

VR CAMPUS



GO LIVE

Your personalised digital booklet

GO LIVE

11 Sept
2023

Your Timeline





HARDWARE, SOFTWARE & NETWORK RECOMMENDATIONS

Bandwith Requirements

- Recommended that a dedicated wireless access point within environment(s) is available
- Single password login dedicated to headsets only
- At least a 20+ megabit per second connection
- Alternatively, authentication can be achieved through guest WiFi per headset (longer login/setup time)

Accessories

- Headphones are not essential
- Headphone use is recommended for mixed interactive scenarios, e.g. attendees in the room, and joined remotely

VR Headsets

- Currently META Quest 2 Headsets are compatible with VR Campus
- Recommended a minimum between 2 and 5 headsets, 5 being the optimum
- No headset storage requirements
- Other headset compatibility currently in development

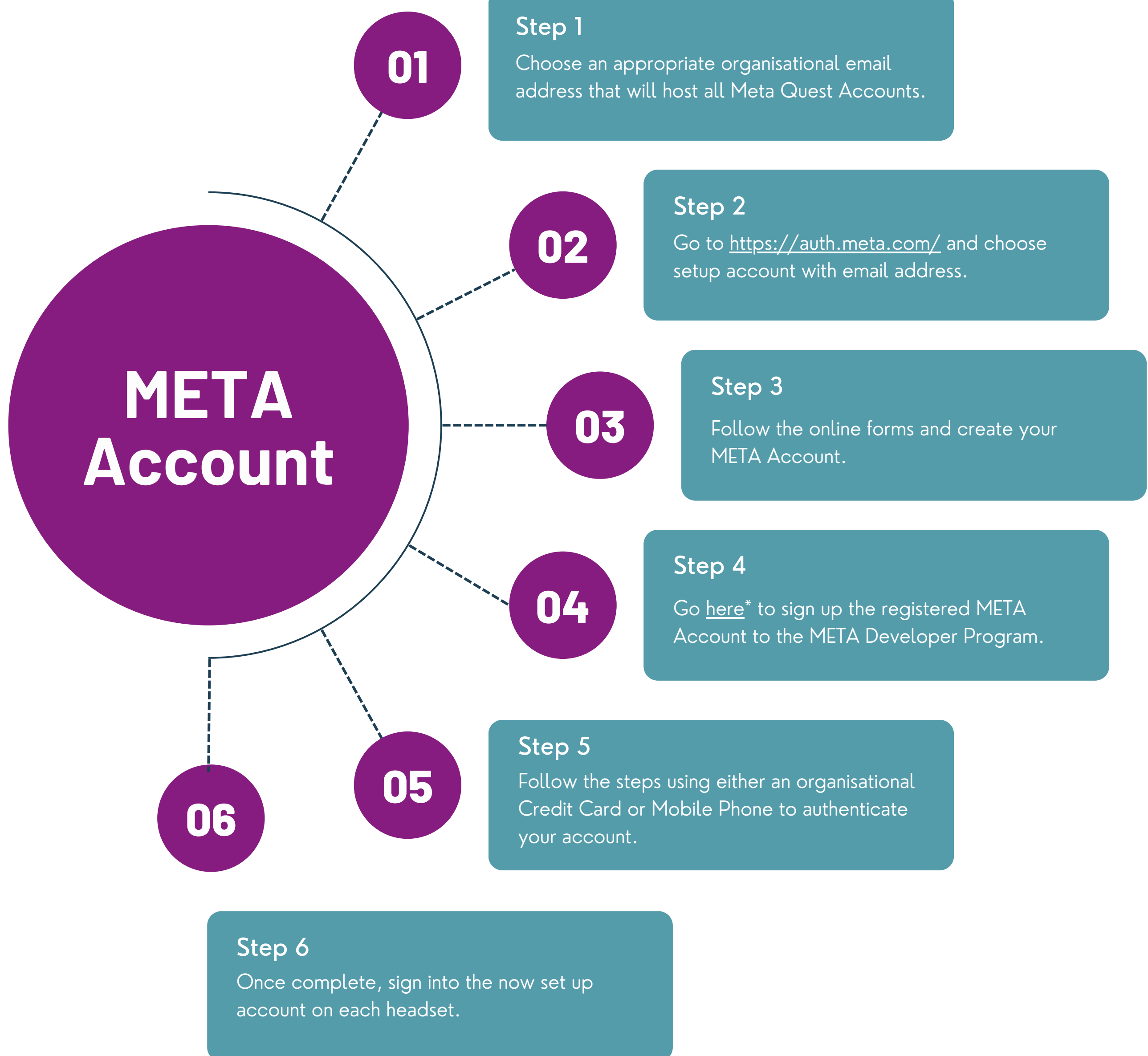
Windows Requirements

- A desktop computer or laptop will be required to operate the Desktop Client component of VR Campus
- Please see details for both minimum & recommended requirements

	Minimum Requirements	Recommended Requirements
OS	Windows 8.1, Windows 10	Windows 10
Processor	Intel® i5-4590 / AMD FX 8350 equivalent or greater	Intel® i5-6500 / AMD Ryzen 5 1600 equivalent or greater
Memory	4 GB RAM	8 GB RAM
Graphics	NVIDIA GeForce® GTX 970 / AMD Radeon™ R9 290 equivalent or greater	NVIDIA GeForce® GTX 1060 / AMD Radeon™ RX 580 equivalent or greater
DirectX	Version 11	
Network	Broadband Internet Connection (25+ megabit preferred)	
Storage	21.5GB (~1.5GB for application, remaining for content cache)	



VR DEVICES: GETTING STARTED WITH META QUEST



*Do not sign up using a Facebook account, business or personal [[Andrew Martin to add more](#)]



VR DEVICES: PAIRING YOUR DEVICES WITH META QUEST

Device Pairing

01

Step 1

Choose the preferred hosting platform (Android, IOS or Windows). if your preferred platform is Android or IOS Skip to **Step 4**.

02

Step 2

Download and install [BlueStacks](#) onto the chosen Windows device following the application instructions.

