



Skills^{VR} Terminology Glossary

Term	Definition
Adaptive Learning	A learning approach where the training experience adjusts to the learner's performance, focusing on areas that need improvement.
Analytics Dashboard	A feature within the Skills ^{VR} platform that displays key metrics and analytics on training progress, performance, learner engagement, and other system data.
API (Application Programming Interface)	A set of protocols that allow different software systems, such as Skills ^{VR} and an LMS, to communicate and share data.
Application Crash	When a VR app unexpectedly stops working, often due to software bugs, insufficient system resources, or connectivity issues.
Augmented Reality (AR)	A technology that overlays digital content (such as images, videos, or data) onto the real-world environment in real-time, often viewed through a smartphone, tablet, or AR glasses. AR enhances the user's perception of the real world by adding virtual elements.
Boundary System	A safety feature in VR that helps users stay within a defined play area, often displayed as virtual walls or grids.
Charging Cable	A cord used to charge the VR headset by connecting it to a power source.
Charging Port	The input on the headset where the charging cable connects to charge the device.
Controller	A handheld device used to interact with the virtual environment, typically featuring buttons, joysticks, or sensors.
Controller Pairing	The process of connecting the VR controllers to the headset so they can communicate and function together.
Controller Pointer	A visual indicator in the virtual environment that represents the position of the controller's action.
Device Menu	The on-screen interface used to adjust settings and configurations on the VR headset.
Extended Reality (XR)	A collective term that encompasses all immersive technologies, including VR, AR, and MR. XR represents the entire spectrum of experiences that combine real and virtual environments, from fully immersive virtual worlds to augmented enhancements of the real world.
Firmware	The software that controls the basic functions of the VR headset and controllers, which may need periodic updates.
Firmware Update	The process of updating the software that controls the VR hand controllers, ensuring they function correctly.
Glasses Compatibility	The ability of the VR headset to fit over or around prescription eyewear.
Guardian System	A feature in VR that alerts users when they approach or cross the established play area boundary.
Headset	The primary wearable component of a VR system, containing screens, sensors, and other hardware.



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Height Setting	The VR setup option to adjust the virtual viewpoint to match the user's real-world height.
Interpupillary Distance (IPD)	The distance between the user's pupils, which can be adjusted on some VR headsets to improve the clarity of the display.
Lenses	The optical components in the headset that display the virtual environment to the user.
Light-Blocking Accessory	An accessory designed to prevent light from entering the headset, often used to block sunlight or ambient room light.
LMS (Learning Management System)	A software platform used to administer, document, track, and report on training and learning activities, typically integrating with VR training systems.
Metrics	Quantitative data used to track and evaluate learner performance, such as completion rates, error rates, or time spent in training.
Mixed Reality (MR)	A hybrid of VR and AR, where digital content not only overlays on the real world but can also interact with it in real-time. MR blends physical and virtual worlds, allowing objects in the real world and digital objects to coexist and interact dynamically.
Play Area	The physical space where users can safely move and interact with the VR environment.
Play Area Boundary	The virtual limits in the VR environment that define the safe area in which the user can move.
Power Source	The outlet or charging station that supplies electricity to the headset.
Rebooting	Restarting the device or application to resolve issues or refresh the system.
Recalibrate	The process of resetting or adjusting the system's settings to restore functionality, especially with boundaries or controllers.
Re-pairing	The act of reconnecting the VR controllers to the headset after a loss of synchronization or power.
Router	A device that routes data between the VR headset and the internet through a Wi-Fi network.
Sensitivity Settings	Adjustments made to the controller's responsiveness to movement, allowing for more precise or relaxed user interaction.
Sleep Mode	A low-power state that the controller or headset enters after a period of inactivity to conserve battery.
Tracking	The process by which the VR system monitors the position and movement of the controllers within the play area.
Virtual Reality (VR)	A fully immersive digital environment that users interact with using a headset and sometimes additional hardware like controllers or sensors. VR completely replaces the real-world environment with a simulated one.
Waking the Controller	Activating the controller from sleep mode by pressing any button.