

Classroom Management

Equipment: Quest 2/Quest 3

Set up:

1. Turn on the headset and create a new boundary. The playspace should be stationary (standing or sitting, choice of the player) and allow for arm movement.
2. From the menu bar, open the App Library. In the upper right side of the screen, there should be a drop down menu with something like “All” and a number next to it. Select the drop down menu and scroll all the way down until you see “Unknown Sources”, and select this option.
3. Locate and open the Classroom Management file (labeled “CMVR”) in Unknown Sources.

Controls/Navigation: Trigger button to select

Gameplay:

1. Landing screen provides a brief description of who you are, and has a box under it that says “Begin Observation”. Select this box to start the simulation.
2. The scene will start playing. The player is welcome to look around the classroom to observe students as the scene plays out.
3. At the end of the scene, the screen will explain what just happened. After reading it, the student can select the “click here to continue” button to read the response options.
4. A list of 10 options will be displayed, the player can read each option and choose whichever one is closest to what they’d choose.
5. After making their selection, a new scene will play, showing the student response to what they decided to do and/or say.
6. After the scene plays, it will take the player back to the start screen. They’re welcome to redo the simulation as many times as they want to explore different options.

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