



# ManageXR Integration

## User Instructions

### Overview

**31 July 2024:** SkillsVR has released an option that will allow any Organization to use selected 3rd party Mobile Device Management (MDM) tools within Enterprise instead of using our Device Manager. One of these products is "ManageXR" : <https://www.managexr.com/>

As a result, you are now able to select either:

1. The SkillsVR Enterprise Device Manager
2. Or change to ManageXR

The following instructions will explain briefly what this means to use this option and provide instructions on how to set this up. Before you do anything you must read the "IMPORTANT" section later in this document so you know what to expect if you choose this option and the factors that must be considered before you make this choice.

### What is ManageXR?

With this new option, your Organization can now change from the SkillsVR Device Manager for VR device and application management to another MDM product called ManageXR.

ManageXR is a 3rd party MDM product that is designed specifically to work with XR products and provide you with management of your hardware and applications on these.



# IMPORTANT: YOU MUST READ THIS PART

Changing to ManageXR will have an impact on your Enterprise experience and you must read and consider all of the following items before making your decision to enable this feature:

## Pre Requisites

1. You need to have SkillsVR Enterprise Organisation setup
2. You must have a valid ManageXR license to use ManageXR
3. Only an Organization Administrator can make this change to use ManageXR

## Accounts

4. You will have a separate SkillsVR Enterprise account
5. And a separate ManageXR account

## Cost

6. The cost for ManageXR is not covered under the SkillsVR Enterprise license

## When you change from SkillsVR Device Manager to Manage XR

7. All of your existing devices setup in Enterprise will disappear (you will not be able to see the information that was in the Enterprise Device manager at all, it will be blank, we can't get it back once you decide to change)
8. If your device was previously setup to work on SkillsVR MDM (Device Manager) then it must be reprovisioned again with the ManageXR provisioning tool (this is a manual process for each individual device)
9. You will need to add all of those devices manually through the ManageXR Application in order to be able to see and manage the headset
10. From that point onwards, all of your devices will be managed through ManageXR only



## The ManageXR application:

11. Any issues with ManageXR, will be dealt with directly by the ManageXR support (not through SkillsVR)
12. To use Enterprise Modules, a special ManageXR "Library Application" is required
  - a. This will be created and set to your Org Admin via email once you change to ManageXR
  - b. Using the Library can still make use of the Groups, Roles and User access permission features from Enterprise
13. If you use the ManageXR Kiosk (not the Enterprise Library Application) you will no longer be able to use Enterprise functionality
  - a. Groups – You will need to recreate groups on ManageXR
  - b. Roles – They don't have the concept of Roles so this is no longer available
  - c. Users – ManageXR work with Devices, not users so this functionality is no longer available
  - d. Modules – All Applications on the Device must be managed by ManageXR
  - e. AutoUpdate – May not work, you will need to update Applications yourself
14. Some functions you will need to recreate in ManageXR such as:
  - a. **Device Groups** – used for application management purposes
  - b. Other features specific to ManageXR

## Changing Back to Enterprise Device Manager

15. You can change from ManageXR back to SkillsVR MDM (the SkillsVR Device Manager):
  - a. But the devices will be blank
  - b. All devices will need to be added again manually
  - c. This requires "reprovisioning" of the device using SkillsVR provision tool



## Managing Modules on Enterprise

Modules are the VR applications that learners will use when completing training through a VR Headset.

16. These applications must be uploaded to ManageXR and then pushed out to the headset through the ManageXR download process.

There are two options for this once a customer changes to ManageXR MDM:

17. To upload these into the Enterprise Library – Then this is automatically uploaded to ManageXR
18. Or you upload these directly to ManageXR – Manually yourself

Once they are on ManageXR, you must manually manage the Modules, deciding which devices or configurations will get the module pushed out to them for use/access.

Our instructions here will only cover “Option 1” above as this is the process we recommend when using Enterprise.

### **IMPORTANT: Using Devices other than PICO or QUEST models**

The ManageXR system can support many different headsets, however, the Enterprise System will only support “Pico” and “Quest” models of headsets at this point in time.

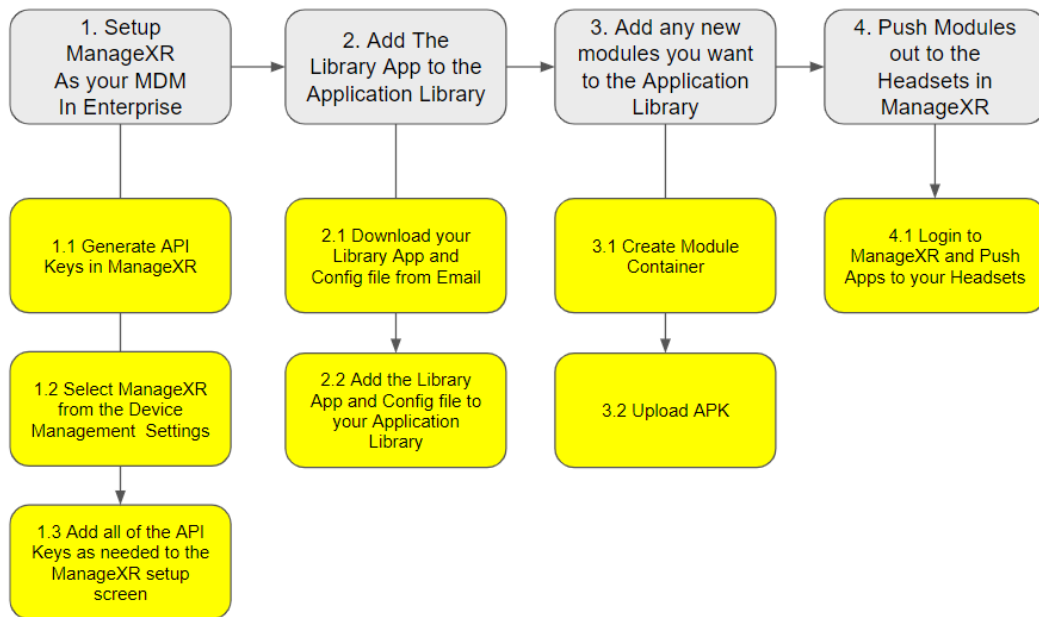
If you have any modules for headsets other than Pico or Quest models, they must be uploaded directly to ManageXR and then pushed out to headsets through the ManageXR portal.

