



VR4Skills Application User Guide

October 2024

EULA



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Project Number: 2022-1-PL01-KA220-HED-000089035

Project Title: VR4SKILLS - Comprehensive training framework for leaders of internationalization enhanced by Virtual Reality (VR) in the post-pandemic era.



PROJECT OVERVIEW

VR4SKILLS-Comprehensive training framework for leaders of internationalization enhanced by Virtual Reality (VR) in postpandemic era.

- | Program: Erasmus + Cooperation partnerships in higher education
- | Project No.: 2022-1-PL01-KA220-HED-000089035
- | Delivery period: 01.11.2022-30.10.2024 (2 YEARS)
- | Budget granted: 250 000 euro
- | Main Aim: By implementing this project, VR4Skills partnership achieved multi-level transformation at individual, institutional and sectoral dimensions, leading to improvements and new approaches in higher education institutions.

PARTNER INSTITUTIONS



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Hardware Requirements

Meta Quest 2 goggles connected to a compatible PC workstation according to Meta's specifications. The minimum hardware requirements for operating the Oculus Quest 2 VR set are a processor equal to or better than an Intel i5-4590 or AMD Ryzen 5 1500X, at least 8GB of RAM, Windows 10 operating system, and USB 3.0 support.

Requirements Regarding Refresh Rate

The software should be smoothly rendered at the full refresh rate of the VR goggles, not less than 70 Hz, regardless of the activities performed by the user in the virtual world.

Application Engine

- The engine for the application "VR Application – VR4SKILLS" is Unreal Engine version 5.4 or newer.
- The engine for the web version of the above application is Dash, Plotly in Python.



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Cybersecurity requirements

Although the application is interactive, it has been designed in a way that does not require the saving of any data affecting the execution of individual scenarios. The only information saved locally on the user's device is whether a given scenario has been completed. However, it is important to emphasize that this information does not impact the ability to restart or replay the same scenario, ensuring that the user has complete flexibility in using the application.

All content, including texts, images, and videos, is integrally embedded in the structure of the application in both its VR and web versions. This means that there is no possibility of modifying or replacing them during the application's operation, significantly enhancing the security of the content delivered to users. Due to the lack of external data exchange and the absence of a need for real-time content updates, the implementation of additional security mechanisms, such as advanced data protection systems, network traffic monitoring, or data integrity control mechanisms, is unnecessary. The application has been designed with the principle of risk minimization in mind, which means that the current level of security is fully adequate to the range of functions and data processed by the application.

License

Application software license is unlimited in terms of the number of installations (Multi Open type).



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V4Skills Application End User License Agreement (EULA)

Last Updated: 24.10.2024

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If you do not agree to these terms, do not install, access, or use the Software.

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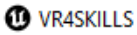
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Installation of Meta Quest Link

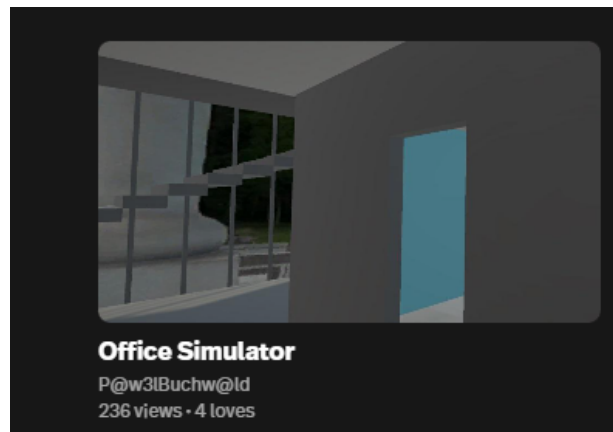
- 1. Install Meta Quest Link <https://www.meta.com/pl/en/quest/setup/>
- 2. During installation it is necessary to connect googles with PC using USB cable (preferably using USB-3, min USB-2)
- 4. Be sure all updated

Installation of VR4Skills Application

- 1. Download VR4Skills Application.
- 2. Extract the files.
- 3. Connect googles with PC via Meta Quest Link.
- 4. Run VR4Skills Application 
- 5. Installation will require to install Unreal Engine (follow the installation requests)

