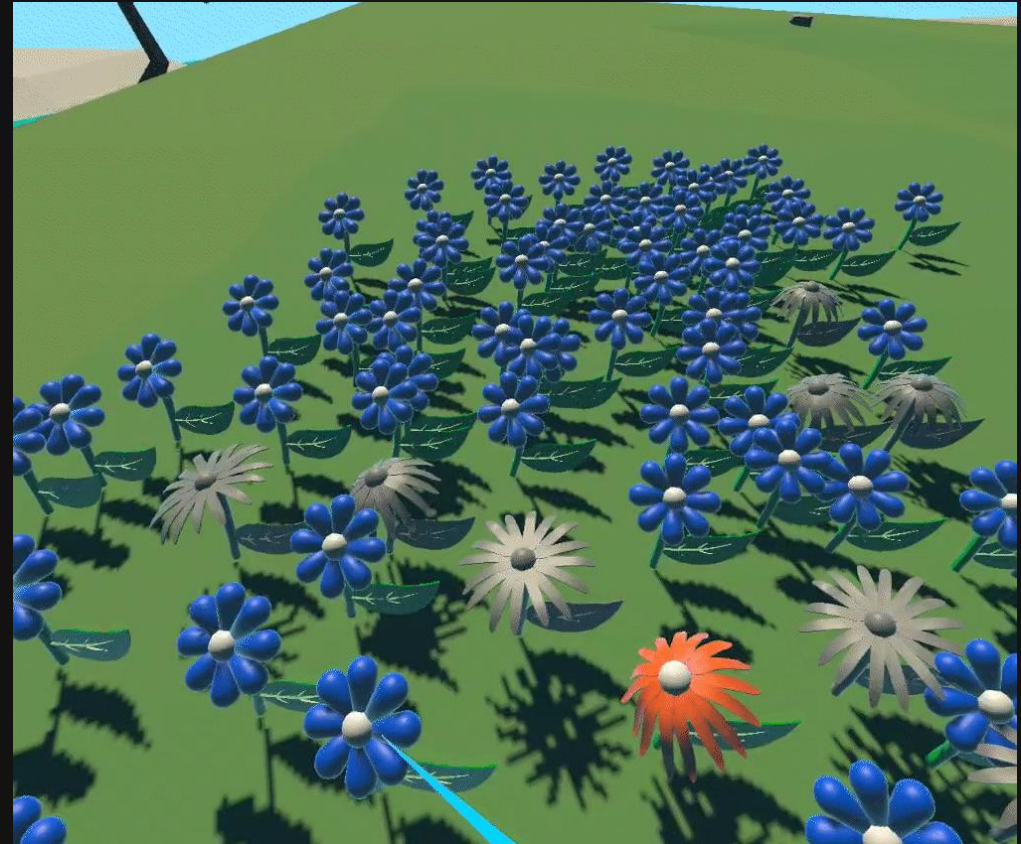


Phase II: Research Collaborations

**VR analogy for
the filter bubble**

Computer Science

Professor Zhen Bai &
PhD student Shutong Wu



Phase II: Research Collaborations

Kormantin Archaeology Toolkit

History

Professor Mike Jarvis



Phase II: Research Collaborations