SkillsVR modules will only work with Pico or Quest provided you have the right version of Module for the device



# Overview of the Process of Setting Up ManageXR as your MDM

There are 4 tasks that you must complete in order to setup and use ManageXR:



## 1. Setup ManageXR as your MDM in Enterprise

This step creates a link between your ManageXR application and the Enterprise system. There are API Keys that you need to create in ManageXR and copy the values to the correct place within your Enterprise Org.

## 2. Add the Library App to the Application Library

Now you are using ManageXR, you will need a special Application Library App and Configuration file to be installed on your headsets

## 3. Add any new content you want to the Application Library

You are now ready to add any new Applications to Enterprise and into ManageXR. These are the Applications your users will see and complete when using a headset

## 4. Push modules out the Headsets in ManageXR

As you are now using ManageXR, you must install the Apps on the headsets you want to run these applications.



## There are two versions of the Instructions:

1. **The Quick Version** – Which are good for those who are technical or know what to do
2. **The Detailed Version** – Which are best for those new to the process or those who are not as technical

## Quick Instructions - Getting Started

The following are the quick steps to follow if you know what you are doing. More detailed instructions are further down if you need pictures or examples.

### 1.0. Setup ManageXR as your MDM in Enterprise

1. Obtaining your Application Integration Keys from ManageXR
  - a. Login to ManageXR
  - b. Click your account on the right top corner
  - c. Click on API Keys
  - d. Copy the Organisation Key (save this to a Notepad file on your computer)
  - e. Copy the Application Key (save this to a Notepad file on your computer)
2. Setting ManageXR in the Enterprise system as your MDM
  - a. Login to Enterprise as the Organisation Administrator
  - b. Select the Cog from the top right side of the screen
  - c. Select Device Management Settings
  - d. Select the ManageXR option from the choices
  - e. Enter all relevant ManageXR Application Keys
    - i. Third Party Org ID
    - ii. Third Party MDM API Key
    - iii. Third Party MDM API Secret
  - f. Press Save
  - g. Note: All Devices that were in Enterprise will no longer be visible
3. Reprovision and add your devices into ManageXR
  - a. If your headsets have not be provisioned for ManageXR, then you must do "Provision" all headsets using the correct process and application version
  - b. Please refer to the ManageXR website for instructions on how to do this task



## 2.0 Add the Library App to the Application Library

1. SkillsVR will email your Organization Administrator (Org Admin):
  - a. A Library Application APK file
  - b. And a Configuration file
  - c. Click on the link in the email and save the files to an easy to access location
2. Create a new module in the Application Library called "Library App"
  - a. Login to Enterprise as the Organisation Administrator
  - b. Select Library
3. Create a New Module
  - a. Select the ManageXR type from the drop down menu
  - b. Enter Module details
    - i. Module Name: Enter "Library App"
    - ii. Version number: Enter "1.0"
    - iii. Optional: Thumbnail
    - iv. Optional: Banner
    - v. Press Create
  - c. Select any Group and Role settings (Optional)
  - d. Add any Skills (Optional)
  - e. Select "Create Module without a Learning Record but want to add an APK"
  - f. Press Done
4. Upload the Module APK
  - a. Click on the new module you just created in the Application Library
  - b. Select Manage Content
  - c. Click Add Content
  - d. Select the Option from the Dropdown (choose Pico or Quest based on the headset you have)
  - e. Type in the Description of the Module
  - f. Click on "Upload Content File" and Attach the APK
  - g. Click on "Additional File" and Attach the Config file
  - h. Click "Add Content"
5. This will automatically be uploaded to ManageXR
  - a. For you to push out to your headsets as needed
  - b. This must be loaded on all headsets in order to view SkillsVR modules



### 3.0 Add any new content you want to the Application Library

1. You can now add additional modules to Enterprise as needed
  - a. Login to Enterprise as the Organisation Administrator
  - b. Select Library
2. Create a New Module
  - a. Select the ManageXR type from the drop down menu
  - b. Enter Module details
    - i. Module Name
    - ii. Version number
    - iii. Optional: Thumbnail
    - iv. Optional: Banner
    - v. Press Create
  - c. Select any Group and Role settings (Optional)
  - d. Add any Skills (Optional)
  - e. Select "Create Module without a Learning Record but want to add an APK"
  - f. Press Done
3. Upload the Module APK
  - a. Click on the new module you just created in the Application Library
  - b. Select Manage Content
  - c. Click Add Content
  - d. Select the Option from the Dropdown (choose Pico or Quest based on the headset you have)
  - e. Type in the Description of the Module
  - f. Click on "Upload Content File" and Attach the APK
  - g. Click "Add Content"
4. The Module will now be uploaded to ManageXR
  - a. The module will be uploaded automatically
  - b. The module will be visible in the ManageXR portal





