



Getting Started with EduVR

Teacher Quickstart Guide



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Overview

About EduVR

EduVR is a cloud-based WebXR platform that enables teachers and students to create immersive educational experiences on any device through browser-agnostic building tools. Utilizing the latest WebXR technology, it supports VR in the browser, making it accessible on a wide range of devices including Chromebooks, laptops, tablets, and EduVR headsets. EduVR enhances classroom engagement, reduces teacher planning time, and provides an interactive and fun learning environment for students.

Getting Started

EduVR is designed to enhance the classroom teaching experience with technology that is easy to manage. Users have the ability to:

- Create a playlist by browsing content in the library or uploading content from your computer.
- Launch and guide lessons using any smart device including EduVR headsets.
- Build immersive educational experiences using our Tour Creators.



The EduVR Headset

This section will cover an overview of the EduVR headset, the modes that you can operate the headset in, and how to start a session and play content.

The EduVR Headset



The EduVR Headset is an all-in-one head-mounted virtual reality headset

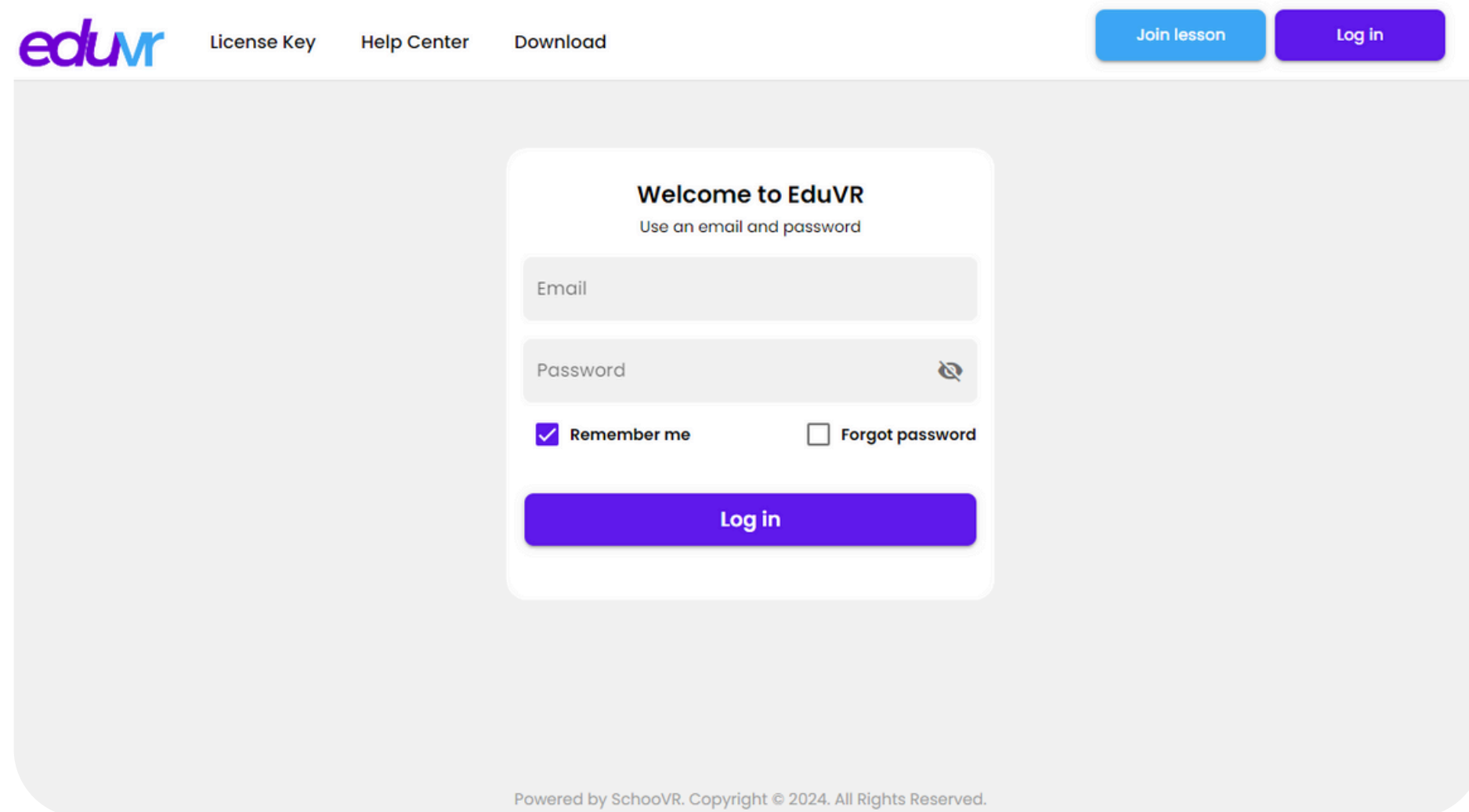
- XRI Processor
- 2560 x 1440 resolution
- 6GB RAM + 128 GB ROM memory

