





Virtual Reality for Education Network

Course guide

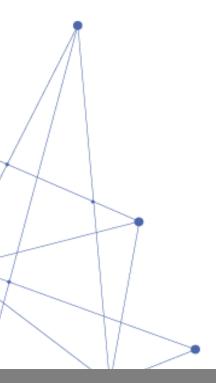




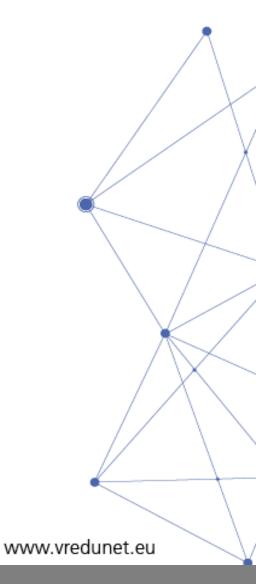




Intro



Who are you?
What do you want to learn?
What is your experience with VR?









Basics of VR

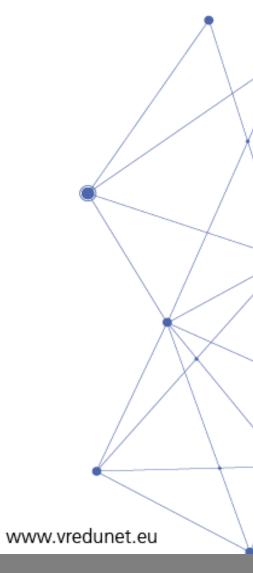
What is VR?
Differences VR/AR/MR
Common phrases in VR

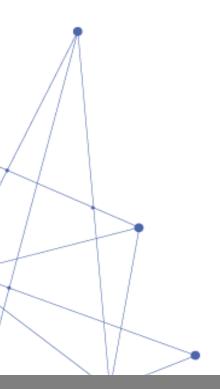




History of VR/AR





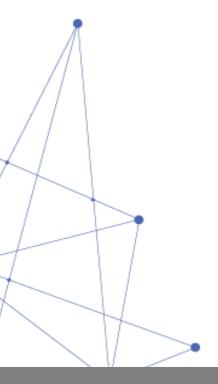




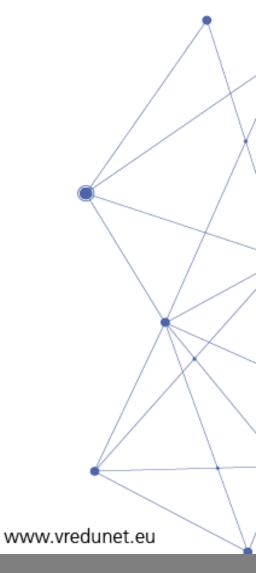




Why use VR?



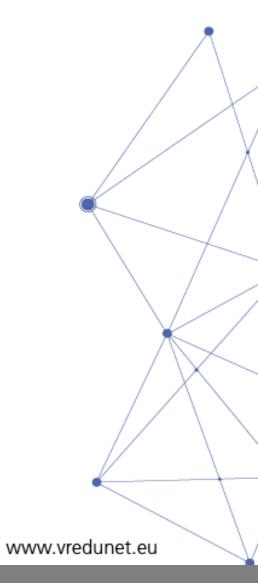
How VR works on our brain? Why is there experience in VR?

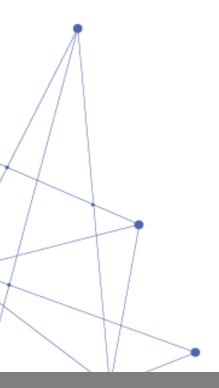




Studies about VR





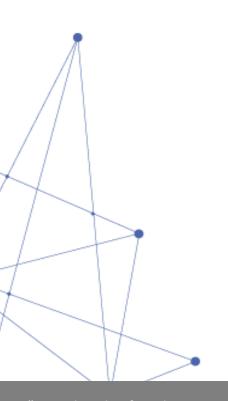








Nice to know about VR

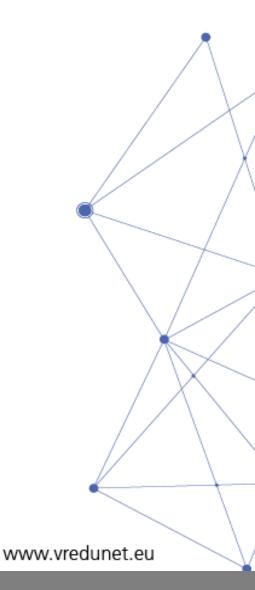


Motion sickness

How to use with normal glasses?

