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Welcome to OrchestrateVR™

OrchestrateVR™ is a SaaS platform for creating and publishing VR learning experiences with no code. OrchestrateVR™ was built to empower trainers to take charge of their immersive learning, by creating it themselves.

The platform consists of a web-based authoring tool, for creating, managing and publishing VR lessons, a VR player for experiencing lessons through a VR headset and a web-based player for access on desktops, laptops, tablets, and smartphones.

Where should I start?

If you are new to OrchestrateVR™ we recommend you begin with the Authoring Tool, so you can learn how easy it is to create a lesson in VR. Once you have created your own lesson, then you can set up your VR headset with the VR Application so you can experience your lesson and share it with your learners.

Authoring Tool	VR Player	Web Player
		
Web-based tool for creating, managing and publishing lessons.	VR application for experiencing lessons on VR headsets.	Web-based application for experiencing lessons on desktops, laptops, tablets and smartphones.

Authoring Tool



Web-based tool for creating, managing and publishing lessons.

Logging into the OrchestrateVR™ Authoring Tool

Authors and Learners must first log in to the web-based tool, to create, edit or experience lessons. To log in to OrchestrateVR™ you will need a username and access to a web browser.

How do I get a username for OrchestrateVR™?

If you are an administrator for your Organization, you were given a username when you requested your trial of OrchestrateVR™. If you have not received a username or have forgotten it, please contact support@accessvr.com.

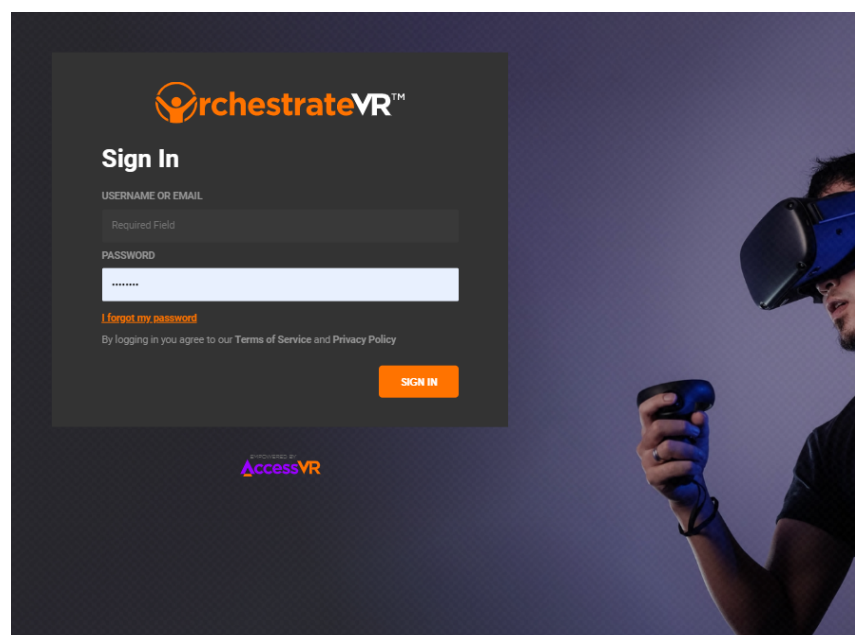
If you are a Lesson Author or a Learner, you received your username when you were sent an email invite by your Organization's administrator. If you have not received a username or have forgotten it, please contact your Organization's administrator. If the administrator is unable to assist you, please contact support@accessvr.com.

Logging in Using a Web Browser

You must use a standards-compliant web browser such as Google Chrome, Apple Safari, or Microsoft Edge.

To experience Lessons using a web browser

1. Open your web browser and visit <https://orchestrate.accessvr.com>
2. Sign in using the username or email address and password you were given



Getting Started with the OrchestrateVR™ Authoring Tool

This article will introduce you to the OrchestrateVR™ web-based Authoring Tool for creating VR lessons. We will describe the layout and organization of the platform, so you can start developing your VR training experiences.

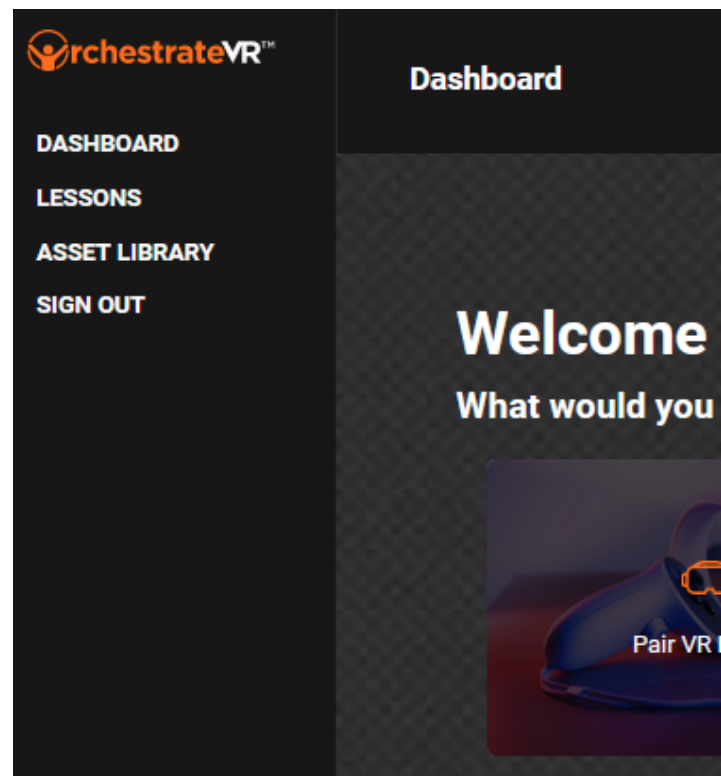
Overview

The OrchestrateVR™ Production Tool is organized into different sections and actions to fulfill different tasks. This overview will introduce you to each section and their features. Your role in OrchestrateVR™ will determine which sections are available to you. Not all sections are available to all roles.