03

Step 3

Download the META App from available store (Google Play, App Store). Sign-in using the credentials as above on the previous page.

04

Step 4

Once logged in, you will need to pair each device (headset) individually.

05

Step 5

Under the devices sub-menu follow the onscreen instructions to add devices. Repeat for each device.



VR DEVICES: MANAGED & SELF- MANAGED

WHAT YOU **NEED** TO KNOW...

Managed - Recommended

ArborXR is the recommended software to manage devices, and is provided to you for the duration of BETA. **Your Campus Administrator** will be sent an invite to an ArborXR organisation. Once your Organisational account is created, each device will need the ArborXR application installed on the headset. This can be done via USB, instructions can be found here via the ArborXR website. The VR Campus application will be automatically added to your headsets and updated to the latest version via our ArborXR Admins.

DEVICE TITLE Serial Number	GROUP	DEVICE TYPE	TAGS	STATUS	NOTES
<input type="checkbox"/> BODY SWAP HEADSET 2 1WMHHA6JFG2286	USP College	∞ Meta Quest 2		● Disconnected	
<input type="checkbox"/> BODYSWAP HEADSET 1 1WMHHA6EJT2287	USP College	∞ Meta Quest 2		● Disconnected	
<input type="checkbox"/> Canvey 1 1WMHHA6HVQ2202	USP College	∞ Meta Quest 2		● Disconnected	
<input type="checkbox"/> Canvey 2 1WMHHA6GQG2214	USP College	∞ Meta Quest 2		● Disconnected	
<input type="checkbox"/> Canvey 3 1WMHHA6HFQ2214	USP College	∞ Meta Quest 2		● Disconnected	

Self-Managed

If your organisation has opted to self-manage, the latest builds of VR Campus will become available on our SharePoint website within the **Technical Support** area.

Knowing your starting point

We recognise that different organisations may be at varying stages of integrating VR headsets into their establishment. In order to support you in setting up your headsets please refer to the SharePoint posts which details how to complete the on-boarding process from a range of starting points.

