

Drone VR

Equipment: Quest 3 or Quest 2 and Macbook for casting.

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 and potentially walking.
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. Select and open the file labeled "Drone VR Trainer".
4. Open the Macbook and cast (directions in Technical Walkthroughs).

Controls/Navigation:

- Grip to grab
- Right joystick to teleport and turn
- Left joystick for continuous movement
- Trigger to select

Gameplay:

1. Opens on the landing screen. The player may end up facing a scissor lift or the blackboard. If facing the scissor lift, the player should turn around to face the blackboard and select "start".
2. The player may be placed in front of a blackboard that says "Simulation Management" at the top with two options: "main menu" (will return them to the main menu) and "reset simulation". If the player turns to their right, they will see a scissors lift, and a bit more to the right is another blackboard that says "Select Assembly Mode" at the top. There will be three options for the player to choose from, with the options being: "Learning", "Practice", and "Assessment". The player will need to teleport or move closer to the board to select any of the three options and begin the simulation.
3. If the player selects "Learning", the blackboard in front of them will change and give them directions, or a task, and then explain how to complete the task. At this point, the player can use the teleport or continuous movement to complete actions.
4. If the player selects "Practice", the blackboard in front of them will change and give them directions but the player does not get an explanation as to how to complete the

directions. They can, however, get a hint if they struggle with remembering how to do what the blackboard says.

5. If the player selects “Assessment”, the blackboard in front of them will change and give them a single task: to complete making a drone. They get no directions or help and it will be purely based on their memory.
6. The player can switch between these different modes by teleporting to the “Simulation Management” blackboard and selecting “Reset Simulation” or they can select to return to the Main Menu where they’ll have to select “Start” again to see the Assembly Modes

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