#### 4. Push modules out the Headsets in ManageXR

1. You must push modules out to your headsets
  - a. When it has been uploaded to ManageXR, you will be able to manage it from the ManageXR portal and push it out to the Devices you want to use it on
2. You must load the "Library App"
  - a. You must load the "Library App" onto every headset in order to see the SkillsVR Applications



## B. Detailed Instructions:

The Detailed instructions are the same as the Quick instructions except these have pictures and examples. This is best used when you are not familiar with the process or the terminology.

Note: It covers the same 4 tasks:

**1.0 Setup ManageXR as your MDM in Enterprise**

**2.0 Add the Library App to the Application Library**

**3.0 Add any new content you want to the Application Library**

**4.0 Push modules out the Headsets in ManageXR**



## 1.0 Setup ManageXR as your MDM in Enterprise

This step creates a link between your ManageXR application and the Enterprise system.

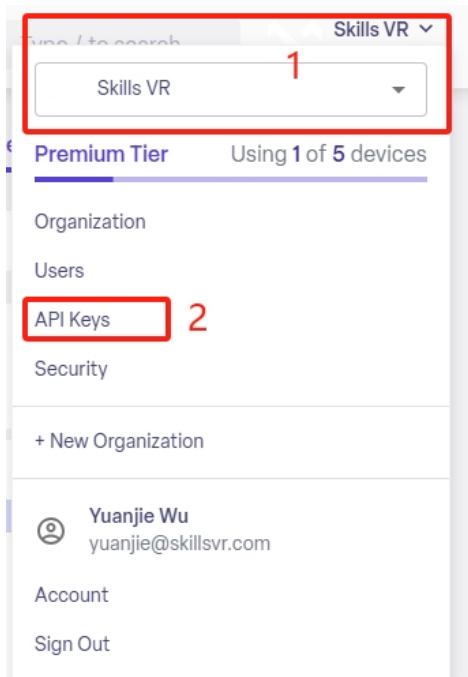
There are API Keys that you need to create in ManageXR and copy the values to the correct place within your Enterprise Org.

### 1.1 Obtaining your Application Integration Keys from ManageXR

The first step is to get your Application Integration keys that link your ManageXR account to Enterprise. This is both a security requirement and needed to find your account during the "Library Module" application installation process (when the modules you want your staff to use are uploaded into ManageXR through Enterprise).

To enable ManageXR, the client should follow the following steps:

1. Login to your ManageXR account
2. Click your account (1) for more information
3. Click on API Keys (2)





## API Keys

Organization ID **8SPGrFtkc5yNiytMSjNU** 1

Name ↑	ID
<b>API Key</b> Mon, 06 May 2024 01:43:05 GMT	<b>2</b> fb54mfCB2rISzUPTFygJ
API Key - Thu, 11 Apr 2024 05:31:09 GMT	gqx8yeVdzCNpWSakpn2l
Arvid Test	gkBjok1CzaSXuaLamyOr

See the [API Usage](#) documentation page for instructions.

4. Copy the Organization ID (1) and save it to a Notepad file on your computer
5. Create an API Key profile and save it on your computer.
6. Copy the API Key ID and Secret in the profile (2) and save it to a Notepad file on your computer

## 1.2. Setting ManageXR in the Enterprise system as your MDM

1. Login to your Enterprise Organisation as the Organisation Administrator
2. Click on the "Cog" symbol (1) (at top right hand side of the screen)
3. Then click Device Management Settings (2)

The screenshot shows the SkillsVR Enterprise interface. At the top right, there is a user profile for Yuanjie Wu, Admin. A settings menu is open, showing options for Account Settings, Admin Settings, and Device Management Settings. The 'Device Management Settings' option is highlighted with a box labeled '2'. Below the settings menu, there is a section titled 'Modules Activity' with a 'Published' filter. A table displays the activity for a module with LRT and skills.

Module Name / Version	Total no. of sessions	No. of sessions completed today	No. of sessions incompleted today
Module with LRT and skills 1	166	0	0



#### 4. Choose the ManageXR option on the left choices box

Settings > Device Management Settings

### Select Device Management Provider

Please find below the list of Device Management products that can be integrated with SkillsVR Enterprise. By selecting one of these options, you can replace the Enterprise Device Manager with a third-party product of your choice (the selected product will need to be subscribed to or purchased by the organisation).

- SkillsVR Enterprise MDM (Default)
- ManageXR
- Meta Quest for Business

### ManageXR Integration

Link your ManageXR account to your SkillsVR Enterprise account by entering those information below:

Third Party Org ID:

Third Party MDM API Key:

Third Party MDM API Secret:

Login Experience:

[Link Organization to ManageXR](#)

#### 5. Save all the relevant information(Organization ID, API key ID, API key secret) on the right (Remember: When you press save, the system will wipe all the devices that have currently been created in the enterprise platform)

Settings > Device Management Settings

### Select Device Management Provider

Please find below the list of Device Management products that can be integrated with SkillsVR Enterprise. By selecting one of these options, you can replace the Enterprise Device Manager with a third-party product of your choice (the selected product will need to be subscribed to or purchased by the organisation).