Main Menu

The Main Menu is located on the left. This menu is always available, giving you quick access to your dashboard, the lessons and assets within your organization, as well as the ability to sign out.

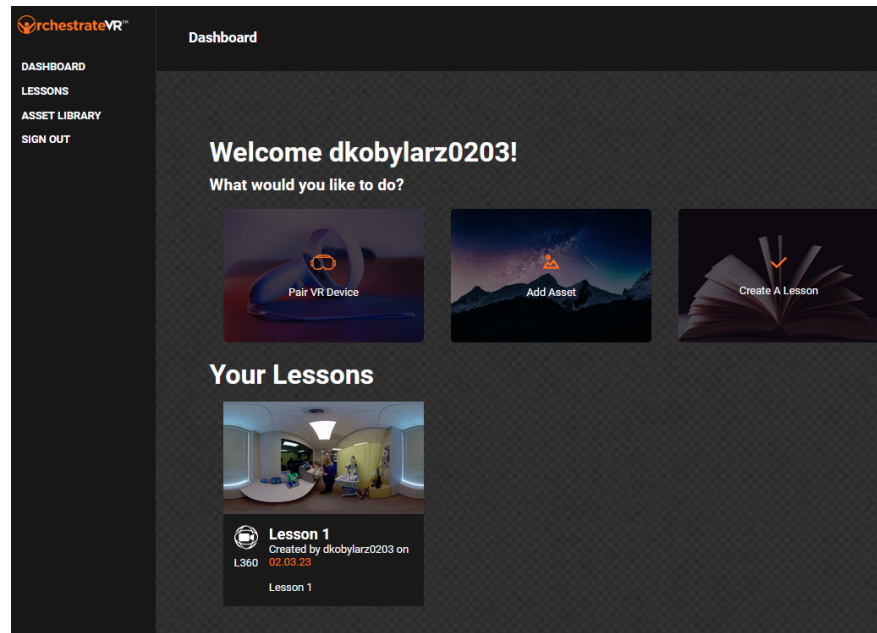
Let's take a closer look at each of these sections...



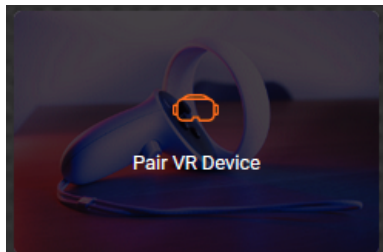
Dashboard

Your Dashboard is the first screen you will see after logging in with your account. Your Dashboard is your home base for accessing common actions and recent lessons, within your organization.

The top of your dashboard provides you with common actions you'll use to create and test your training. The bottom of your dashboard displays lessons created within your organization, ordered by the most recently modified date.



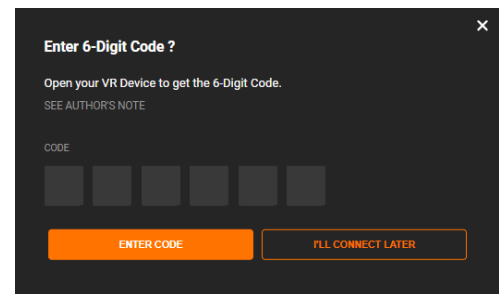
Pair VR Device



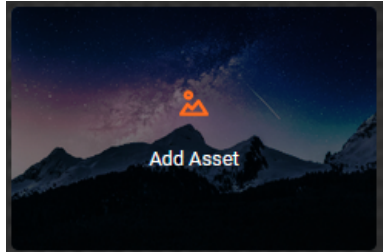
This action allows you to connect your VR device to the OrchestrateVR™ Web and VR Player applications, so you can view or test your lessons.

How do I connect my VR Device?

1. First, setup your device (see *Setting Up OrchestrateVR™ on Meta Quest 2*)
2. Start the app on your device, get the 6-digit code
3. CLICK on **Pair VR Device** from your Dashboard
4. Enter the 6-digit code into the CODE field
5. CLICK on **ENTER CODE**



Add Asset



This action allows you to upload media files for lesson development. This includes 360 videos, standard videos and images.

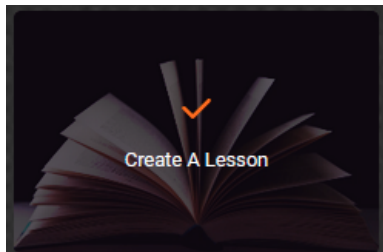
Assets are stored in your organization's [Asset Library](#)

How do I add an asset?

1. CLICK on Add Asset from your Dashboard
2. CLICK on ADD ASSET from the popup window.
3. Select file to upload
4. Input ASSET NAME and select ASSET TYPE
5. CLICK on CREATE NEW ASSET

A dark-themed popup window titled "Add Asset" with a close button (X) in the top right corner. On the left, under the heading "UPLOAD", there is a dashed orange box containing an orange upload icon and the text "ADD ASSET". Below this is a button labeled "CREATE NEW ASSET". On the right side, there are three input fields: "ASSET NAME *" (a text box), "ASSET TYPE *" (a dropdown menu with a downward arrow), and "ASSET DESCRIPTION" (a larger text area with a small icon in the bottom right corner).

Create A Lesson



This action will launch the authoring tool for building VR lessons. Each lesson requires a Lesson Name and Lesson Description.

How do I create a lesson?

For in depth guidance on creating a lesson, CLICK on the following link:

[Creating a lesson with L360 Builder?](#)

A dark-themed form titled "Create a new Lesson" with a close button (X) in the top right corner. It contains three input fields: "LESSON NAME *" (a text box), "LESSON DESCRIPTION *" (a larger text area), and "AUTHOR'S NOTE" (a text box). At the bottom, there is a button labeled "CREATE NEW LESSON".