Diagnosing Stroke Symptoms

Neurology & Neuroscience

Professor Ania Busza

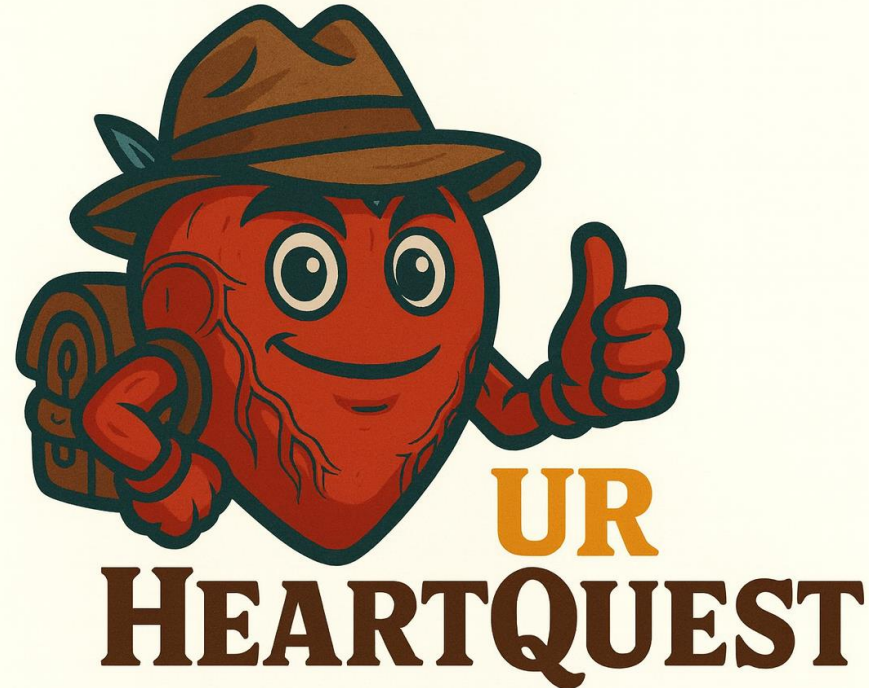


Phase II: Research Collaborations

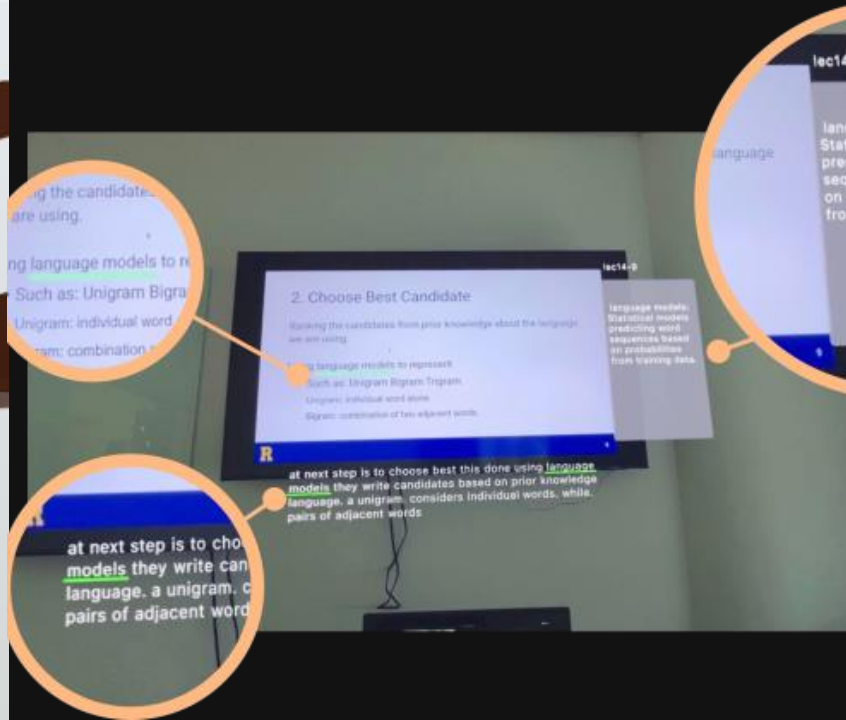
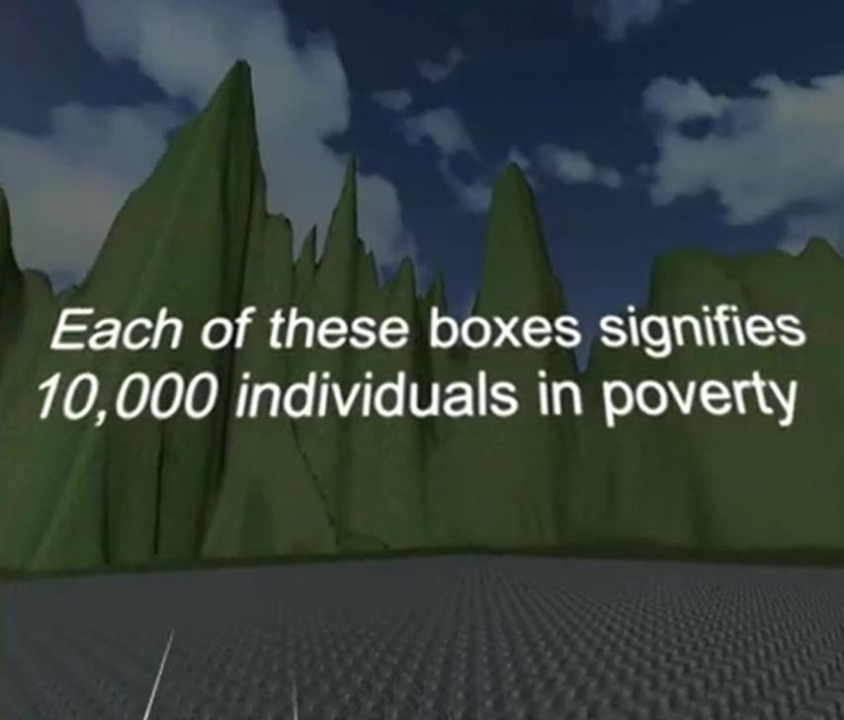
**Increasing Awareness
of Congenital Heart
Disease**

