

Quick Start Guide

OFFLINE BASICS

GETTING STARTED

SEPTEMBER 2023

Instructions for accessing the SchooVR offline platform

To begin use, follow these instructions, keeping in mind the platform is intended to work both online and offline and can be accessible using any smart device including your laptop or desktop computer.

TEACHER DEVICE

- Power up the teacher laptop.
- By default, the laptop will take you to your home screen that will have the SchooVR Windows app. The first step will be to prepare the app with content.
- **Connect** the laptop to your existing local wireless network and open a new browser window. Visit: <https://www.schoovr.com> and enter your credentials.
- To save an Expedition to your offline library, select the save button. The Expedition will now appear in 'My Expeditions'.

REMEMBER:

No content is available by default. An internet connection is necessary to add lessons to the laptop.

OFFLINE EXPEDITIONS APPEAR HERE

The screenshot shows the SchooVR web interface. At the top, there is a navigation bar with the SchooVR logo, a search bar, and tabs for 'Search Expeditions', 'My Expeditions', and 'Create'. Below the navigation bar is a grid of four expedition cards. Each card features a title, a background image, a 'SchooVR' logo, and a 'Launch' button. The first card is titled 'Explore Ancient Egypt' and has a 'SAVE' button highlighted with an arrow. The second card is 'Explore Ancient Greece', the third is 'Mount Everest', and the fourth is 'Waterfalls of the World'. An arrow from the text 'OFFLINE EXPEDITIONS APPEAR HERE' points to the 'My Expeditions' tab.

TEACHER DEVICE (CONT.)

- Launch the Windows app. Select 'Teacher' and create a classroom name.
- Enter your credentials (make sure you are still connected to your local wireless network).
- After you have downloaded the content, you will need to restart the laptop and connect to the router in the kit.
- Launch the app, select the classroom and enter your credentials. Begin the Expedition by selecting the launch button and wait for all student devices to connect.
- Select either 'Start a session' or 'Start a VR session'.

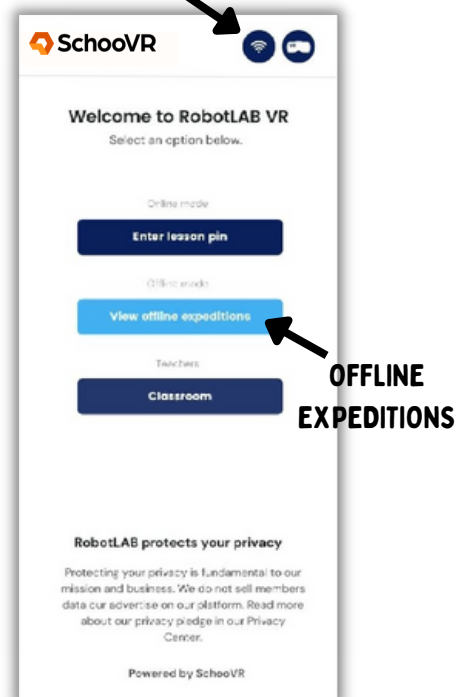
TIPS

Teachers can launch Expeditions in the browser and get students to join the Expedition using a unique pin code.

STUDENT DEVICE

- Power on the student devices and ensure they have the SchooVR App open.
- Make sure the device is connected to the same classroom as the teacher laptop.
- Select 'View offline expeditions' and click the 'Launch' button followed by your name.
- Place the device(s) in the VR Viewer and select 'Enter VR'.
- **Note:** Ensure the teacher laptop and student devices are connected to the included router's wireless signal.

CONNECT TO A CLASSROOM



Problem: Student device does not connect

- Wireless: The teacher device and the student device need to be on the same Network. Check the total amount of detected students in the upper right to ensure the correct number is visible. Restart app if problem persists.