Lessons

The Lesson section provides you with access to all of the lessons belonging to your organization.

Filtering Lessons

Use the Search Bar to filter lessons by Lesson Title and Lesson Description
Lessons can also be filtered by Status, Organization and Author

Sorting Lessons

Lessons can be sorted by lesson name, modified date, author (created by), or creation date.



Lesson Details

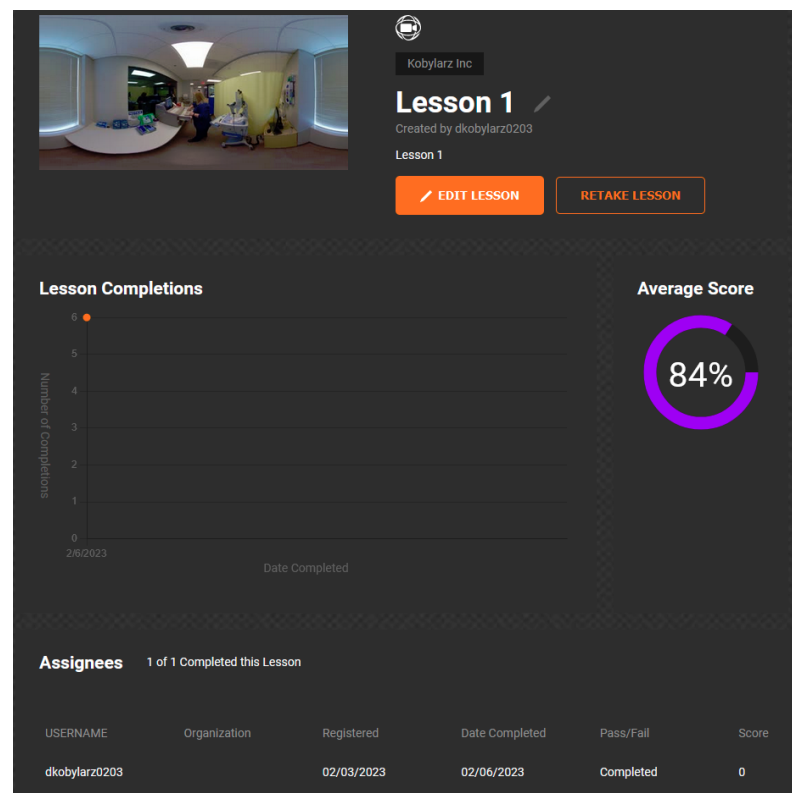
To view a Lesson Details Page

1. CLICK on the Lesson thumbnail

The Lesson Detail page can be used to...

- Update Lesson Details
- Publish, Unpublish or Delete the lesson
- Launch the Authoring tool to Edit the lesson
- Experience the lesson on the web player

The lesson details page displays data on who has taken the lesson, when they completed it, how they performed and their self reflection.

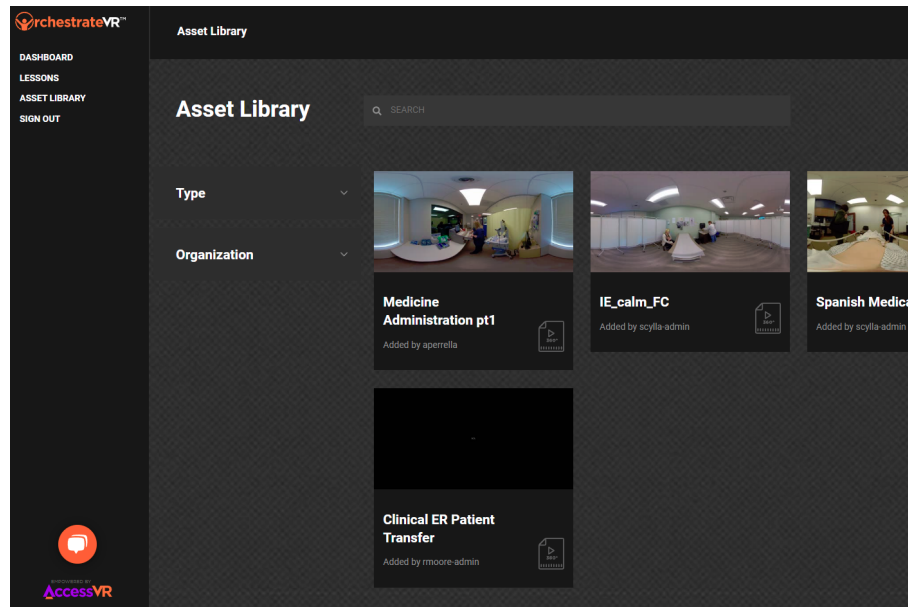


Asset Library

The Asset Library section provides you with access to all of your assets; the building blocks in making your lessons. Currently, these are: Image, Video, and 360 Video files (Audio is still in development).

Filtering Assets

Use the Search Bar to filter assets by Asset Title and Asset Uploader. Assets can also be filtered by Type, and Organization.