How it affects you eyes?

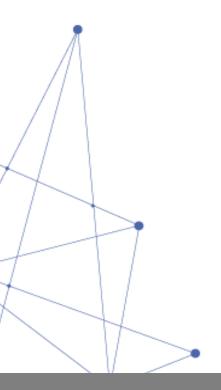
Hygiene



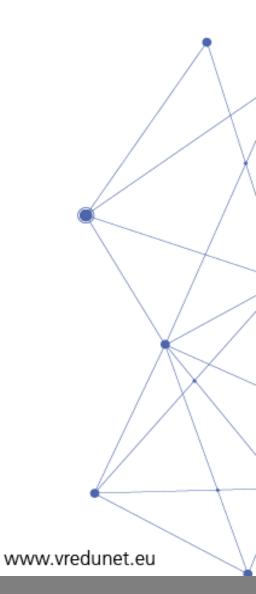


Hardware





Oculus Quest 2 How to put on the headset?

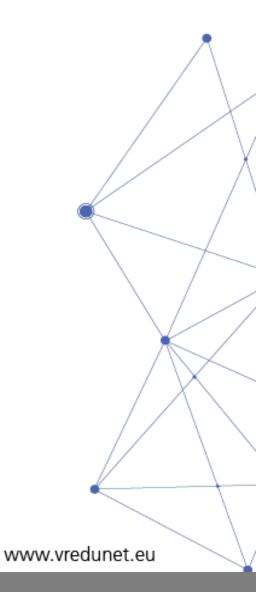






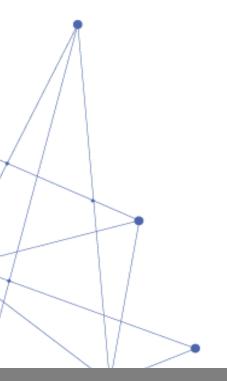
Setting up a guardian First steps app





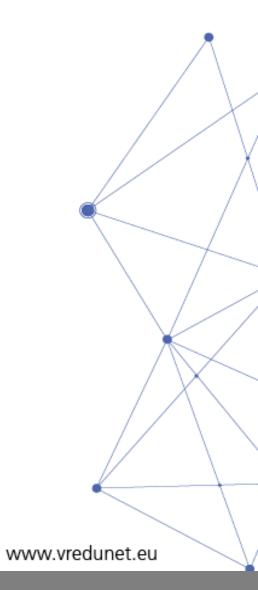






VR Classroom Fun time





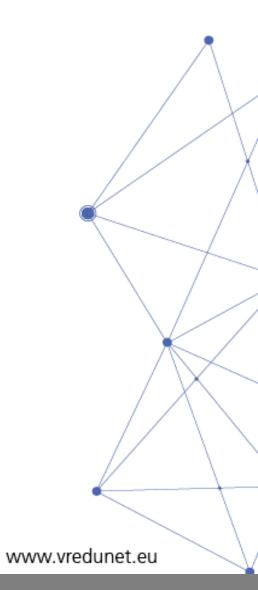






Question?



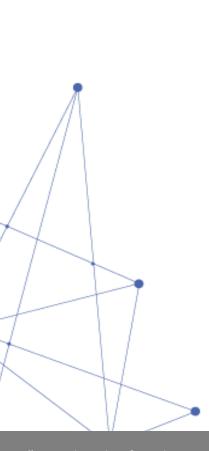






Virtual Reality for Education Network

Day 2







Recapitulation



What were your takeaways from day1?