- SkillsVR Enterprise MDM (Default)
- ManageXR
- Meta Quest for Business

### ManageXR Integration

Link your ManageXR account to your SkillsVR Enterprise account by entering those information below:

Third Party Org ID:

Third Party MDM API Key:

Third Party MDM API Secret:

Login Experience:

[Link Organization to ManageXR](#)



## 6. Select the Login Experience

Settings > Device Management Settings

### Select Device Management Provider

Please find below the list of Device Management products that can be integrated with SkillsVR Enterprise. By selecting one of these options, you can replace the Enterprise Device Manager with a third-party product of your choice (the selected product will need to be subscribed to or purchased by the organisation).

SkillsVR Enterprise MDM (Default)

ManageXR

Meta Quest fo Business

### ManageXR Integration

Link your ManageXR account to your SkillsVR Enterprise account by entering those information below:

Third Party Org ID:

Third Party MDM API Key:

Third Party MDM API Secret:

Login Experience:

- Username password
- Optional username
- No login

**What does the Login Experience mean?** Determines what happens when a Learner uses one of your headsets.

- 1. Username and password:** Means each learner would have a preset Username and password that they would use to login to the headset
  - a. This option is recommended if you want accuracy of results (who did what)
  - b. Control over "who can see what modules"
  - c. You have to set these users up in advance (has the most administration)
  - d. And allocate the user their login details (and they must login before they can complete a module)
- 2. Optional username:** The learner has to enter their name into the headset when they complete a module
  - a. This has "No" administration
  - b. But you are relying on the person entering their details correctly (no guarantee)
- 3. No login:** There won't be any user information gathered or known for the learner
  - a. This has "No" administration
  - b. You won't know who did what (only that someone started and finished module)



## 7. Press “Link Organisation to ManageXR”

Settings ▶ Device Management Settings

### Select Device Management Provider

Please find below the list of Device Management products that can be integrated with SkillsVR Enterprise. By selecting one of these options, you can replace the Enterprise Device Manager with a third-party product of your choice (the selected product will need to be subscribed to or purchased by the organisation).

- SkillsVR Enterprise MDM (Default)
- ManageXR
- Meta Quest fo Business

### ManageXR Integration

Link your ManageXR account to your SkillsVR Enterprise account by entering those information below:

Third Party Org ID:

Third Party MDM API Key:

Third Party MDM API Secret:

Login Experience:

[Link Organization to ManageXR](#)

### 1.3. Reprovision and add your devices into ManageXR

You will need to reprovision (set-up) all of the headsets you want to use with ManageXR manually in order to use them with the ManageXR MDM application.

How to do this process is not detailed here, you need to visit the ManageXR website for help.



## 2.0 Add the Library App to the Application Library

Now you are using ManageXR, you will need a special Application Library App and Configuration file to be installed on your headsets

### Step 1: Save Your Library App and Config File

The Org Administrator will receive an email from SkillsVR containing the link to the Library App and Config File.

1. Click the link in the Email
2. Save the two files somewhere where you can easily access these

### Step 2: Create Library App Container

1. Login to Enterprise as the Org Admin
2. Click on "Library"
3. Click on "+ New Module" (the right hand side of the screen)
4. Start by entering the Module Details:
  - a. Module Name: Type "Library App"
  - b. Version number: Type: 1.0

The screenshot shows the 'Add New Module' form in ManageXR. The form is titled 'Add New Module' and has a progress bar with four steps: 'Module Details', 'Groups and Roles', 'Skills and Learner Roles', and 'Create Module'. The 'Module Details' step is active. The form contains several input fields: 'Create from:' with a dropdown menu showing 'Blank Template'; 'Module Name \*:' with the text 'Library App'; 'Version \*:' with the text 'V1.0'; 'Thumbnail Image:' with an 'Upload Image' button; and 'Banner Image \*:' with an 'Upload Banner' button. At the bottom, there are 'CANCEL' and 'CREATE' buttons. Three yellow arrows point to the 'Module Name' field, the 'Version' field, and the 'CREATE' button.

5. Press "Create"





6. Leave the Fields as they are (no need to change them)

**Add New Module** [Close]

Module Details | **Groups and Roles** | Skills and Learner Roles | Create Module

Library App 1

Groups: - Select group -

Roles: - Select roles -

CANCEL NEXT

7. Press Next

8. Leave the Fields as they are (no need to change them)

**Add New Module** [Close]

Module Details | Groups and Roles | **Skills and Learner Roles** | Create Module

Library App 1

Groups: Not Selected

Roles: Not Selected

Skills: - Select skills -

Learner Roles for Multiplayer Modules (Optional): - Select learner roles -

CANCEL NEXT

9. Press Next



10. Select "Create Module Without Learning Record but want to add an APK"

11. Press "Done"

### **Congratulations:**

You will now have a module in your Application Library called "Library App"

**IMPORTANT:** You must now continue [Step 3: Upload the Module APK](#)



## Step 3. Upload the Module APK

Now that you have created a Module, you must add the APK file to the module. The APK file is the App that will be uploaded to your ManageXR portal and then installed on the Device.