Asset Details

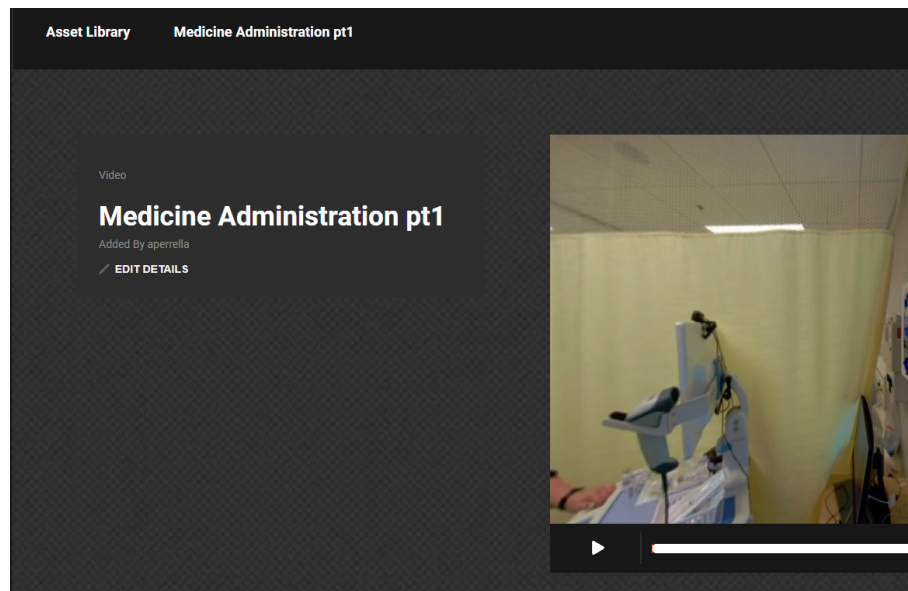
To view an asset's details

1. CLICK on the Asset thumbnail

The Asset Detail page can be used to...

- Update Asset Name
- Asset Type
- Video Type (if asset is a video)
- Asset Description

You can update Asset details such as Asset Title, Lesson Description and Author Notes.

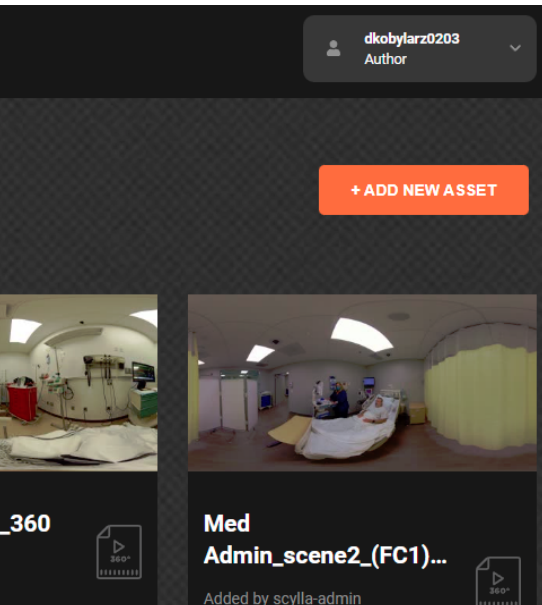


Sign Out

CLICK **Sign Out** to sign out of your user account.

User Profile

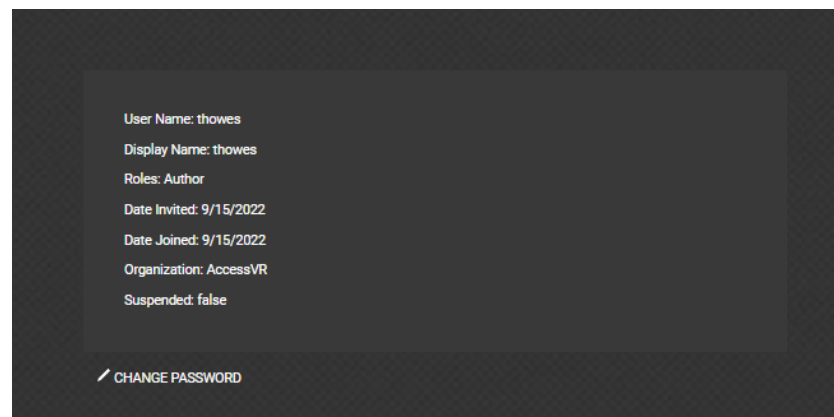
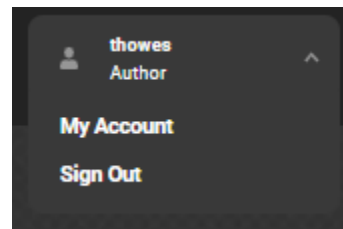
In the upper right hand corner of the window, your User Profile is displayed including your User Name and Role. From here you can sign out or access your Account details.



How do I view or edit my account details?

To access your account details...

1. CLICK on your user profile and SELECT **My Account** from the drop down.
2. This will display your Account Details. These details are managed by your administrator.



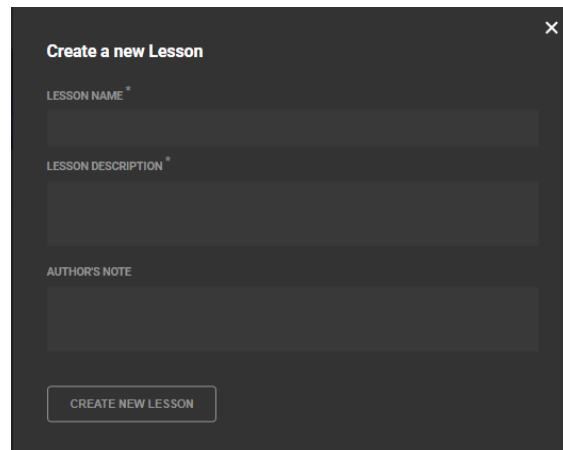
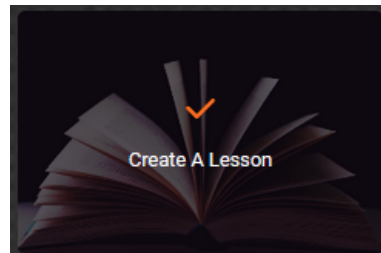
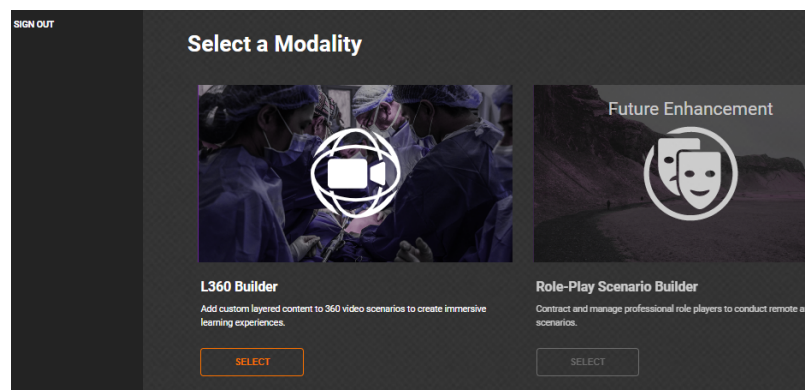
Creating a lesson with L360 Builder

L360 stands for Layered 360, empowering authors to add layered content to 360 video. This is the first modality available in the Authoring Tool.