The EduVR device comes with the EduVR viewer app preloaded. Teachers can guide students through the lesson or students can go on their own learning journeys. Access amazing immersive content from our content partners.

Getting Started – Access EduVR using an internet browser (online mode)

Logging In

- 1 Visit app.eduvr.ma and click log in.



EduVR homepage

When first signing into EduVR, you will be directed to the Log in screen. Select the orange Log In button to proceed. Next, use your EduVR email address and password to sign in.

We suggest you bookmark the EduVR Screen for easy access in the future.

Download and install the student viewer app from our website.

Planning a Lesson

Search our Library

1

2

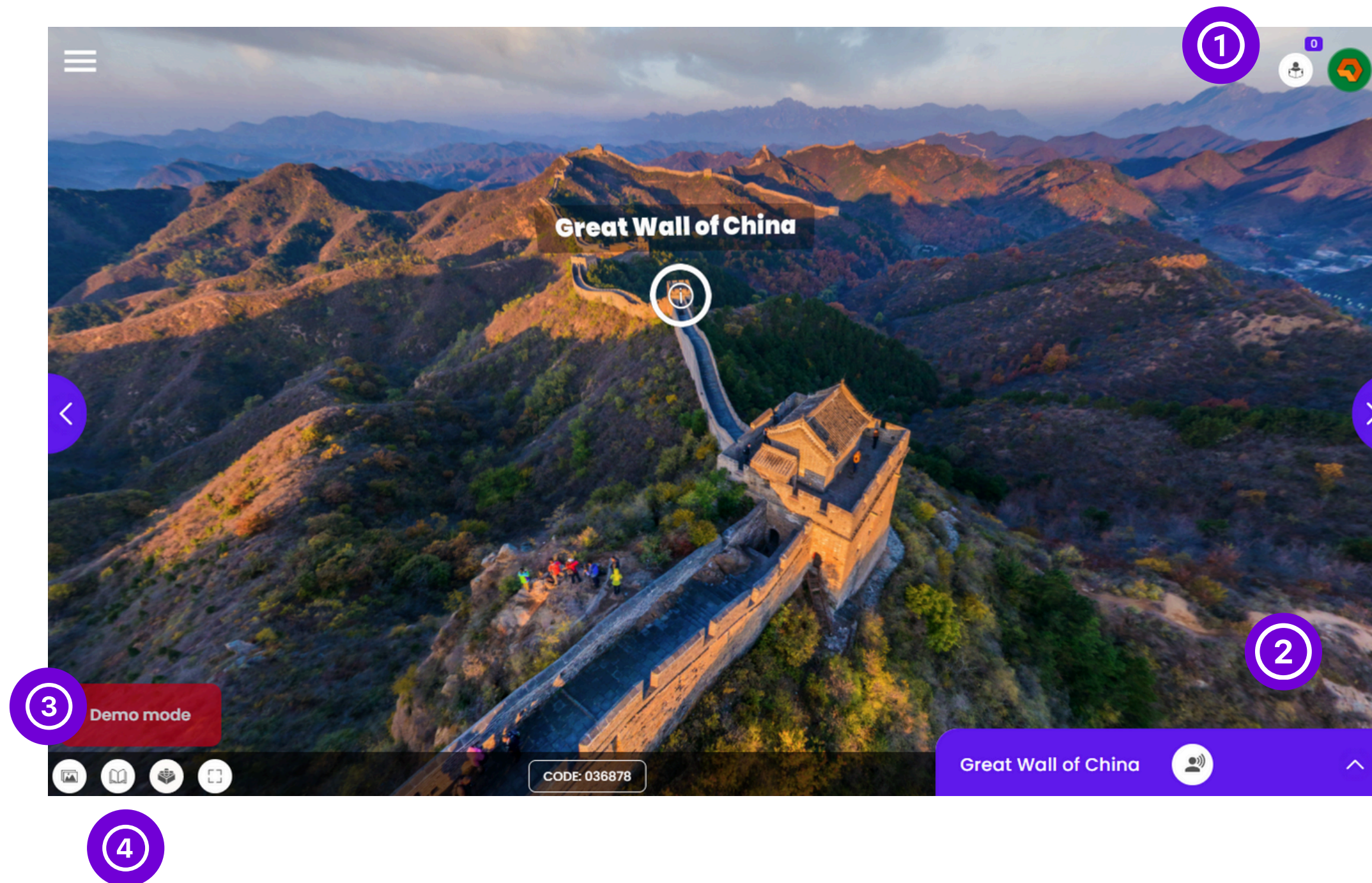
3

- 1 This is your content library. You will be able to see all the content available to you within this area.
- 2 You can use the Sort and Filter icon to narrow your search results. When selected, the List/Card View icon will toggle the layout of the content.
- 3 If you want to save content to your playlist, select the Save Lesson button.

Launch an experience by selecting the Launch button.

Launching a lesson

Launch and Guide a Lesson



- ① This displays the students who have joined your lesson using the unique lesson code.
- ② This is the lesson content. Teachers can use the information to guide student learning. Guided audio can be selected here.
- ③ Teachers can browse several interactive scenes.
- ④ This loads the digital resources for the lesson. Teachers can send the resources in real time.

Students can access the lesson in the browser or using EduVR headsets.

 Teachers can toggle teacher/student mode.

EduVR Tour Builder


Select Panoramas or Videos