Pediatric Cardiology

Dr. Jason Mandell &
PhD student Hope Kile



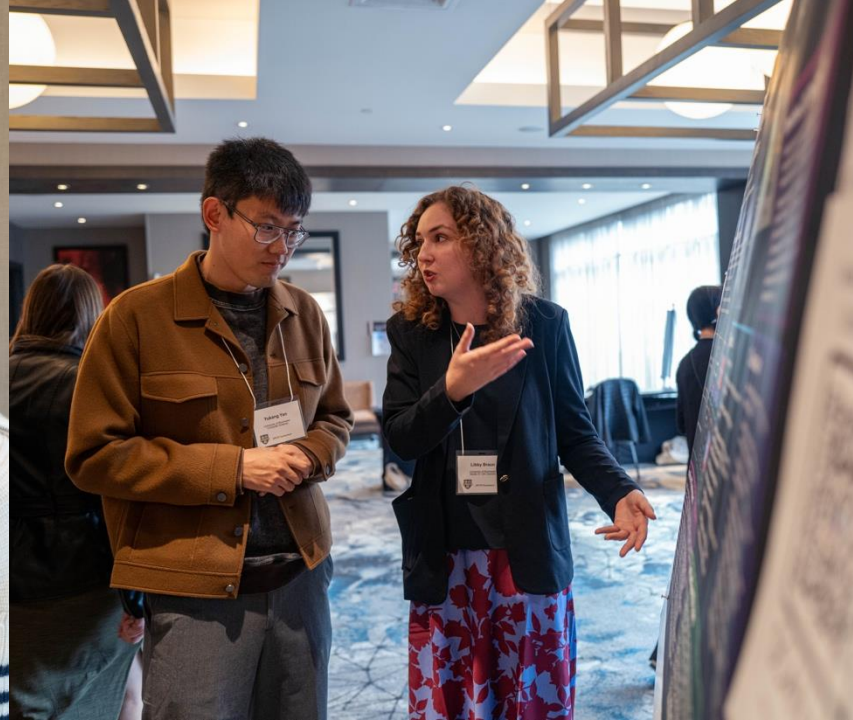




Building Infrastructure for Research







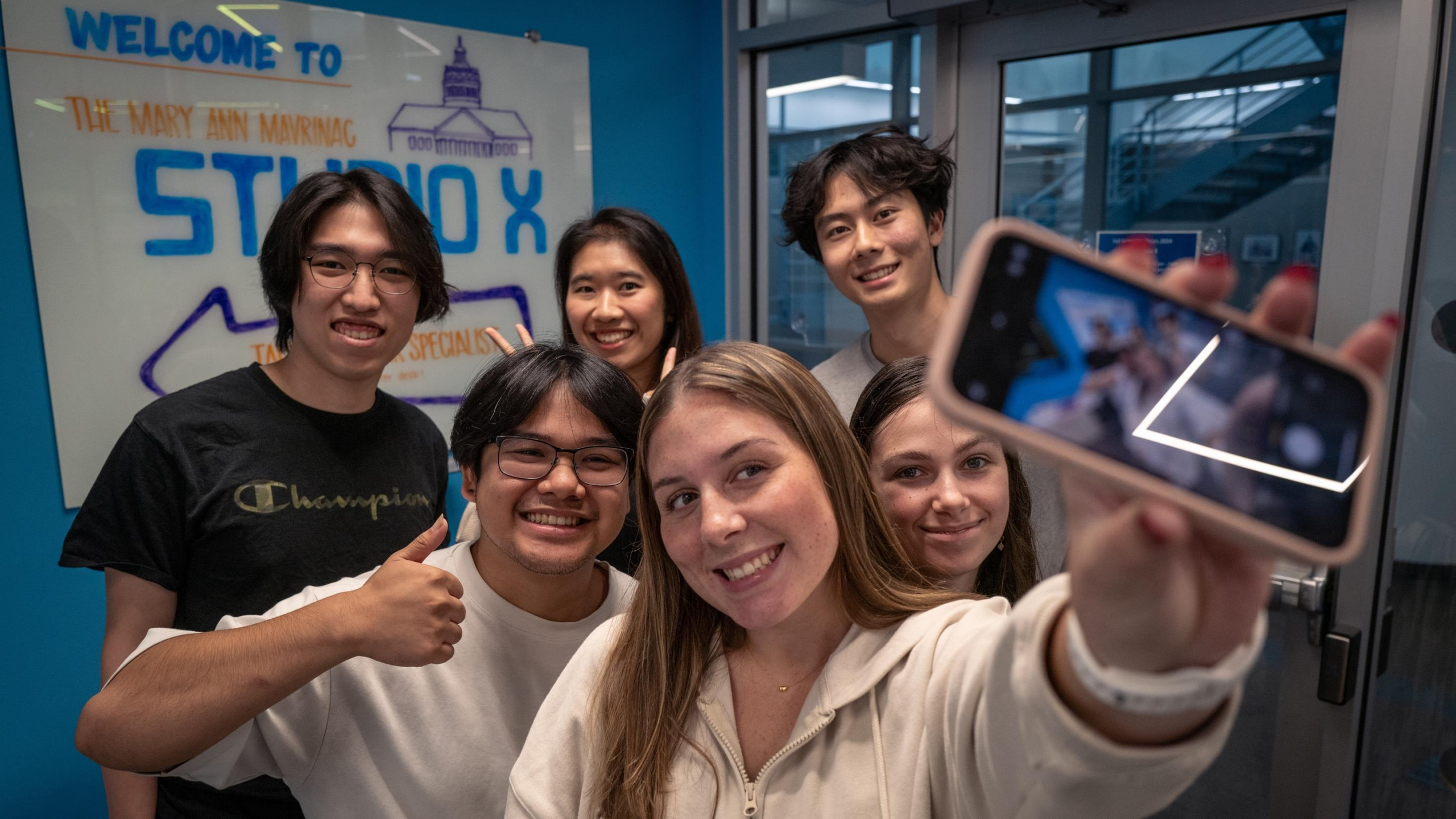


Transdisciplinary RFP: Extended Reality Research and Application

Behind the Scenes

Making It All Work





What's new?

The Mary Ann Mavrinac Studio

225 posts

1,497 followers



Community

University of Rochester's Hub for Extended Reality
@rclibraries

linktr.ee/StudioX_RCL

Professional dashboard
New tools are now available.

Edit profile

Share profile

AI



New



Pre-College



Students



Frame



Mary Ann Mavrinac Studio
University of Rochester