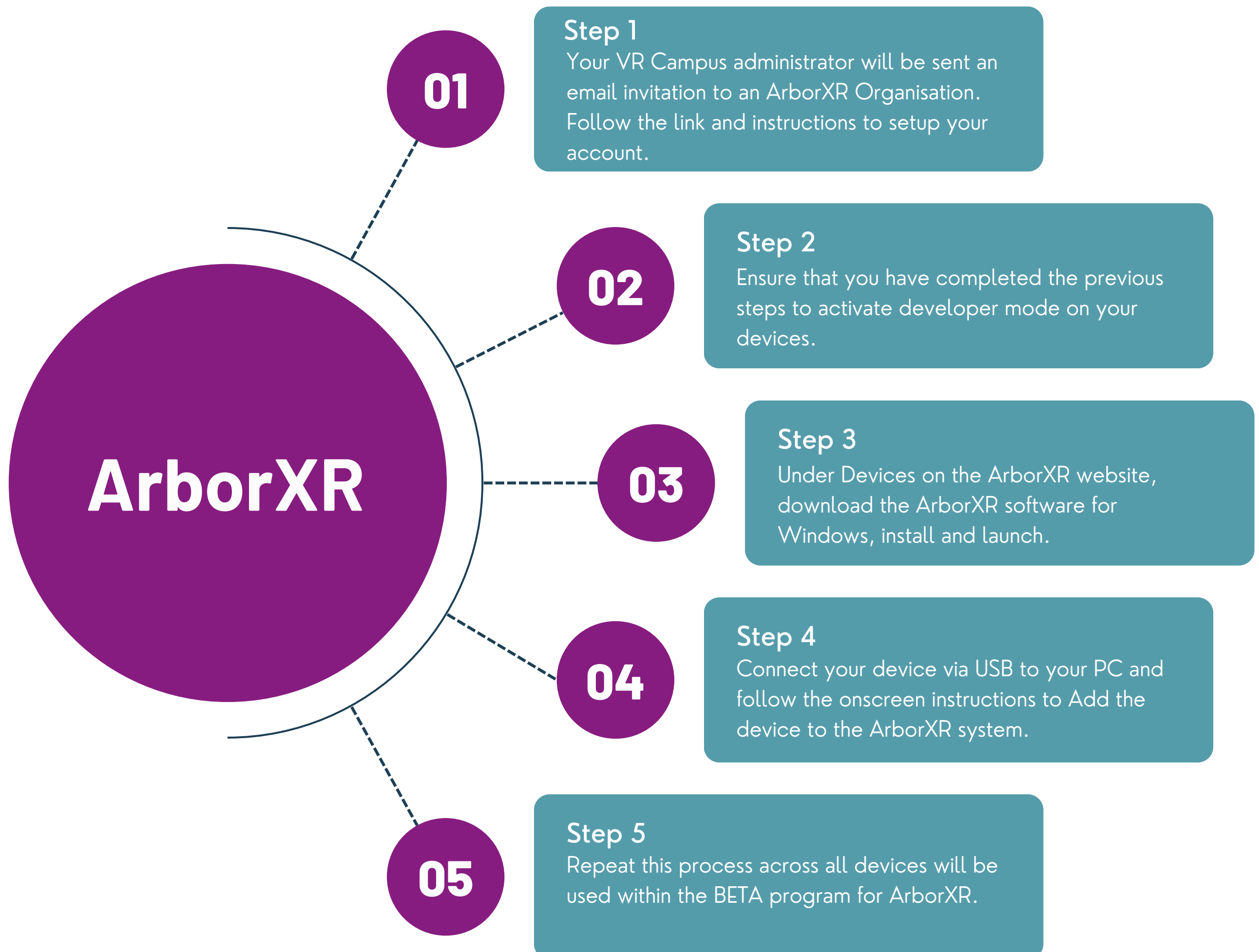
Application Update Notification System

Every time a new version of VR Campus is released your VR Campus administrator will be notified via Email that their headsets require updating (if you have opted for a Self-Managed solution), or have been automatically updated to the new build with details of new features and bug fixes.