3 useful information or skills you
learned

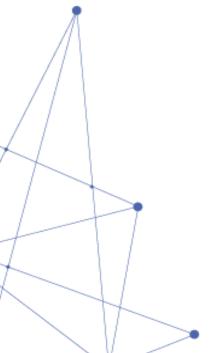
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VR/AR Hardware



PC/StandAlone

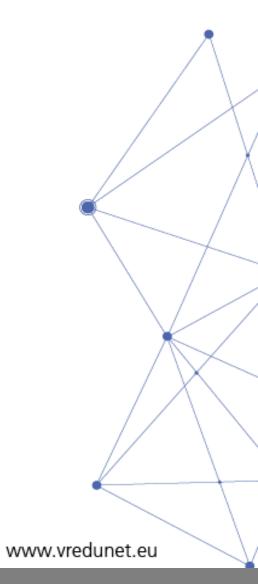
Inside-out tracking / Outside-in tracking







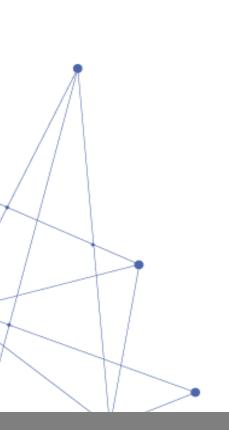






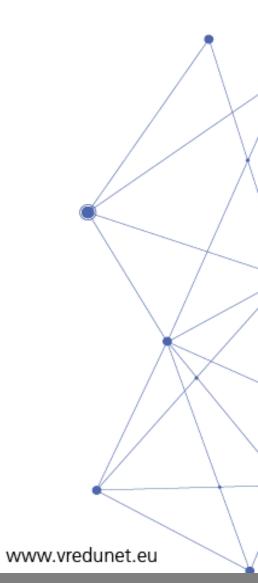










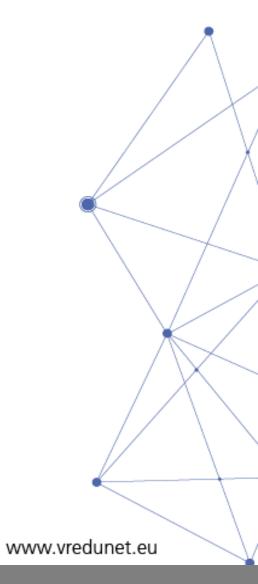






VR/AR Hardware



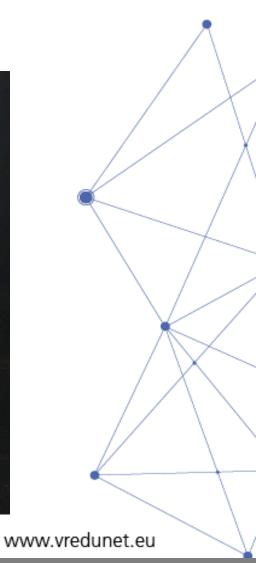






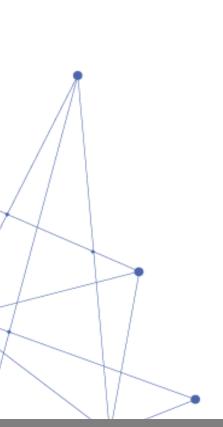
VR/AR Hardware





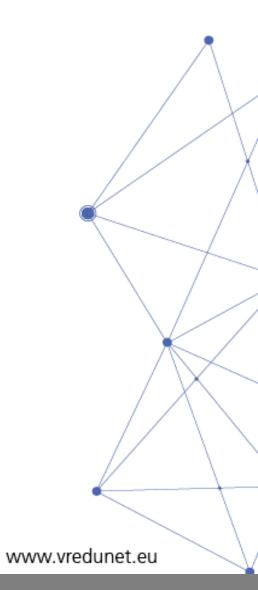










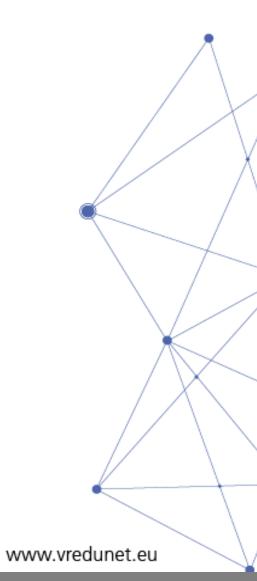












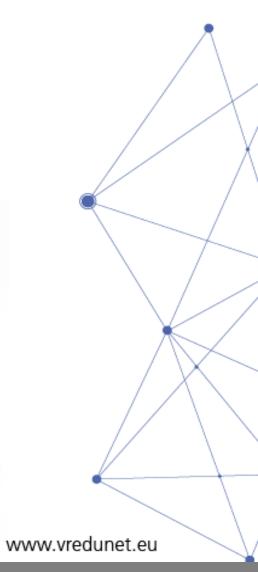




VR/AR Hardware