Access the L360 Builder

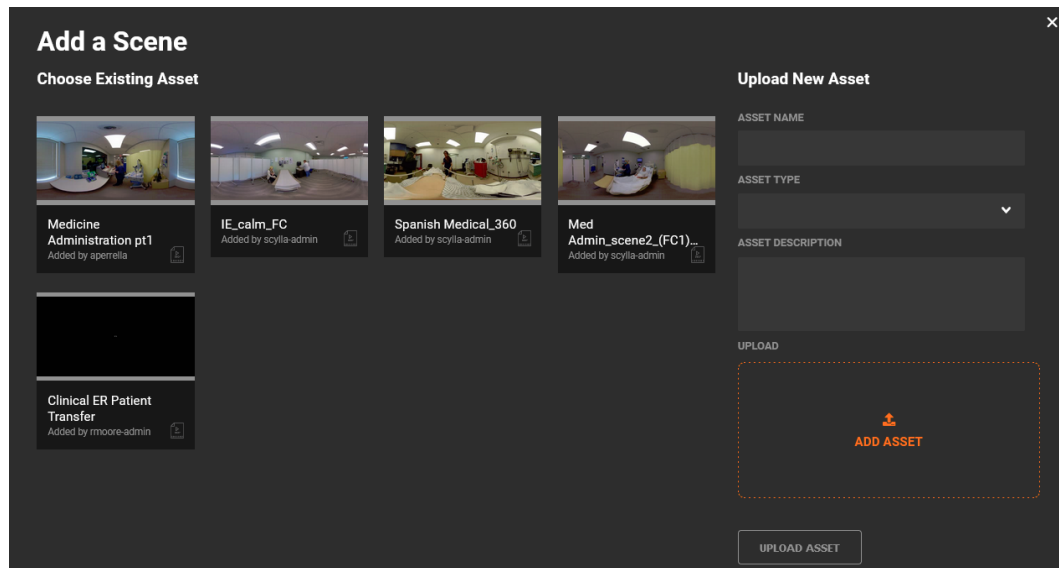
To access the L360 Builder...

1. **CLICK** on the **Create A Lesson** button from **Your Dashboard**.
2. Give your lesson a Lesson Name and Lesson Description and **CLICK CREATE NEW LESSON**.
3. Next select the **L360 Builder** from the Modalities page.
4. This will open a window for you to **Add a Scene**.

A dark-themed form titled "Create a new Lesson" with a close button (X) in the top right corner. It contains three input fields: "LESSON NAME *", "LESSON DESCRIPTION *", and "AUTHOR'S NOTE". At the bottom is a button labeled "CREATE NEW LESSON".

Add a Scene

When creating a new scene, you can choose an existing asset, from your Asset Library, or upload a New Asset. For scenes, assets should be 360 videos or 360 images, as these will be the “background” of your scene.

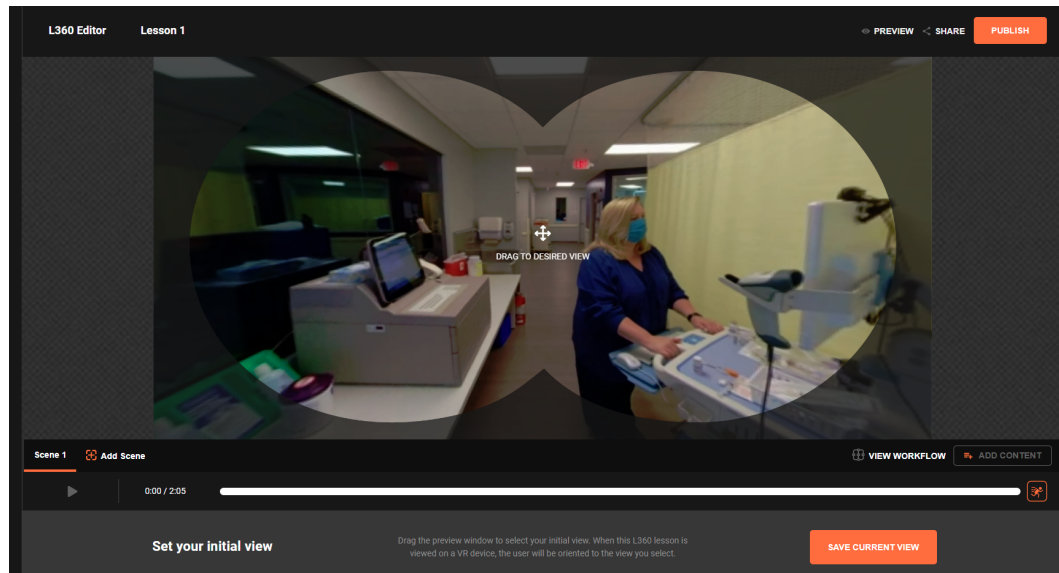


Set Initial View

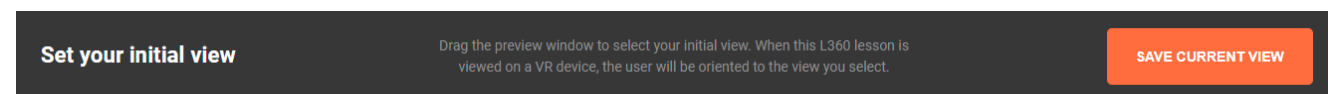
When you upload a 360 video or image asset for your scene, it is important to make sure that the learner is facing the action.