Installation of VR4Skills Application

- 1. In your VR headset connected to internet (no PC needed), search for Spatial App in the Meta store.
- 2. Open Spatial and sign into your account.
- 3. If you are having problems, open the web browser and download the Meta Quest application here - <https://www.spatial.io/download>
- 4. Proceed with Spatial's online account process.
- 5. Customize your avatar and familiarize yourself with moving around virtually
- 6. Launch Spatial and search for: Office simulator
- 7. Choose this one:





VR APPLICATION – VR4SKILLS

The project involved creating an application for Meta Quest 2 or newer VR goggles, divided into 13 implementation stages plus a final acceptance phase. It included four interactive 360-degree film scenarios and a three-part interactive scenario designed to test IT competencies. The application provided user feedback, tracked progress locally, and featured captions for video materials to enhance accessibility and user experience.

APPLICATION IN NUMBERS

The project included a 104-page description detailing the application concept, featuring four 360-degree film scenarios and one 3D interactive scenario. It involved eight hours of film and audio recordings with theater actors, resulting in 5.10 GB of raw audio and 129 GB of raw video recordings, including 100 360-degree videos.

SCENARIOS 1 TO 4

The recordings were displayed as a classic movie cut from a recorded 360-degree sphere, showing the hero's point of view without the option for the user to change it. Interactions were possible through option buttons beneath the video. The script followed a film decision tree, pausing for user choices. After each stop, the user selected from the options to continue along the chosen branch. At the end of the scenario, a result screen displayed a summary of the user's path and outcomes.

OBJECTIVES OF THE SIMULATION SCENARIO 5

- I Learn how to diagnose and solve simple computer hardware problems
- I Providing an immersive environment in the form of a stage allowing for testing skills
- I Providing illustrative materials enabling the transfer of basic information about the operation of IT technical devices

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CHALLENGE JOURNEY I

The VR scenario document outlines Sarah's interactions with international students, focusing on their challenges adapting to a new environment and academic expectations. The scenarios explore various support options, such as individualized support, group study sessions, peer tutoring, and cultural mentoring programs.

Each approach includes potential outcomes, highlighting the importance of tailored support, collaboration, and cultural understanding in enhancing students' experiences and academic success.

The document also addresses conflict resolution, event organization, and stress management, emphasizing leadership skills and effective communication.

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CHALLENGE JOURNEY II

The VR scenario focuses on Sarah's role in managing the International Relations Office and supporting international students. It includes scenes where she addresses staff concerns, such as mental health support, and collaborates with her team to enhance services. It explores different strategies, such as staff training, team collaboration, and recognition programs.

Sarah also interacts with international students, providing individualized support, facilitating group sessions, and developing a cultural mentoring program, aiming to foster a supportive, inclusive environment that promotes cross-cultural understanding and student success.

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CHALLENGE JOURNEY III

The VR scenario focuses on Sarah's proactive leadership in addressing discrimination faced by international students. She emphasizes empathy, inclusivity, and cross-cultural understanding in her team's approach. The scenario offers several strategies, including implementing diversity workshops, establishing a student support task force, and enhancing support services.

It explores the outcomes of these actions, highlighting the importance of responsive and inclusive leadership in creating a supportive environment for students, and the consequences of neglecting these responsibilities.

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CHALLENGE JOURNEY IV

The VR scenario details Sarah's management of office operations in the International Relations Office. She organizes tasks such as following up on visa applications, coordinating with university administration, and planning a cultural exchange event.

The scenario explores approaches like delegating responsibilities, promoting team collaboration, and prioritizing professional development. It highlights the importance of strategic leadership, proactive problem-solving, and fostering a supportive and inclusive work environment, demonstrating the impact of effective management on team morale and productivity.

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IMMERSION MODULE



The VR scenarios in the IT domain include tasks such as connecting a computer to an Ethernet network, diagnosing and connecting a printer, and setting up a simple AdHoc network with WiFi.

Scenario involves realistic office environments with interactive objects like cables, network devices, and computers. Users engage in problem-solving and configuration tasks, using visual and audio feedback to enhance immersion and learning effectiveness.

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