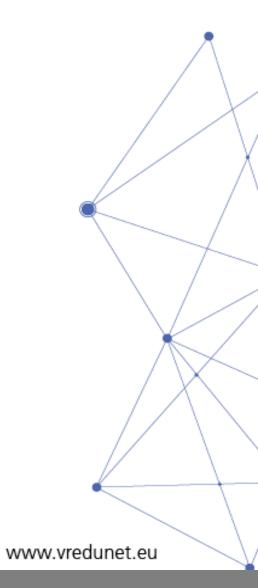










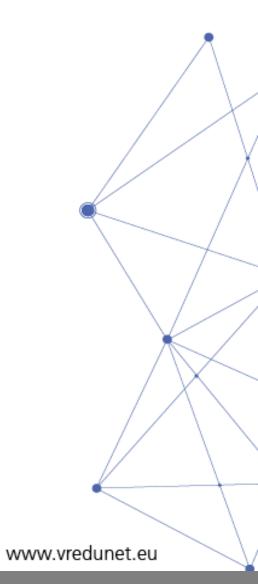




VR/AR Hardware





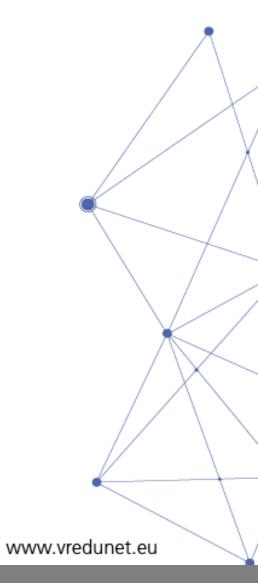






VR/AR Hardware



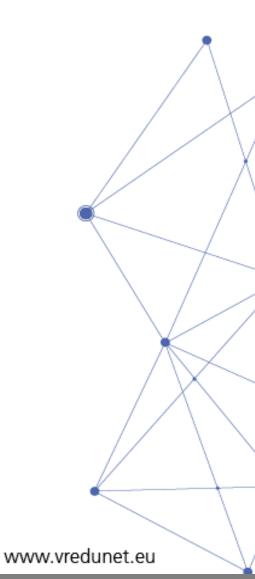




Software for VR

Engine
App
Metaverse



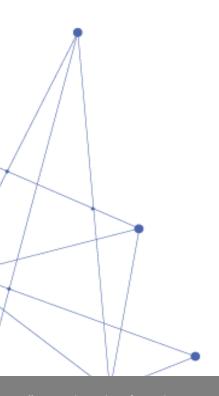




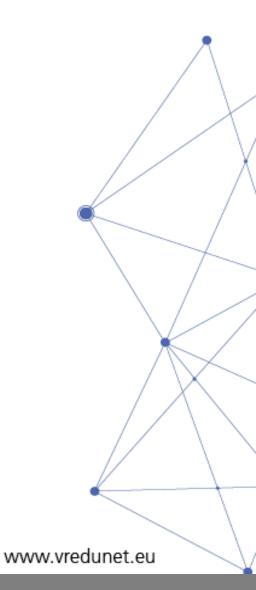








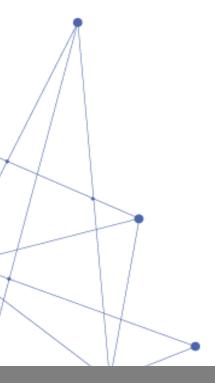
Technical requirements Triangles Reviews Developers











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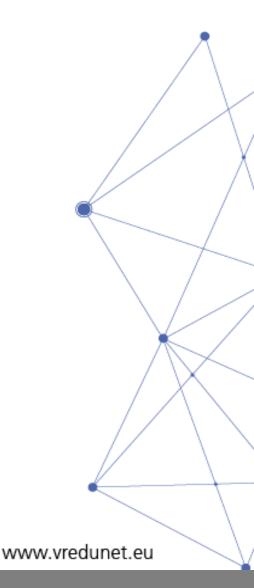
When it makes sense to start with VR





First step is to set the goal Comparing the costs
What is the ideal use case?
Who will be the user?

