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Aquinas Training and The Ferguson Library To Create Connecticut’s First Immersive Tech Lab
Programming to Introduce Adults and Children to Cutting Edge Technology

Stamford, CT - May 25, 2016 – The Ferguson Library and local tech entrepreneur Hugh Seaton are teaming up this summer to create Connecticut’s first Immersive Tech Lab, to be housed at The Ferguson Library in Stamford. This unique resource builds on The Ferguson Library’s growing technology offerings, including its MakerSpace and open data programming. In keeping with this growing set of initiatives, The Ferguson will be working with Hugh Seaton of Aquinas Training to create a resource for the community to learn about Virtual Reality, Augmented Reality, and their associated technologies.

“We are delighted to be able to offer the community a chance to experiment with this exciting new technology. Public libraries are increasingly about transformation and providing people the chance to explore the world in new and innovative ways,” said Alice Knapp, President of The Ferguson Library. “The Library is the perfect venue for a project like this.”

A Growing Trend
After decades of false starts, Virtual Reality was given new life in 2012 with the advent of the Oculus Rift, a VR viewer that finally offered an enjoyable, accessible experience. Oculus, which
was purchased by Facebook in 2014, is now on sale commercially, and will be swiftly followed by a growing number of other headsets.

Meanwhile, Google, Samsung and others have been heavily promoting smartphone-based VR solutions, with Google Cardboard and the recently introduced AndroidVR on the lower end of the market, and Samsung’s GearVR dominating the mid-market.

**A Great Community Resource**

“VR has come of age, and we’re seeing a rush to develop this platform. As a training software company, Aquinas is thrilled to create this resource with a partner as capable and visionary as the Ferguson Library,” said Hugh Seaton, CEO of Aquinas Training.

The Immersive Tech Lab will hold professional events to enable management trainers, coaches and educators to experiment with creating content, as well as community events to introduce the public to Virtual Reality. It will offer a fully modeled and instrumented space for data visualizers to experiment. Each of these will develop across the summer as new equipment is added and modeling and sensors are undertaken.

“I’ve been involved in VR and 3D development for over a decade in the Silicon Valley and beyond, and am really impressed by the forward thinking this Immersive Tech Lab represents – it is truly unique in this part of the world.” Damon Hernandez, technical advisor to Aquinas, noted.

At launch, the Lab’s focus will be to support The Ferguson Library, Stamford Family YMCA and other organizations in their educational and community programming. The Lab is privately funded by Aquinas Training as a public service to grow the technology community of Stamford and Fairfield County. News, events and publications will be available at [www.ct-immersivetech.com](http://www.ct-immersivetech.com)

**About The Ferguson Library**

The Ferguson Library is Stamford’s public library system, consisting of the Main Library DiMattia Building, the Harry Bennett Branch, the Weed Memorial & Hollander Branch, the South End Branch and a traveling Bookmobile. It provides free and equal access to information, ideas, books and technology to educate and enrich the Stamford community. For more information visit [www.fergusonlibrary.org](http://www.fergusonlibrary.org).

**About Aquinas Training**

Aquinas Training develops mobile and VR training systems that empower coaches and trainers to dramatically increase content delivery, learning transfer and engagement. Working with private coaches, management trainers, and corporate training departments, Aquinas offers a range of solutions that complement existing systems. Learn more at [www.aquinas.io](http://www.aquinas.io).