VR DEVICES: MANAGED OPTION VIA ARBORXR

GETTING STARTED WITH **ARBORXR**

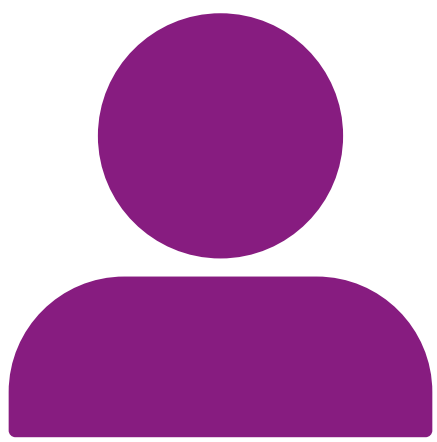


Further details can be found here on how to manage other 3rd party applications via ArborXR



RESOURCING YOUR VR CAMPUS PROJECT TEAM

RECOMMENDED ROLES



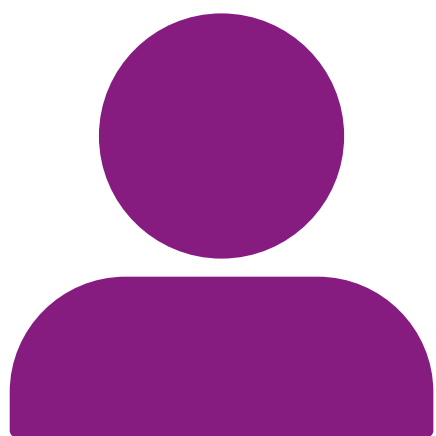
VR Campus Operational Lead

Nominated to oversee the project
Responsible for managing team engagement and collaboration
Assumed engagement within strategic project discussions alongside project sponsor



VR Campus Administrator

Nominated to effectively maintain the VR Campus desktop host
Responsible for setting up accounts, users & campuses
Digitally fluent individual
Note: If this person is **not** the operational lead, please confirm name and email [here](#)



VR Campus Technical Lead

Nominated to ensure effective IT infrastructure
Responsible for headset management and platform deployment
On the ground first line support



VR Campus Nominated TLA Practitioners

Nominated to utilise VR Campus in the classroom
Responsible for student engagement and feedback
Technically and non-technically fluent individuals



ACTION RESEARCH ENGAGEMENT & EXPECTATIONS

WHAT IS ACTION RESEARCH? HOW DOES IT WORK?

Welcome to an exciting phase of the Beta programme! We are embarking on a systematic process of inquiry focused on assessing, introducing, evaluating, identifying, and recommending the implementation of VR Campus in further education colleges and higher education institutions.

Our main objectives in this action research project are:

- **Assessing** the current state of VR technology and its level of engagement within colleges & institutes.
- **Introducing** VR Campus to these institutions and providing comprehensive training for its effective utilisation.
- **Evaluating** the impact of VR Campus on teaching and learning, including aspects like engagement, skills and knowledge acquisition, and retention.
- **Identifying** any challenges or barriers that may arise during the implementation process.
- **Making recommendations** for future implementation, encompassing additional features and training requirements.

By actively engaging in this research process, we aim to enhance educational experiences through the seamless integration of virtual reality technology. As a community, we will share best practices, collectively identify potential barriers, and work together to find innovative solutions. Together, we can pave the way for a transformative educational landscape empowered by VR Campus.

COMMITMENT & EXPECTATION HOW TO MAKE IT WORK

- **Training:** Your staff will be supported through an initial training day that will cover training in VR delivery and how to engage with the VRCampus community.
- **Delivery:** There will be 3 lesson packs available, each of which will cover an hour of delivery - staff will need to complete at least 2 of these lessons with as many classes as they can commit to.
- **Community:** There will be a number of forums throughout the 18 months where staff involved in the project can meet up to review progress and share experiences.
- **Feedback:** There are evaluation forms to complete after each delivery session (class) for both staff and students - ideally each practitioner will complete 2 sessions & evaluations prior to any review forum (6 weeks).

Further details will be covered in detail in the Bridging Realities Training Day



COLLABORATION SITE & RESOURCES

COMMUNITY COMMUNICATIONS

The VR Campus Beta Community has it's own [MSTeams](#) and [Sharepoint page](#).
Follow the links to request access.