Quest/ Pico



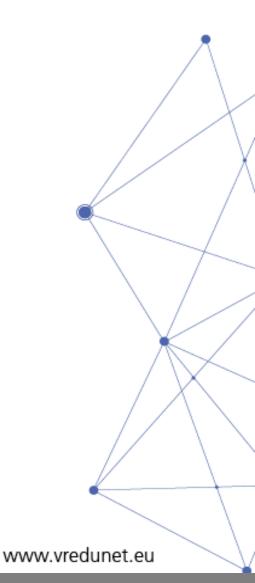




VR in school subjects

Biology **VR** Training Geography **IrisVR** Meeting environment 3D Creation - drawing





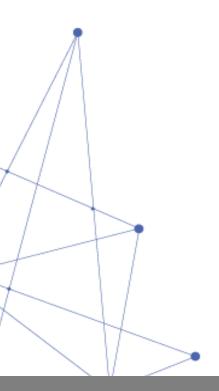




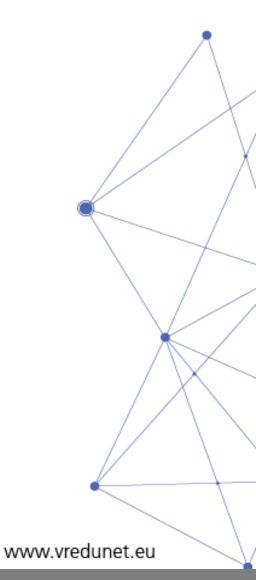




How to use VR responsibly



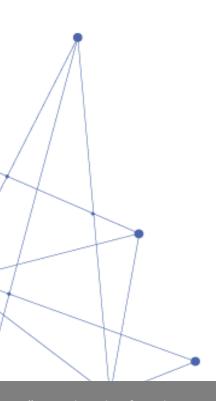
Anxiety
Nausea
Eye strain
Radiation exposure



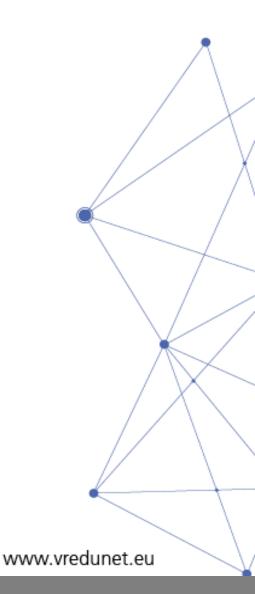


Most common questions about VR





How to disinfect it
Maintenance
Important info (FAQ's)

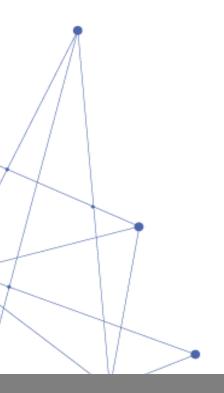




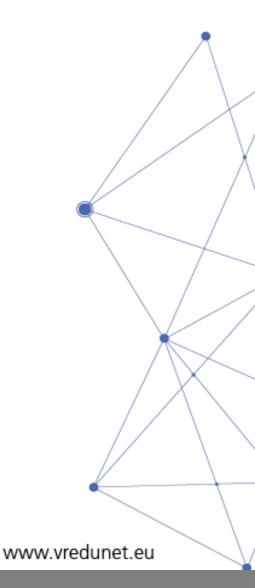




Requirements of using VR



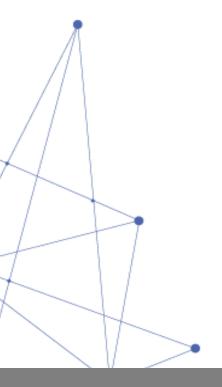
Account policy (Meta/ other) Headset connection req Apps req