The screenshot shows the 'SchooVR Library' interface. On the left, there are filters for language (English (England) (en)) and tag (SchooVR Scenes), along with a search bar. A circled '1' points to the search bar. The main area displays a grid of 9 items, each with a title, a thumbnail image, and a small circular icon with an 'i'. The first item, 'Egyptian Pyramids', is highlighted with an orange border. A circled '2' points to the 'SchooVR Library' tab at the top right. At the bottom right, there are 'Cancel' and 'Add Scene' buttons.

① Use the search bar to browse 1000s of panoramas.

② Select a panorama and add it to your tour. Upload your own images or videos using the uploader button.

Teachers and students with a Pro account can build as many experiences as possible.

 **Capture and upload 360 images and videos.**

Tour Builder

Edit and Publish

The screenshot shows the EduVR Tour Builder interface. On the left, a scene preview window displays a 3D view of the tomb interior, with a purple circle '1' next to it. Below the preview is an 'Add Scene' button. The main central area shows a 3D perspective view of a long, narrow hallway with a wooden staircase and railings, leading to a brightly lit chamber. A purple circle '3' is positioned below this view. On the right, a purple information panel titled 'Ramesses VI' contains text and two question cards. A purple circle '2' is next to the text. At the bottom of the interface is a toolbar with icons for image, book, 3D, edit, info, and share.

1 This displays the panorama images and videos in each experience.

2 Edit or add existing content. Add audio or a point of interest with interactive content.

3 Add several different resources including PDFs, PPTs and slideshows.

Publish the experience and access it in your playlist at anytime.