Education

Center, New York · 218

extended reality at

Libraries

Posts & Updates at the Mary Ann Mavrinac Studio X

Following

Internship Opportunity: VR & Wearable Tech at URM Motion Labs

Are you interested in applying your skills in virtual reality, computer science, or wearable tech to real-world healthcare challenges?

The [UR Medicine Motion Labs](#) is offering a Virtual Reality and Wearable Technology Internship for students eager to explore how cutting-edge technology can enhance physical rehabilitation.



Blender 101: SPOOKY SEASON EDITION

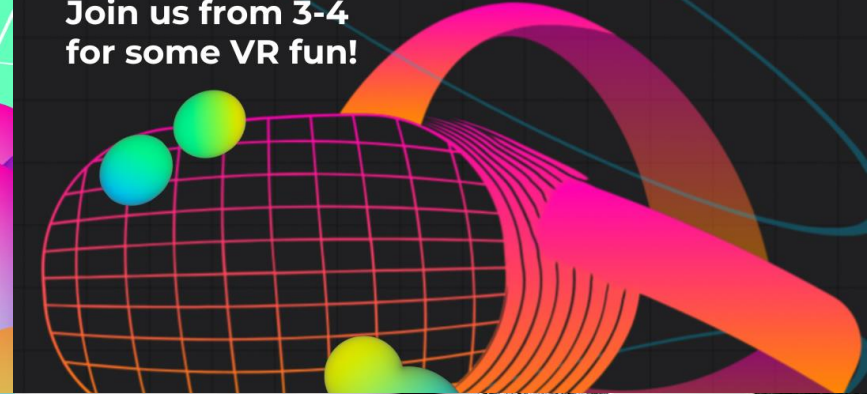
Carlson Library, 1st Floor
Thursday, October 24
1:30-3pm