To set the initial view...

1. DRAG the preview window to your desired view.

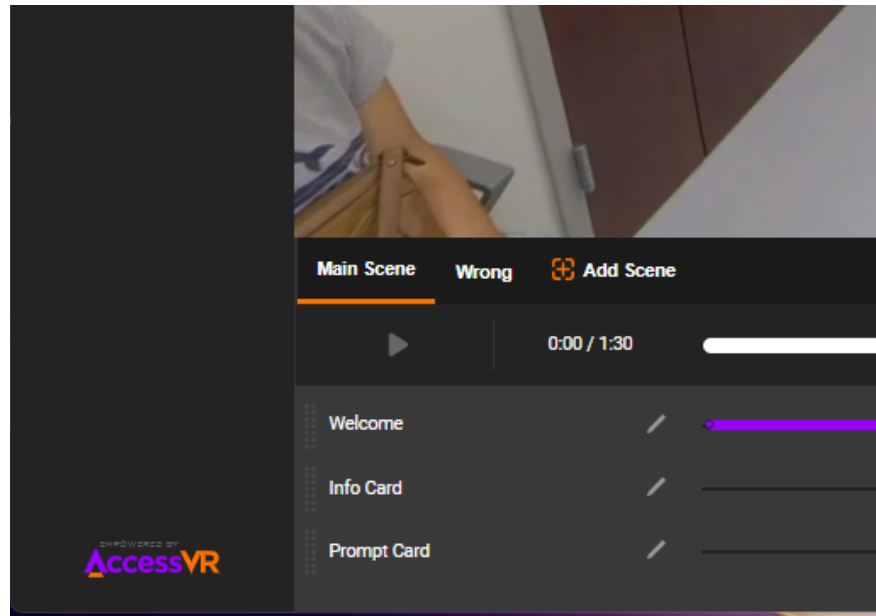
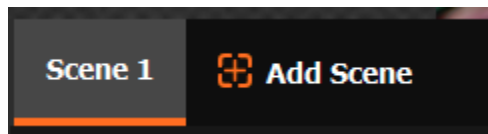


2. When you're happy with your initial facing view, click SAVE CURRENT VIEW.



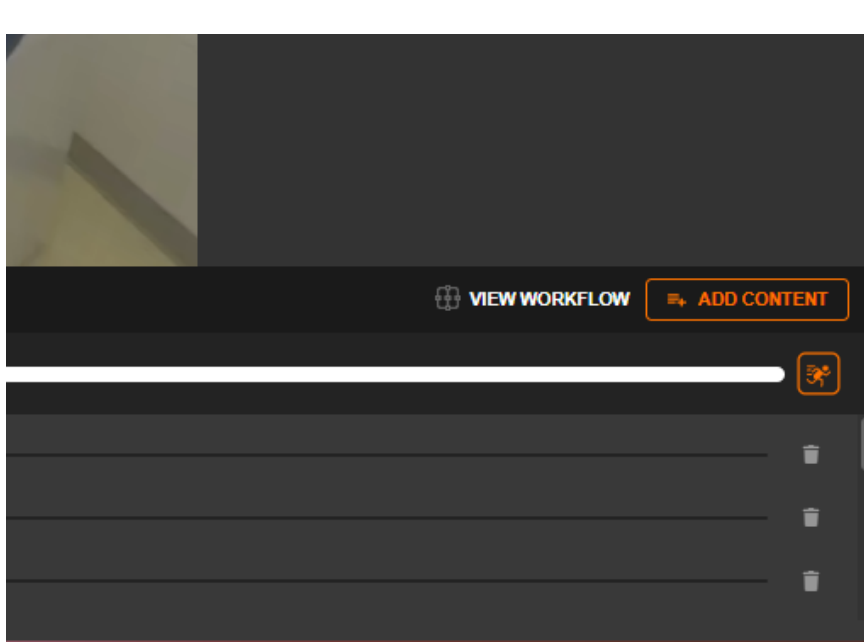
Scene Settings

You can make changes to your scene settings, like adding actions, naming your scene, or resetting your initial facing view, by CLICKING on the scene you are working in.



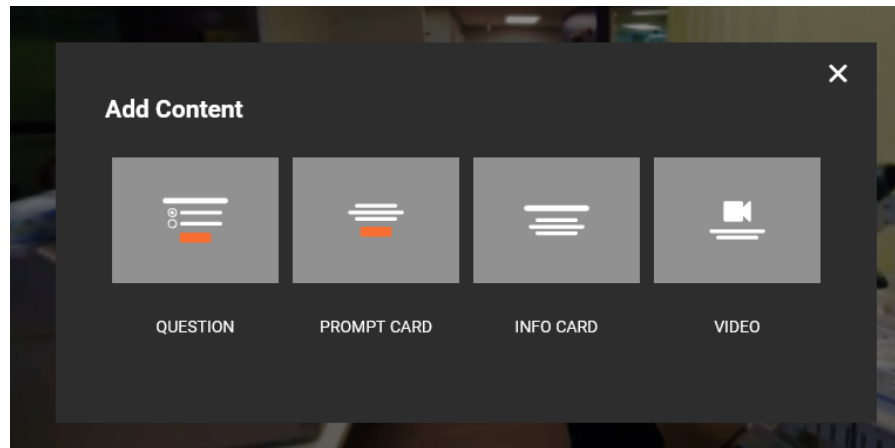
Add Content

To add content to your experience.
CLICK on ADD CONTENT



Content Cards

Content is added through different card types, which provide different features, like asking questions or showing video footage.



