Consent & Search

Equipment: Quest 3/Quest 2

Set up:

1. Turn on the headset and create a new boundary. The playspace should be standing and allow for full range of arm motion.
2. Open the App Library, then select the folder with the question mark on the left-hand side (or, if on a Quest 2 that hasn't been updated, select the drop-down menu in the upper right side and scroll down to Unknown Sources).
3. Locate and open the Police VR file in Unknown Sources.

Controls/Navigation:

- Trigger to select
- Grip to ring doorbell
- Hold grip then press trigger to confiscate
- Push right joystick up to teleport and left or right to turn
- Push left joystick for continuous motion

Gameplay:

1. Game opens with disclaimers. The player must consent to the experiences without placing blame on SCiL before they can continue. They consent by selecting the "I Consent" button located underneath each warning.
2. The opening screen will pop up with a button that says "Select Scenario". The player should press this.
3. Two options will pop up with images to accompany them: Force Scenario & Consent & Search. For this, the player should select the image with the caption "Consent & Search".
4. The screen will turn black, giving the player an explanation of who they are and what they're doing before loading into the scenario. In front of them, there should be a black box that says "Simulation" with the option to start. Select the Start option.
5. The black box will then give the player directions, such as "approach the house". When the box says this, the player will need to teleport onto the doorstep. There will be a new box by the door on the player's left asking them to ring the doorbell. After ringing the

doorbell, the scenario will play out, with what’s occurring being told in the box.

6. Three options will then pop up. The options are: “Search The House”, “Obtain a Warrant”, or “Return to the Station”. The player can choose any of these options to continue the simulation.
7. Regardless of what the player selects, they will be teleported into the house where they will have another black box in front of them and can select “Start” to begin searching the house. The black box will then debrief them on what they’re doing in the home.
8. The player will then walk around the house and confiscate anything they find suspicious, and grab the door handle when they think they’re done.
9. They will then see a black screen and be debriefed about what just occurred before being returned to the main menu.

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