### Prerequisites:

- A. You must be the Org Administrator for your Enterprise Account
- B. You must have the correct APK file for your module

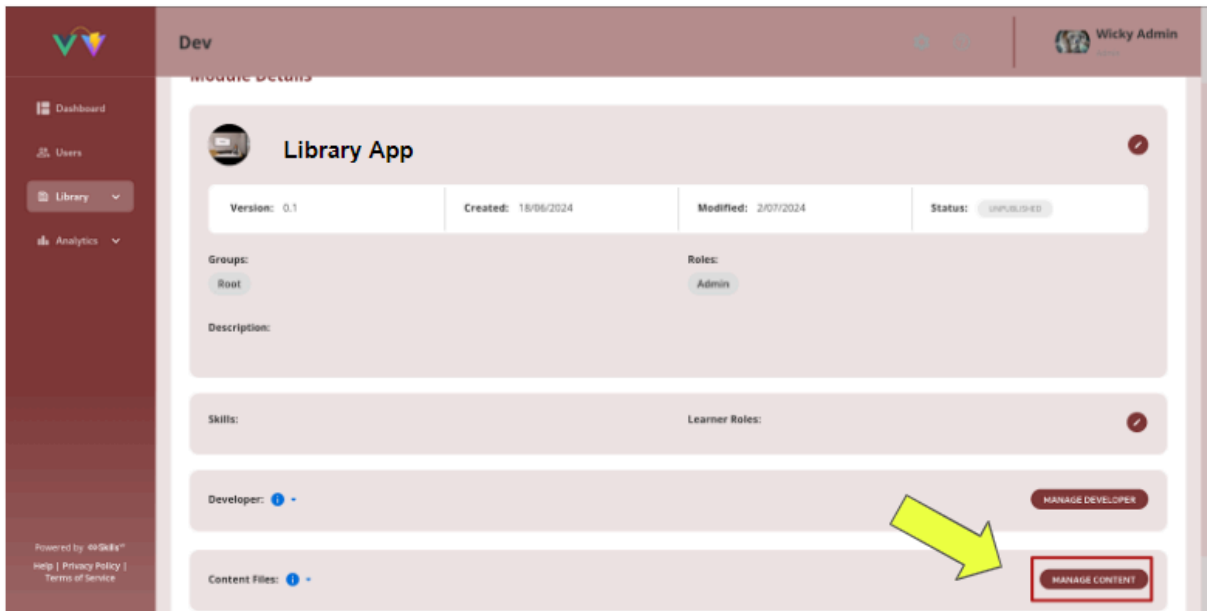
**Goal: The goal is to have uploaded the APK file to the module and for the file to be uploaded automatically to ManageXR:**

1. Login to Enterprise as the Org Admin
2. Click on "Library"
3. Select the Module you just created





4. Click "Manage Content"



5. Select "Add Content"

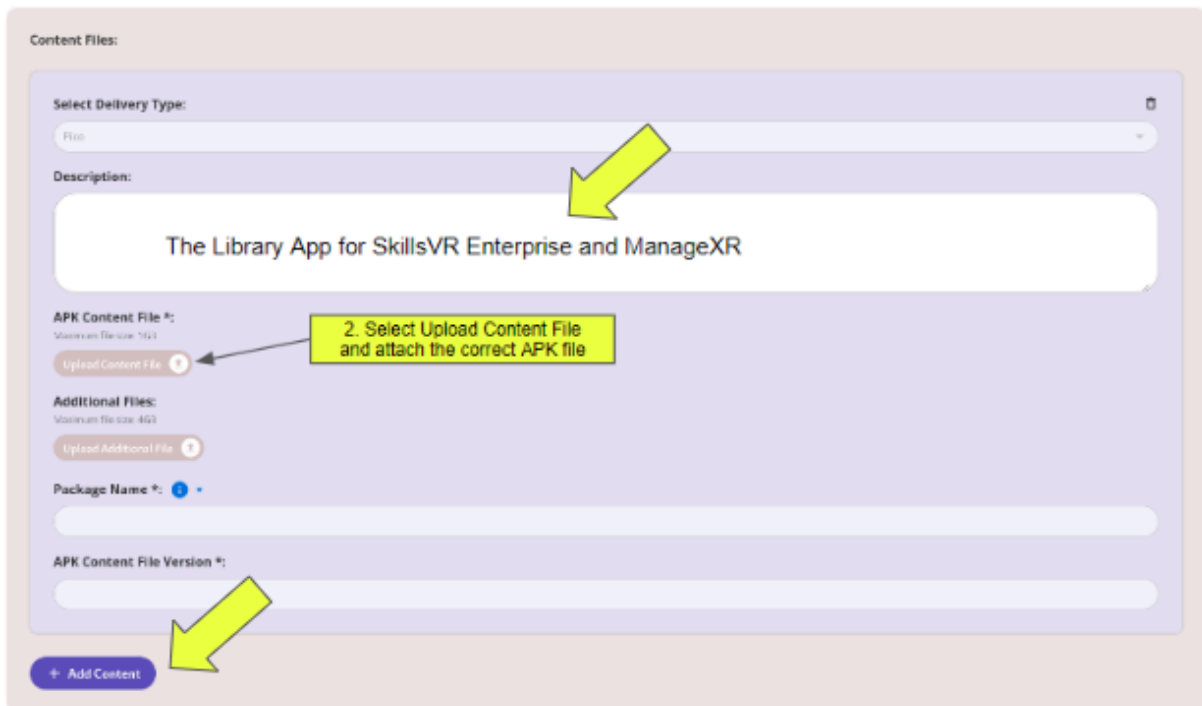




6. Select the Deliver Type:
  - a. If your APK is for Pico, then pick the Pico APK File option
  - b. If your APK is for Quest, then pick the Quest APK File