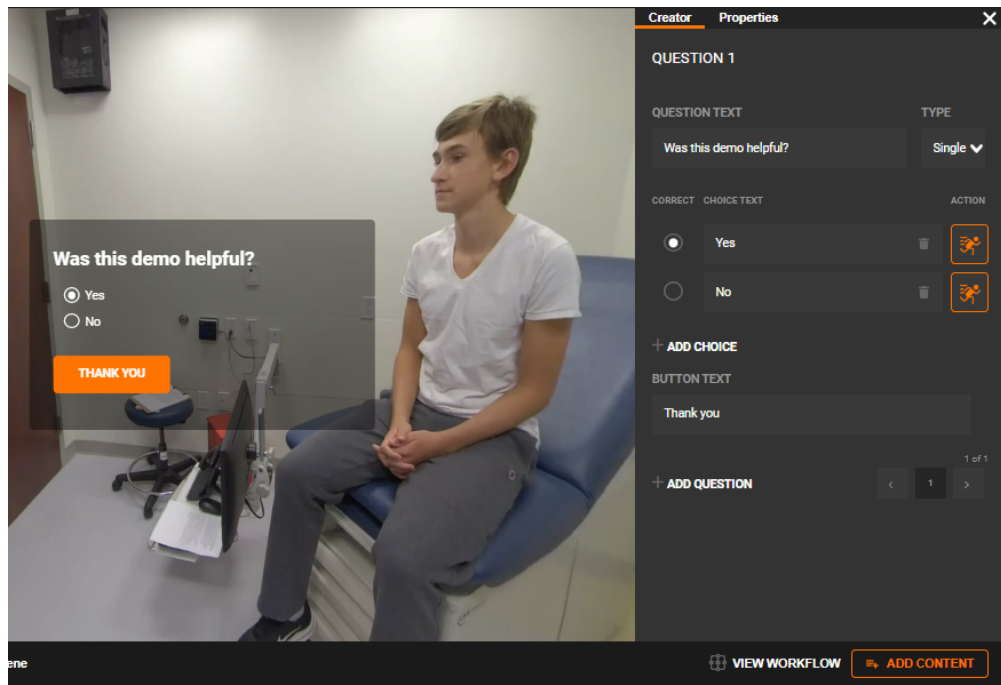
Card Settings

Content can be added directly to cards, through the **Creator** panel. Content presentation can be managed through the **Properties** panel. All changes are immediately visible in the preview window, so you can see exactly what the learner will see.

QUESTION CARD

Question Cards are used to measure student performance during the experience, through single or multiple choice questions.

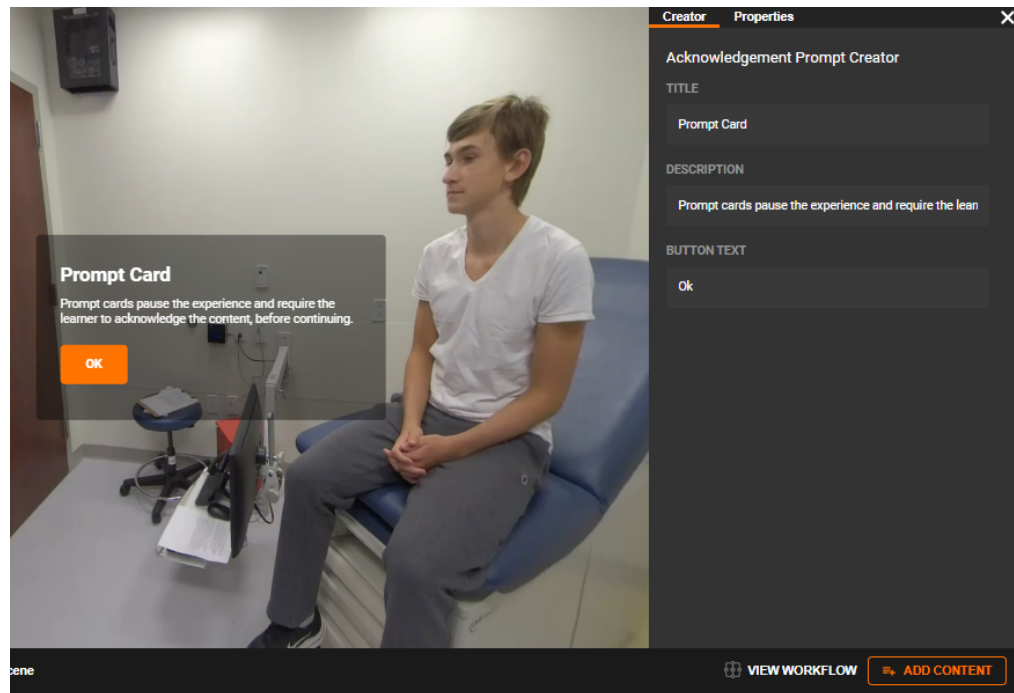
Question Cards pause the Scene playback and require learners to complete them before they can continue the experience.



PROMPT CARD

Prompt Cards allow authors to require learners to acknowledge content, in order to continue experience.