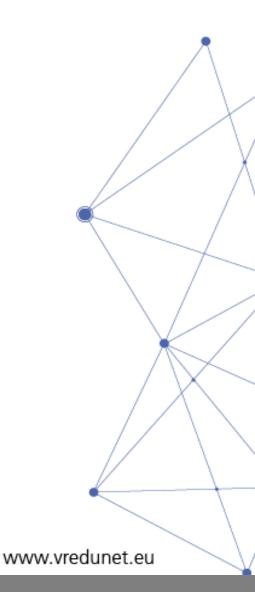




Where to find VR apps



Official store (Meta, Viveport)
Steam
SideQuest
Developers



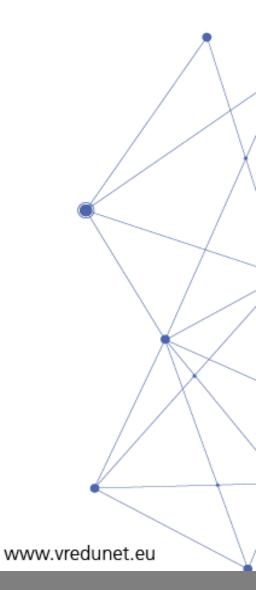




How to succesfully implement VR

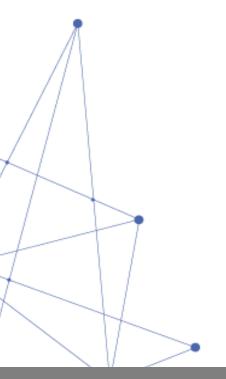
Goal Money Space HW SW PEOPLE!





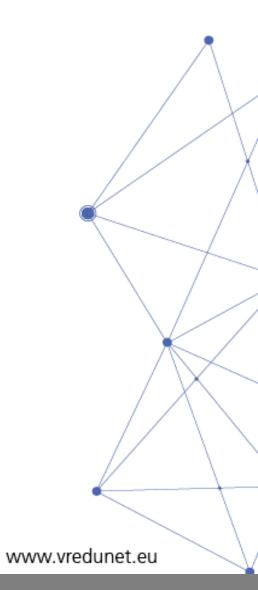






Questions?



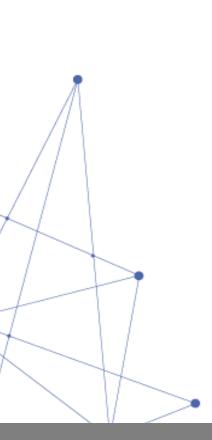






Virtual Reality for Education Network

Day 3







Recapitulation



What were your takeaways from day 2?

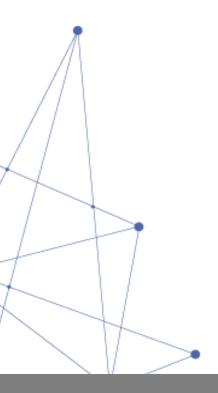
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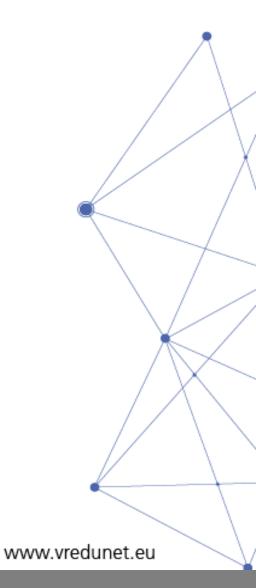




Connecting VR to the PC



Requirements and how to do it?







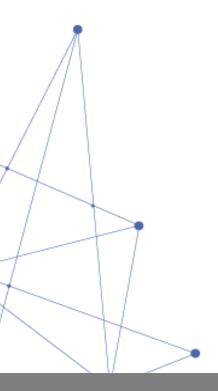
How VR platform work?



What is the idea behind VR Metaverse?