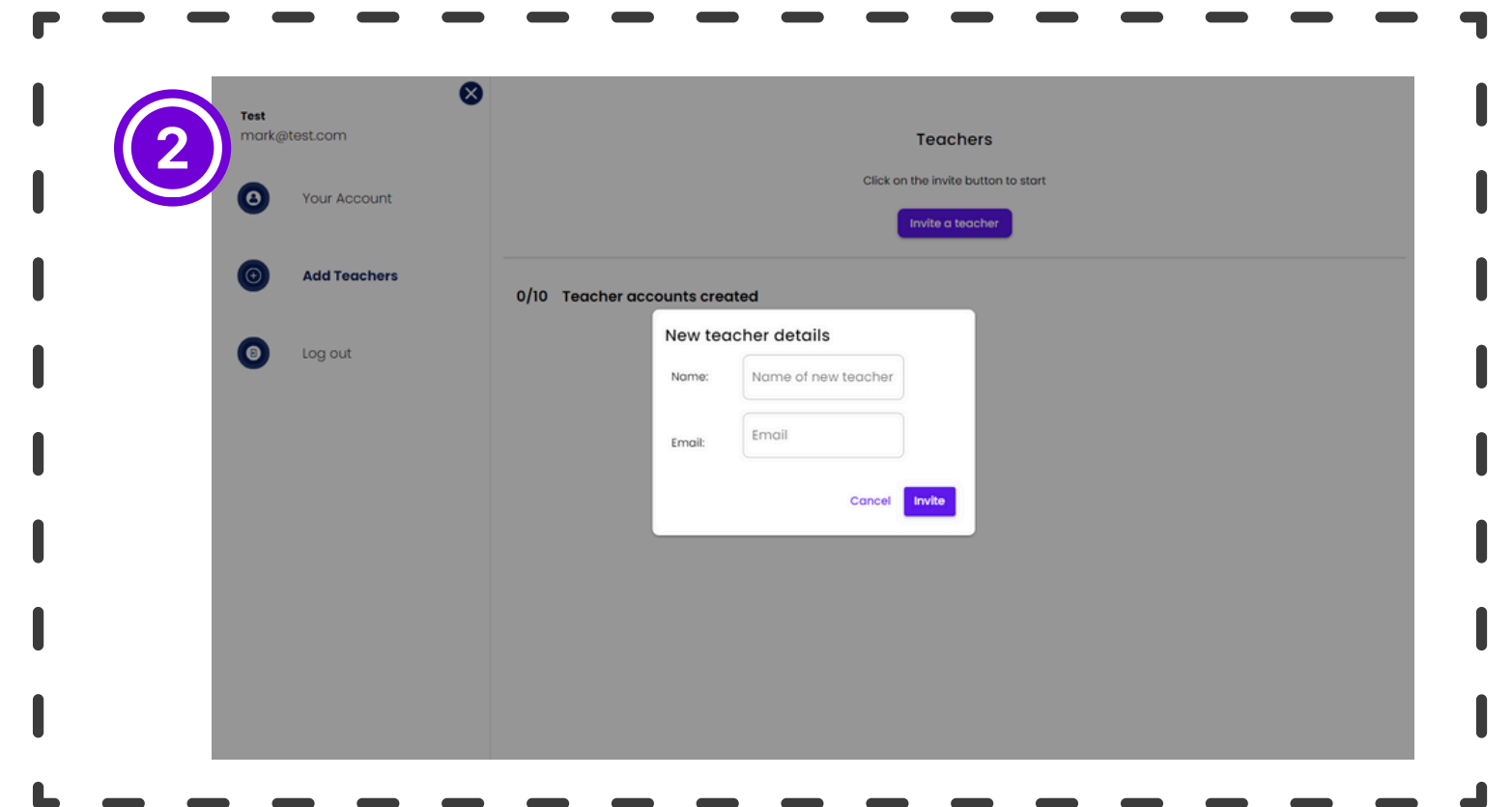
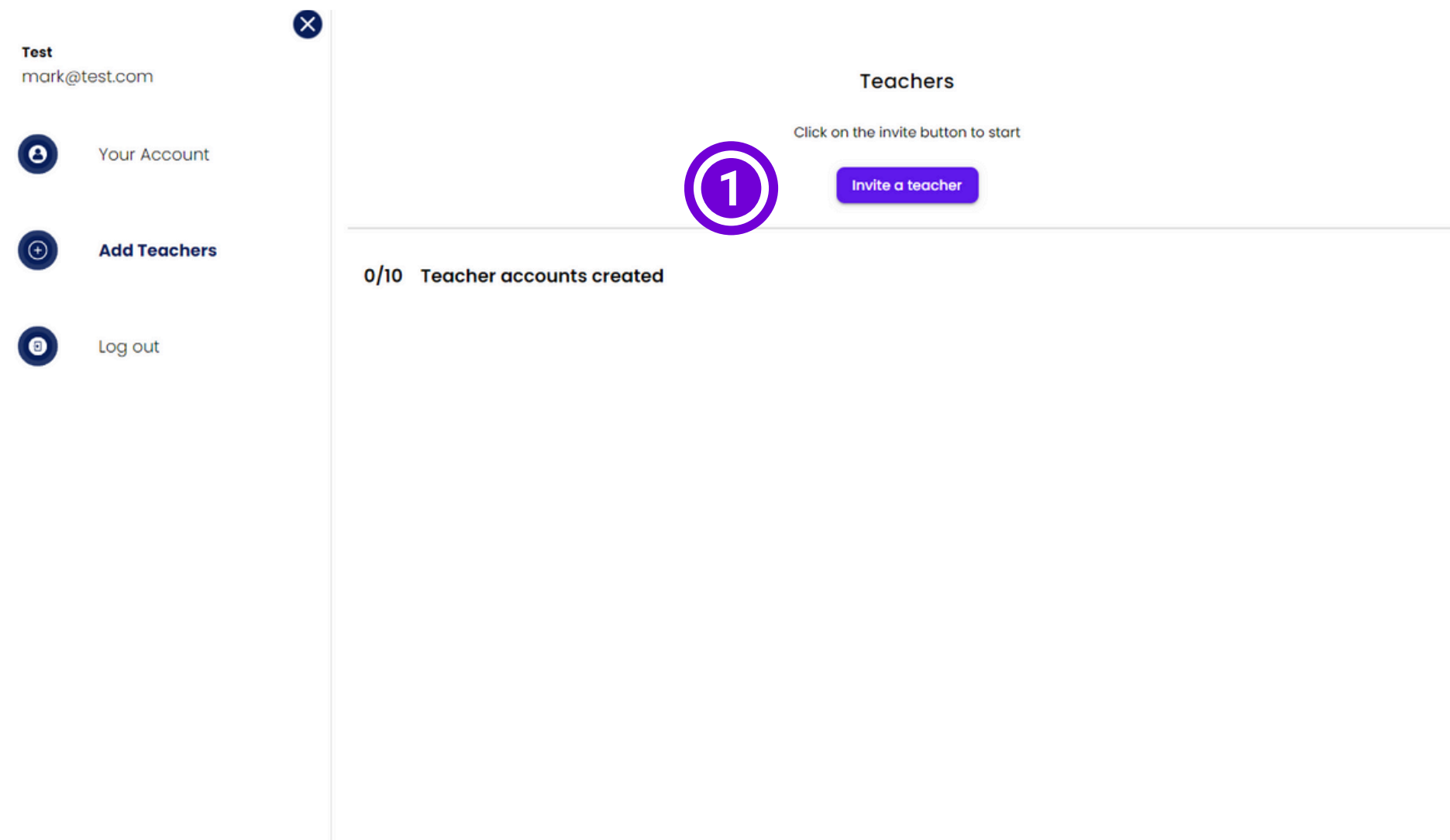
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- 3** Add several different resources including PDFs, PPTs and slideshows.

