



STARTING YOUR **VR** **TRAINING SESSION**

Skills^{VR} Support Guide



STEP-BY-STEP GUIDE

Preparing the Training Environment

To ensure your learners can fully engage in the VR experience, the physical environment is just as important as the technology itself.

Space Considerations

- » **Designate the Right Room:** Choose a space that is large enough to accommodate all participants and provides a clear, unobstructed area for movement. For safety and immersion, aim for a room size of at least 2x2 meters, though 3x3 meters or larger is ideal.
- » **Sitting and Standing Options:** Ensure that both standing and sitting learners have a designated area:
- » **Standing Learners:** Clear the area around them of any obstacles, as they may need to move or reach out to interact with the virtual environment.
- » **Sitting Learners:** Provide comfortable seating. Swivel chairs are recommended, as they allow full 360-degree movement, but immovable chairs can also work if needed.
- » **Check for Obstacles:** Remove any furniture, cords, or objects that might obstruct movement or pose a tripping hazard. Ensure that the space allows for natural movement and offers freedom of motion to enhance the training experience.

Equipment Setup

Charging and Preparing Devices

- » **Fully Charge the Headsets:** Ensure all VR headsets are fully charged before the session begins
- » **Assign Controllers:** Make sure each headset has its left and right controllers properly assigned and charged. You'll also need a stock of AA batteries to replace them if needed during the session.
- » **Test Controllers:** Confirm that the controllers are properly connected to their respective headsets and are functioning as expected.

STEP-BY-STEP GUIDE

Wi-Fi and Boundary Setup

Set Up Wi-Fi Connection

- » Strong Wi-Fi: Ensure a strong, secure internet connection is available for the headsets. This should be the main Wi-Fi network, not a guest or secondary server. The connection needs to be stable to prevent interruptions during the session.
- » Mobile Hotspot: If a regular Wi-Fi connection isn't available, a mobile hotspot can work for up to 3 headsets per phone. Be sure to turn on the Do Not Disturb feature to avoid disruptions from incoming calls, which can interrupt the connection.

Once the headset is powered on, the system will prompt you to establish the **play area boundary**. This ensures a safe space for learners to move within. For detailed instructions, visit our more specific support guides.

- » Boundary Setup: Follow the on-screen instructions to draw the boundary around the space where the learner will be moving. This can either be a "Standing" or "Sitting" setup, depending on the learner's preference.
- » Standing Mode: Designate the area where learners will be physically moving around the virtual world.
- » Sitting Mode: For seated learners, ensure there is enough space around the chair for them to freely turn and look around the virtual environment.

Navigate to the Right Content with Skills^{VR}

- » Log Into Skills^{VR}: Open the Skills^{VR} app, ensuring each headset is logged in to the appropriate account.
- » Navigate to the Training Content: Use the controllers to navigate.
- » Browse through the training modules and select the one that corresponds to the session you're running.
- » Make sure all content is up to date and properly configured for the session (e.g., modules, environments, and exercises).

Still can't find the
**answer you're looking
for?**

Contact Support



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