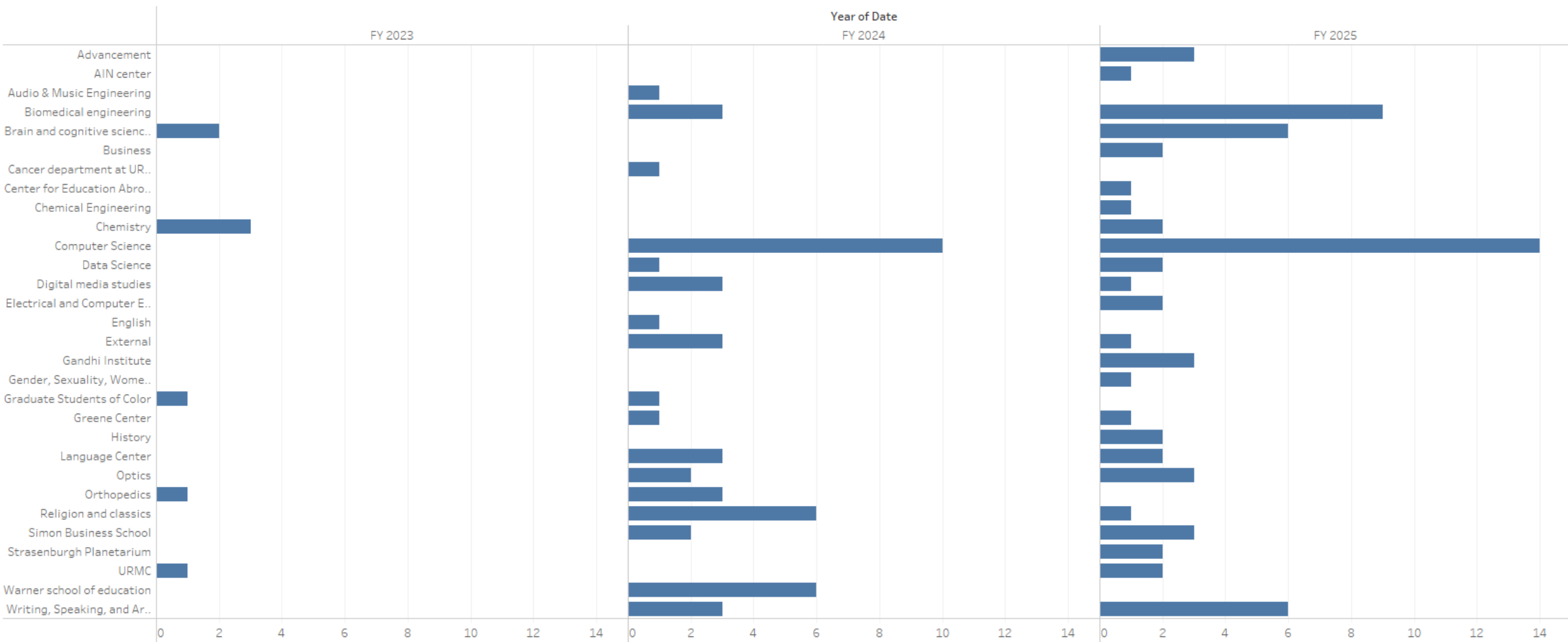
DROP-IN FRIDAYS

Carlson Library, First Floor

Join us from 3-4
for some VR fun!



Number of Consultations by Department



a year of
experimenting
Annual Report 2022

STUDENT LEADERSHIP

TE



Director's Letter

Partnerships

Student Leadership

Space Challenges

What's Next

2024

A year of balance

ANNUAL REPORT



Challenges & Lessons Learned



Phase II: Challenges & Lessons

- Making the case for XR as a research priority
- Outreach is cyclical
- Faculty trust is growing, but our capacity remains limited
- Ongoing staffing constraints
- Student turnover and continuity challenges
- Students can't fill every gap—need for deeper expertise
- Physical space no longer meets demand
- Balancing innovation with core services



Thank You!

studiox.lib.rochester.edu