Engage with the Community

- Introduce yourself and your team to the community by following the link on the sharepoint page
- Contribute to community discussions around technical approaches and set up, pedagogy, engaging students and action research

Access Technical Support

- Access technical "how to" videos and guides from the documents section
- Read technical best practice set up guides and blogs
- Share experiences and solutions to shared issues

Explore the latest pedagogy

- Download the lesson packs
- Upload your own lesson packs for the community to explore and feedback on
- Catch up on the latest blogs and vlogs
- Feeling creative - share your own with the community

Sign up to Forums and Events

- [Access](#) the calendar to review and sign up to future community, training, best practice and update events
- Have some best practice to share - set up your own event

LESSON PACKS

Teacher packs will be created that cover the following topics: [Induction into VR](#); [Anatomy \(Heart\)](#); [Maths](#).
These will be published over the next few weeks. Look out for this on the site!

Packs will include the following:

Planning

Lesson Plan, Curriculum Integration,
Training (Beta Onboarding), RAs &
Safety Guidelines

Classroom

Presentation, Resources,
Assessment tools, Feedback &
Evaluation Forms

VR Campus

Virtual Classroom, 3D Assets,
Presentation, Video, Presenter
Tools



SUPPORTS FORUMS & NETWORK MEETINGS

BECOMING A COLLABORATING MEMBER

As a participating college, you will have access to a number of support forums and network meetings. Further information can be found on the following pages explaining how to engage in the VR Campus Collaborative Site, gain access to valuable resources and view the events calendar.

Below you will find a summary of each group & the target audience. Planned dates will be available via the events calendar on the Collaborative Site.

Teaching & Learning Forum

Lead: James Parker, Assistant Principal, Quality & Performance & Innovation

Audience: Teaching & Learning Practitioners

A teaching and learning forum for practitioners to engage, collaborate, and grow together. It will facilitate knowledge sharing, collaboration, resource sharing, problem-solving, professional development, and community building, ultimately enhancing the overall teaching and learning experience for all participants with the integration of Virtual Reality.

User Focus Group (Learners)

Lead: Robert Bailey, Digital Learning Manager

Audience: Learners actively using VR Campus

The User Focus Group will offer the opportunity to gather insights, feedback, and opinions from users in order to understand their needs, preferences, and challenges related to their learning experiences within VR Campus. The focus group aims to inform the development and improvement of the VR Campus application, content, and user experiences.

Technical & Operational Forum

Lead: Andrew Martin, XTEND Learning Manager; Ben Fryer, Flipside Group - Development

Audience: IT Services; Key Operational Leads; Digital Learning Technologists

Designed to facilitate discussions, knowledge sharing, and collaboration among professionals in a specific technical or operational role. A community where individuals with shared expertise and interest in managing the Virtual Reality infrastructure can come together to exchange ideas, address challenges, and explore innovative solutions.

Strategic Forum

Lead: Dan Pearson, Principal & CEO

Audience: SMT; Key Operational & Curriculum Leads

Aimed at key decision makers exploring opportunities of VR content creation and development. The forum will focus on sharing knowledge, developing content strategies, discussing technological advancements, and understanding user needs and experiences. The forum aims to drive growth, innovation, and impact of VR integration in education. This forum will be supported by an annual face to face event.



BRIDGING REALITIES: IMMERSIVE TECHNIQUES FOR THE VIRTUAL CLASSROOM

YOUR TARGETED PROGRAMME WILL TAKE PLACE ON THURSDAY 31 AUGUST 2023

Time: 09.30 - 15.30 hrs

Venue: XTEND Digital, Essex

Delegates: Up to 4 nominated individuals

Scan QR to book, registration per delegate



Bridging Realities: Immersive Techniques for the Virtual Classroom is a comprehensive training programme designed to equip practitioners & digital leads with the knowledge and skills to utilise VR Campus to integrate engaging and interactive virtual learning experiences into teaching and learning. The programme is scheduled two weeks ahead of your planned Go Live to ensure information and skills learnt are timely and relevant.

Facilitated as a collaborative learning experience, the programme will offer the opportunity to connect with colleagues with a Go Live date within 2-4 weeks of each other. Connections can be continued through the SharePoint & Teams Collaboration Page which you can find details on later in the booklet.

The course will cover the following:

- Go Live Booklet Refresh
- VR Campus Account & Infrastructure: How to get started
- VR Campus for Teaching & Learning: Let's get immersive
- Best practice guides, tools and techniques
- Student Induction Session & Teacher Packages
- Technical Checklist
- Action Research
- Collaboration & Support Forums

Bite-size CPD session will be facilitated through the academic year, planned and in response to feedback, further details to follow.