Publish the experience and access it in your playlist at anytime.

School Administrators

Instructions for accessing the EduVR platform and adding teachers

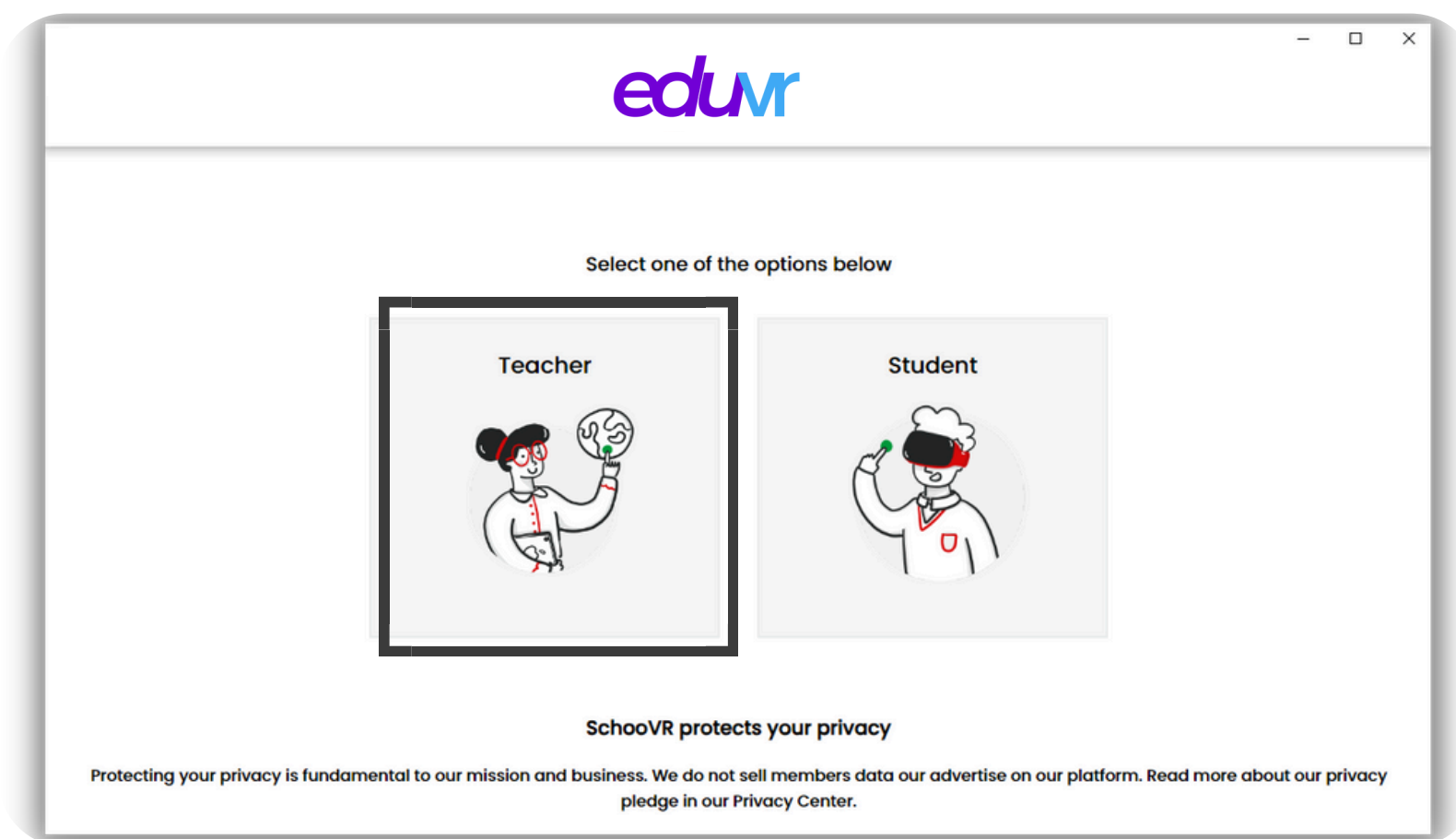
- 1 Select the **Invite a teacher** tab.
- 2 Add a name and email.