7. Now type in any description of what the module is about
  - a. Type in "The Library App for SkillsVR Enterprise and ManageXR"





8. Select the Option "APK Content File"
9. Attach and upload the Library App that you downloaded earlier (re: 2.1.2)
10. Wait for the file upload to complete
11. Then Select "Additional Files"
12. Attach and upload the Config File that you downloaded earlier (re: 2.1.2)
13. Wait for the file upload to complete
14. Press "Add Content"

### **Congratulations:**

You have now completed the process for creating your Library App.

### **Your Next Steps are:**

1. Add More Content (see 3.0 Add any new content you want to the Application Library)
2. or Push App to the Device (see 4.0 Push modules out the Headsets in ManageXR)



## 3.0 Add any new content you want to the Application Library

You are now ready to add any new Applications to Enterprise and into ManageXR. These are the Applications your users will see and complete when using a headset

### Loading New Modules

Modules (the Apps that are used by the Learner on the Headset) are computer applications created by you, or your team (if you have the skills or use our CCK product) or purchased or created by external 3rd party organizations (such as SkillsVR or other XR development companies).

In order to use these modules, you must load them onto Enterprise, into the Application library and then upload the APK file so that it is added to the new Module, which will push it up to your ManageXR portal for you to allocate out to your devices.

There are two main steps to the module creation process on Enterprise:

**Step 1: You need to Add a new Module**

**Step 2: Then you must Upload the APK file to this new Module**

Think of the above process like this:

- Step 1 is creating a container to hold your App
- Step 2 is adding an APK file that is used by the Learner in the Device...

Once you have completed these steps, the modules will be available on ManageXR for you to manage and allocate to your headset devices.

Follow these instructions carefully to complete this process:

### Prerequisites:

- A. You must be the Org Administrator for your Enterprise Account
- B. You must have the correct APK file for your module



## Step 1: Adding a Module to the Enterprise Application Library

This process is only available to the Org Admin.

In this example, we are creating a new module called "Financial Literacy Independence"

**Goal:** The goal of this process is to have added a module (a VR App) to your Application Library. You must complete each step correctly, which will then upload the module to ManageXR where you can then push it out to all of the headsets that you want it installed on.

1. Login to Enterprise as the Org Admin
2. Click on "Library"
3. Click on "+ New Module" (the right hand side of the screen)
4. Start by entering the Module Details:
  - a. Module Name
  - b. Version number
  - c. Optional: Add a Thumbnail image (this will become the App icon)
  - d. Optional: Add a Banner image (this will be used in the Library App)