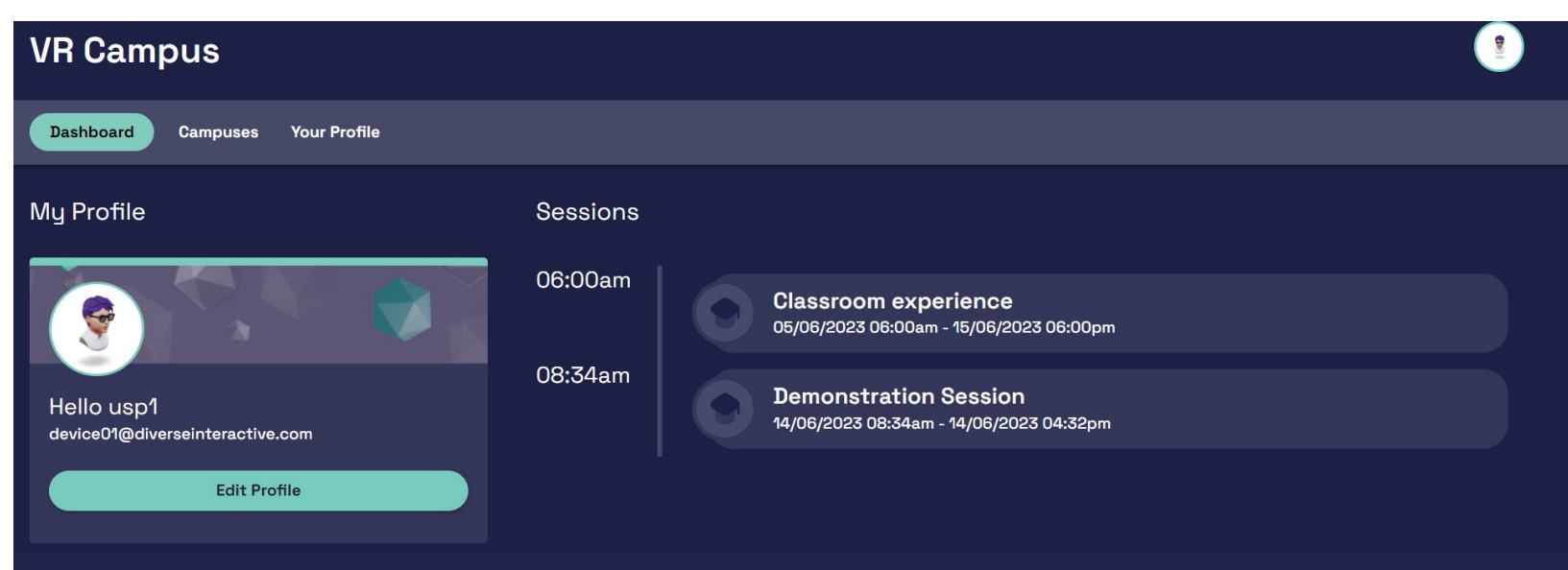
GETTING TO KNOW VR CAMPUS DESKTOP MANAGER

WHAT YOU **NEED** TO KNOW...

The **VR Campus Desktop Manager** is where you will be able to manage all Users, Sessions, Campus Settings, Assets and is where your users will be able to login to customise and create VR Campus Avatars.

Your **VR Campus Administrator** will receive an email invitation to create their VR Campus account and password. Simply follow the link in the email and onscreen instructions to get started.

Once your account has been created you will be able to log into the **VR Campus Website** using your email address and password.



You will then be navigated to the VR Campus homepage. The system from here is divided into three major categories;

Dashboard

This acts as an overview page for users to at a glance to view their profile, current avatar setup and upcoming VR Sessions.

Campuses

The Campus sub-pages allow your administrator to setup your Campus details, Invite Users to your Campus, Upload Digital Assets, Manage sessions & Moderate your organisations VR Campus experience.

Your Profile

This sub-page is where Teachers and Users can change their in application names, customise their VR Campus Avatars or edit their accounts information.

Further guides and instructions video are available via the collaboration site.

VR CAMPUS



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