Getting Started – EduVR Software (offline version)

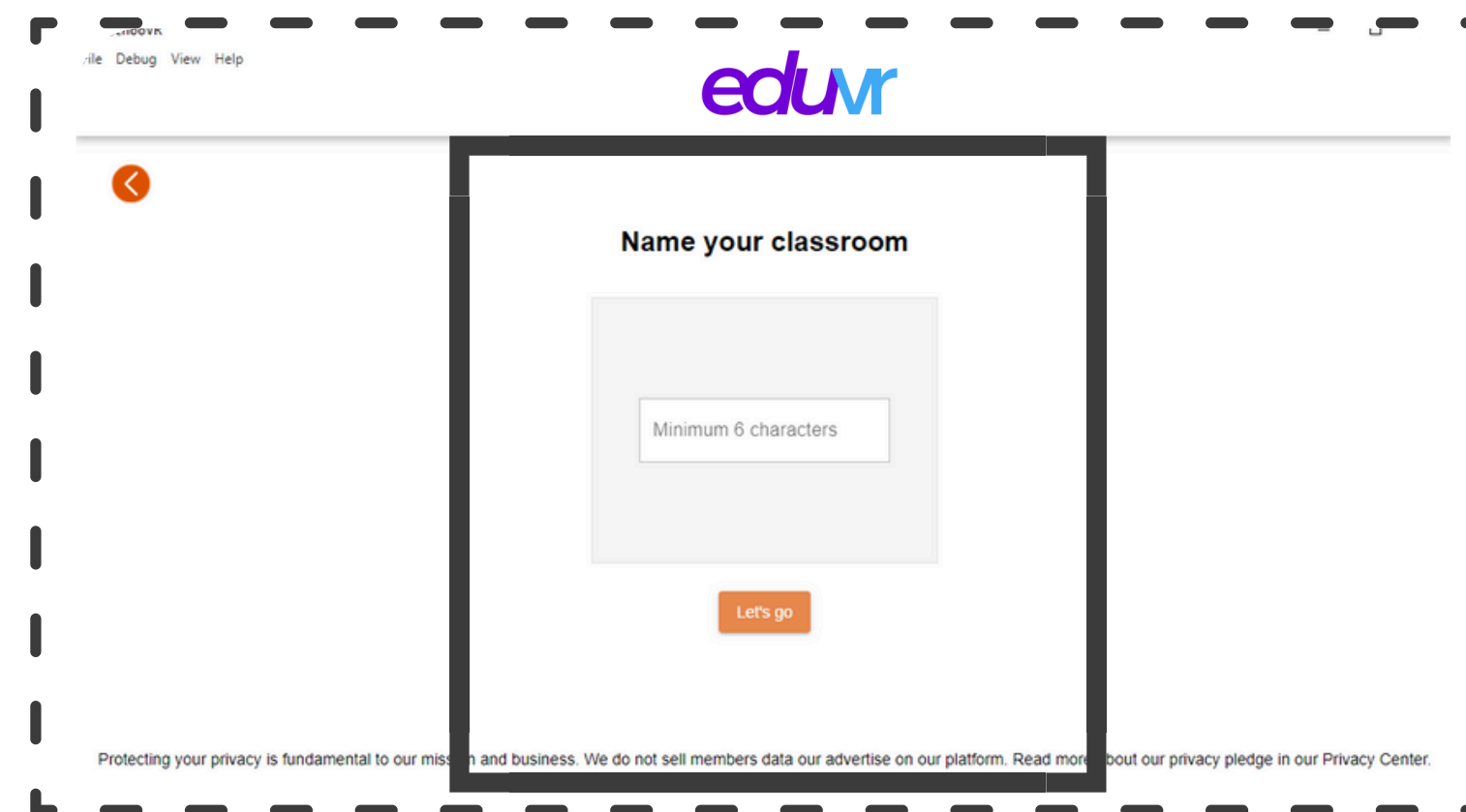
Teacher

- 1 Download EduVR Software.
- 2 Select the teacher option.



EduVR Software

- 3 Create a classroom for your students.



- 4 Log in using your account details.

Make sure you are connected to an internet connection when accessing the application for the first time. This will allow your playlist to synchronise with your existing account.



Appendix

Troubleshooting and Support

If you cannot find what you're looking for within the documentation, you should then reach out to your administrator.

If you need additional support, please contact the EduVR Support Team.