5. Press "Create"





6. Optional: Select the Group and Role you want to have access to the Module

**Add New Module** [X]

Module Details → **Groups and Roles** → Skills and Learner Roles → Create Module

**Financial Literacy Independence** 1

Groups: - Select group -

Roles: - Select roles -

CANCEL NEXT

7. Press Next



8. Optional: Select the Skills and Learner Roles

**Add New Module** [Close]

Module Details > Groups and Roles > Skills and Learner Roles > Create Module

**Financial Literacy Independence** 1

**Groups:**  
Not Selected

**Roles:**  
Not Selected

**Skills:** [Optional] - Select skills -

**Learner Roles for Multiplayer Modules (Optional):** [Optional] - Select learner roles -


CANCEL NEXT

9. Press Next



10. Select the option "Create Module Without Learning Record but want to add an APK"

Module Details > Groups and Roles > Skills and Learner Roles > Create Module

 **Financial Literacy Independence** <sup>1</sup>

**Groups:**  
Not Selected

**Roles:**  
Not Selected

**Skills:**

**Learner Roles:**

Create Module with a Learning Record

Create Module without a Learning Record but want to add an APK

Create Module as a WebXR link

Not Sure? Create Draft Module now and decide later

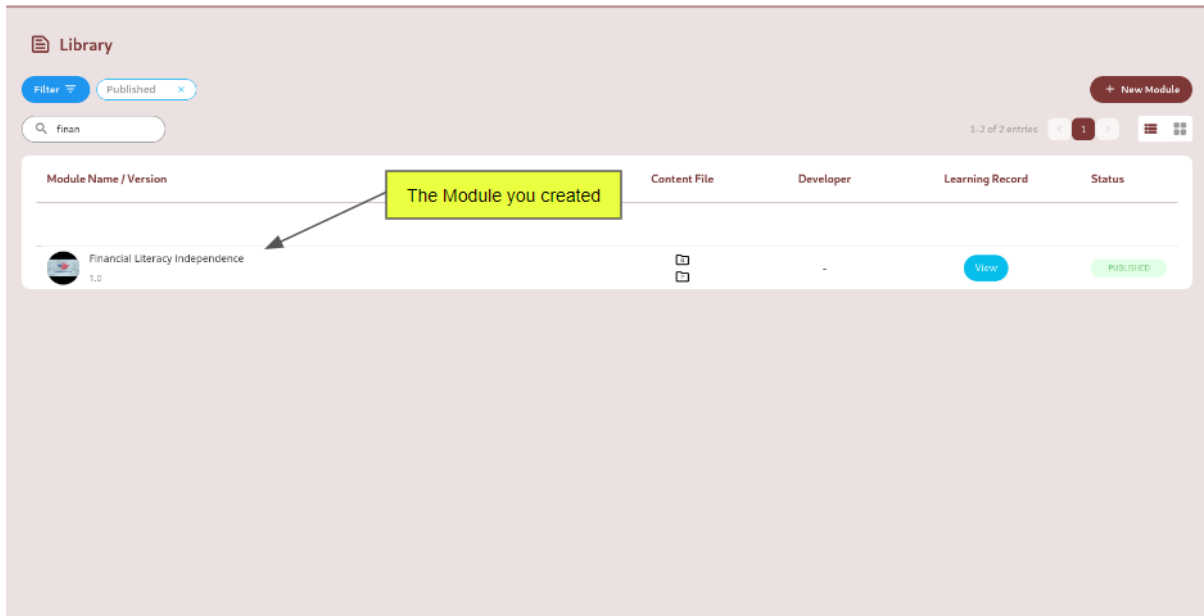
**CANCEL** **DONE**

11. Press "Done"



## Congratulations:

You will now have a module in your Application Library with the name you entered...



Now that you have created the “Container” to hold your App, you must now upload the APK file to the Module for you to be able to use this on the device.

Refer to **Step 2. Upload the Module APK** instructions and follow them as needed.



## Step 2. Upload the Module APK

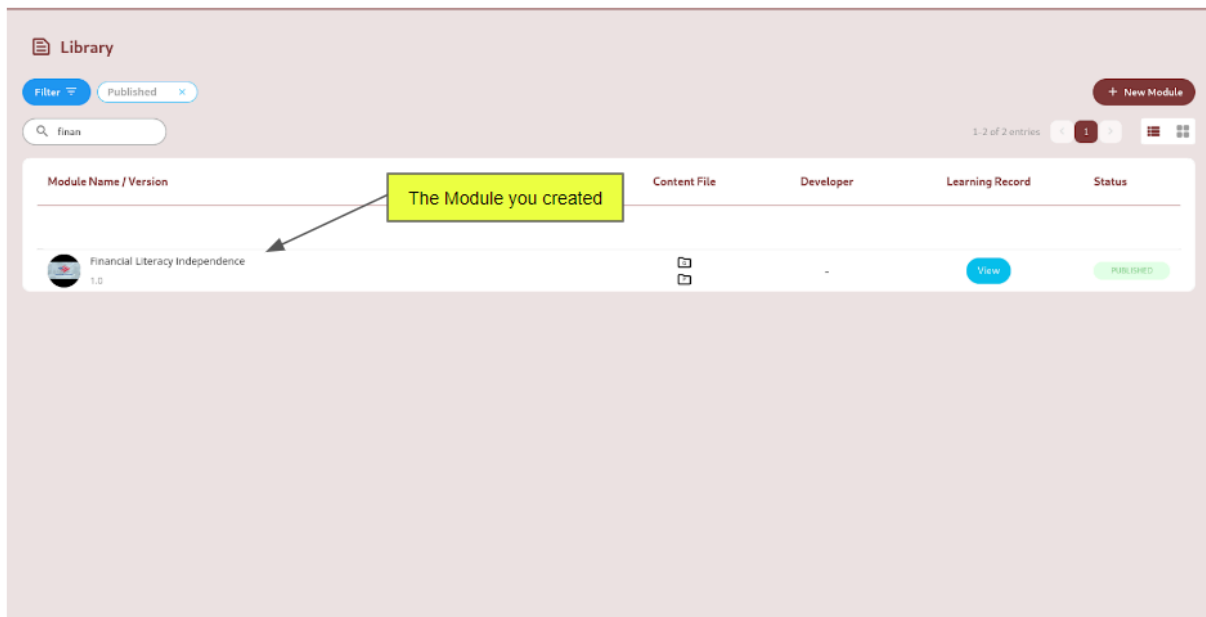
Now that you have created a Module, you must add the APK file to the module. The APK file is the Device App that will be uploaded to your ManageXR portal and then installed on the Device.

### Prerequisites:

- A. You must be the Org Administrator for your Enterprise Account
- B. You must have the correct APK file for your module

**Goal:** The goal is to have uploaded the APK file to the module and for the file to be uploaded automatically to ManageXR:

1. Login to Enterprise as the Org Admin
2. Click on "Library"
3. Select the Module you just created





#### 4. Click "Manage Content"

The screenshot shows the 'Finance Independence' module details page. The page has a dark red sidebar on the left with navigation options: Dashboard, Users, Library, and Analytics. The main content area is titled 'Module Details' and shows the following information:

- Module Name:** Finance Independence
- Version:** 0.1
- Created:** 18/06/2024
- Modified:** 2/07/2024
- Status:** UNPUBLISHED
- Groups:** Root
- Roles:** Admin
- Description:** fadfadsf
- Skills:**
- Learner Roles:**
- Developer:** [User Icon]
- Content Files:** [User Icon]

At the bottom right of the page, there are two buttons: 'MANAGE DEVELOPER' and 'MANAGE CONTENT'. The 'MANAGE CONTENT' button is highlighted with a red rectangular box.