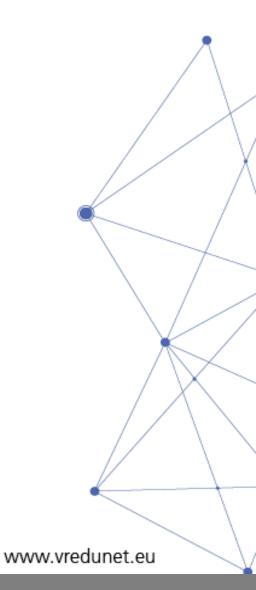






1 interesting fact you learned this morning

15 min break



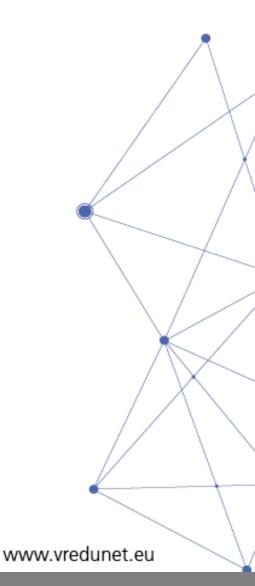




Where to find 3D content?



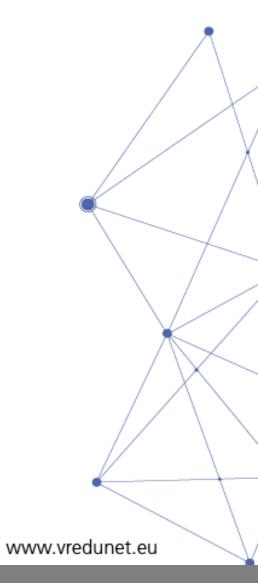
Make it
Download it
3d scanning
Create 360 video/photo

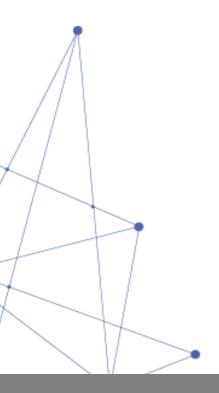




Importing 3D content into VR



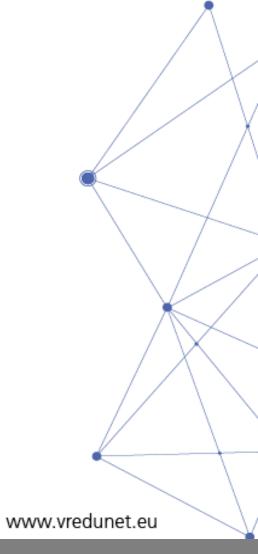


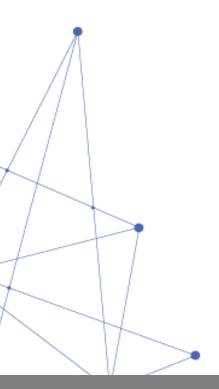




Adjusting 3D content into VR





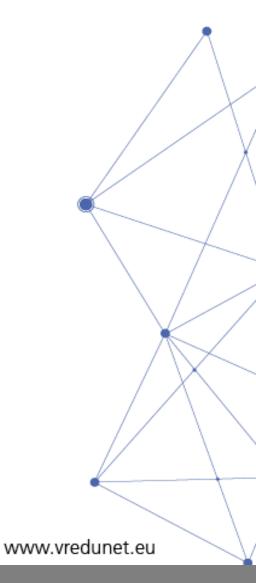






How to get content ready for VR classroom

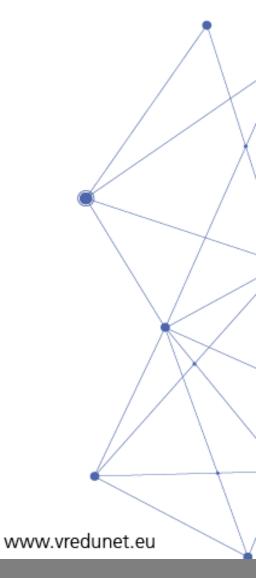






Prepare your own VR classroom content







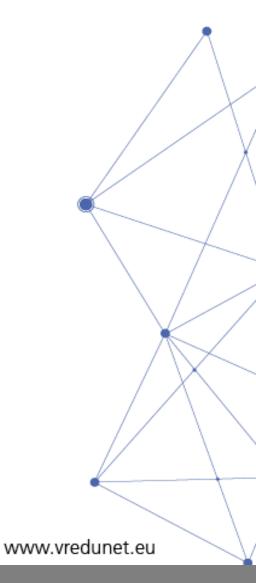




Moderate your own VR Class

Funtime













Questions?