#### 5. Select "Add Content"

The screenshot shows the 'Add Content File' dialog box. The dialog has a dark red header with the breadcrumb 'Library > Finance Independence > Add Content File'. The main content area is titled 'Add Content File' and shows the following information:

- Module Name:** Finance Independence
- Status:** UNPUBLISHED
- Version:** 0.1
- Created:** 18/06/2024
- Modified:** 2/07/2024
- Content Files:**

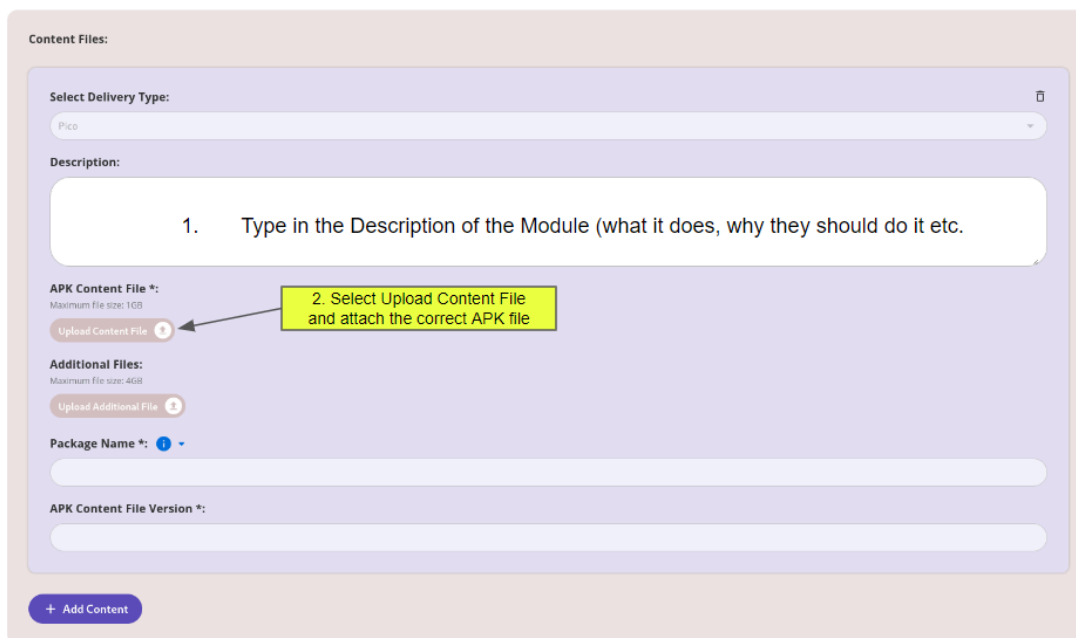
Below the 'Content Files' section, there is a blue button labeled '+ Add Content'. At the bottom of the dialog, there are two buttons: 'DONE' and 'CANCEL'.



6. Select the Deliver Type:
  - a. If your APK is for Pico, then pick the Pico APK File option
  - b. If your APK is for Quest, then pick the Quest APK File



7. Now type in any description of what the module is about that you want to be displayed to your team members when they see the module online or in the headset



8. Select the Option "APK Content File"
9. Attach and upload the APK File for the Module
10. Wait for the file upload to complete
11. Press "Add Content"



## Congratulations:

You have now completed the process for creating a module and adding the APK file.

## 4.0 Push modules out the Headsets in ManageXR

As you are now using ManageXR, you must install the Apps on the headsets you want to run these applications.

1. Remember once they are on ManageXR, you must manually manage the Modules, deciding which devices or configurations will get the module pushed out to them for use/access.
2. You must now login to the ManageXR Portal and decide what Headsets will receive the SkillsVR Modules.
3. Remember all Devices that want to use the SkillsVR modules require the "Library App" to be installed "First", then one or more of the SkillsVR modules can be pushed to the headset.
4. All of these modules will now be visible when the Learner starts the Library App in the headset.
5. Please refer to the ManageXR instructions on how to Manage and Push Applications to headsets.





## SkillsVR Terms Used

**Enterprise** is the portal platform that has been developed by SkillsVR to host and manage a customers VR devices, Application Modules Session data and to provide Reporting

**Organisation or Org** is the name given to the customer instance on Enterprise (a customer needs an Organisation in order to use Enterprise)

**Sub Org** is an Organisation within an Organisation (a parent child hierarchy)

**VR Bundle** is the full **XRaaS** solution provided by SkillsVR including "VR Headsets, Enterprise license, Provisioning and distribution

**XRaaS** is an all in one managed solution option (of VR device, Enterprise platform, support and provisioning services) provided by SkillsVR

**Modules** Are the VR Applications that SkillsVR or other VR companies create (the VR experiences/training that the Learner will complete)

**Learner** Is someone who is completing the VR training course

**Learner Records** are place holders for the options, questions and answers from a VR module

**Sessions** are the results of the VR training module for each person that complete the module

**VR Content Type** is a tag concept to identify the SkillsVR application listing in the Go1 portal as VR Content (so that this can trigger activities associated with the VR Bundle and process)