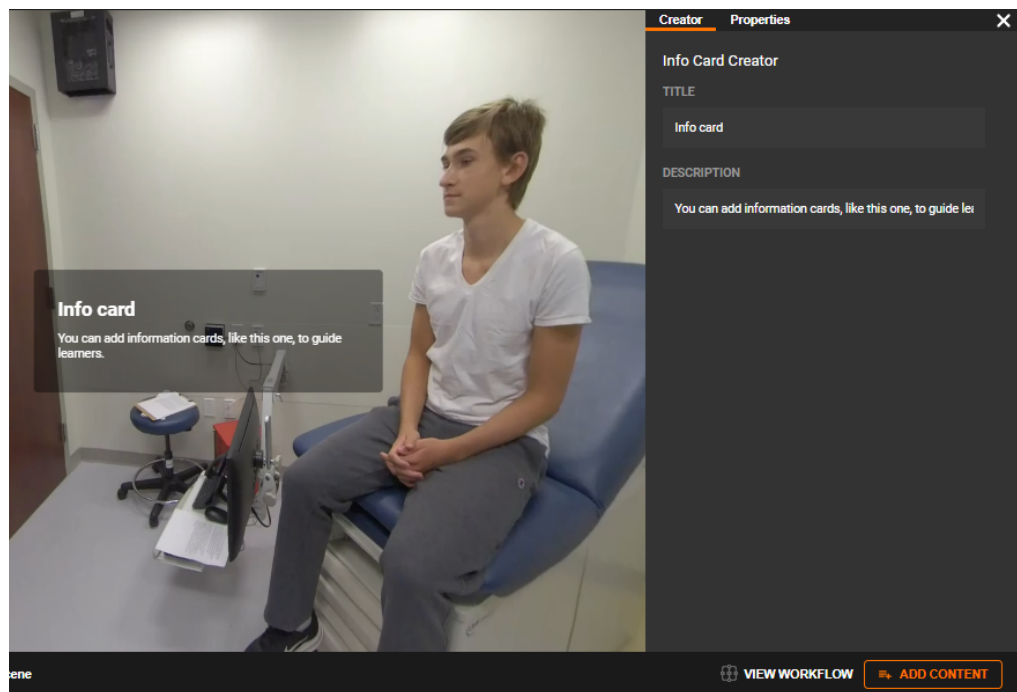
Prompt cards pause scene playback and require the learner to engage with the content, before continuing.



INFO CARD

Info Cards can be used by authors to provide supportive information to guide learners.

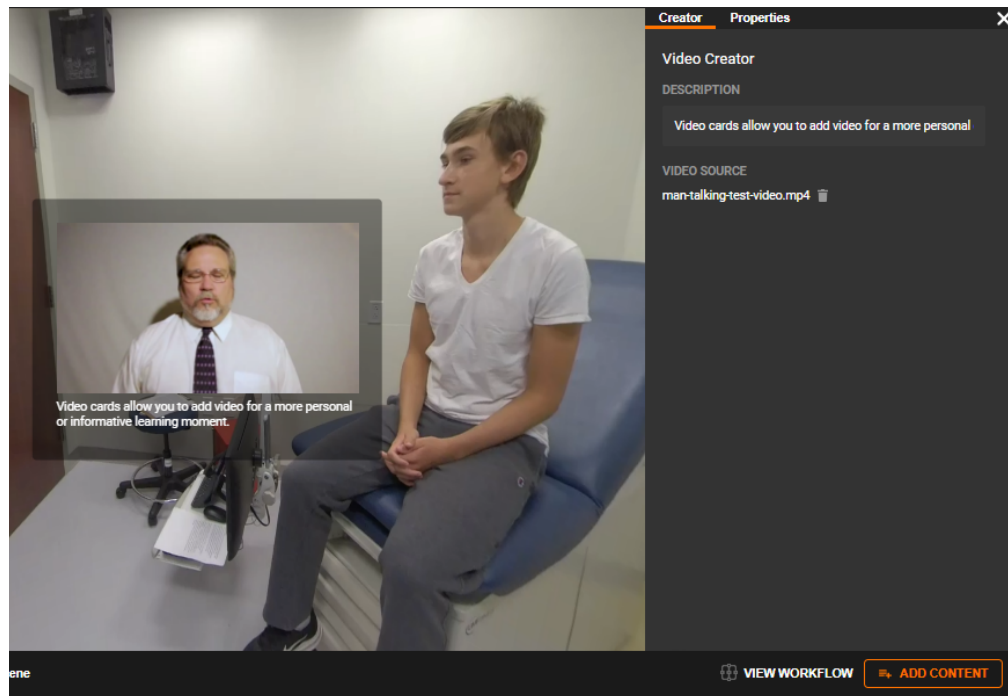
Info Cards do not pause the scene playback. Authors can set the duration that they are visible.



VIDEO CARD

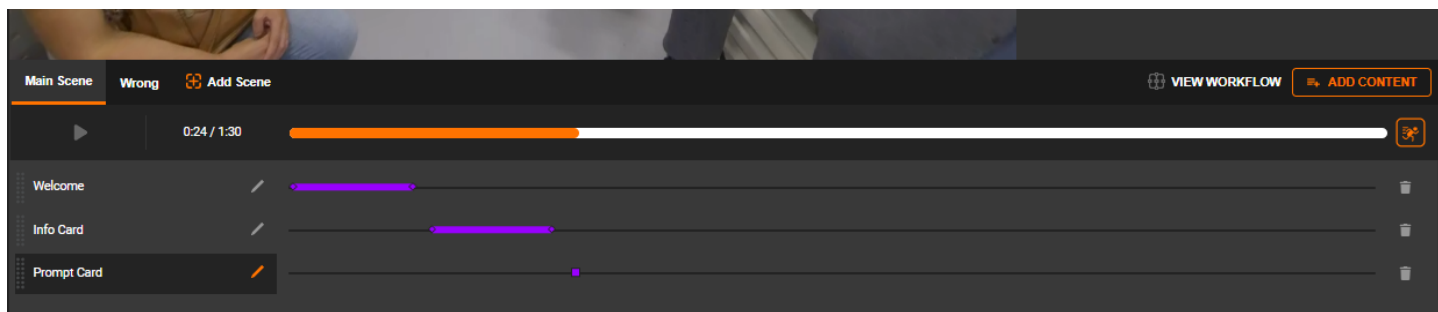
Video Cards allow authors to add video content for more personal or informative learning moments.

Video Cards give the author the control to pause the scene playback or allow it to continue.



Keyframes

Content cards appear as keyframes, so you can stay organized and see when your content is displayed over time.

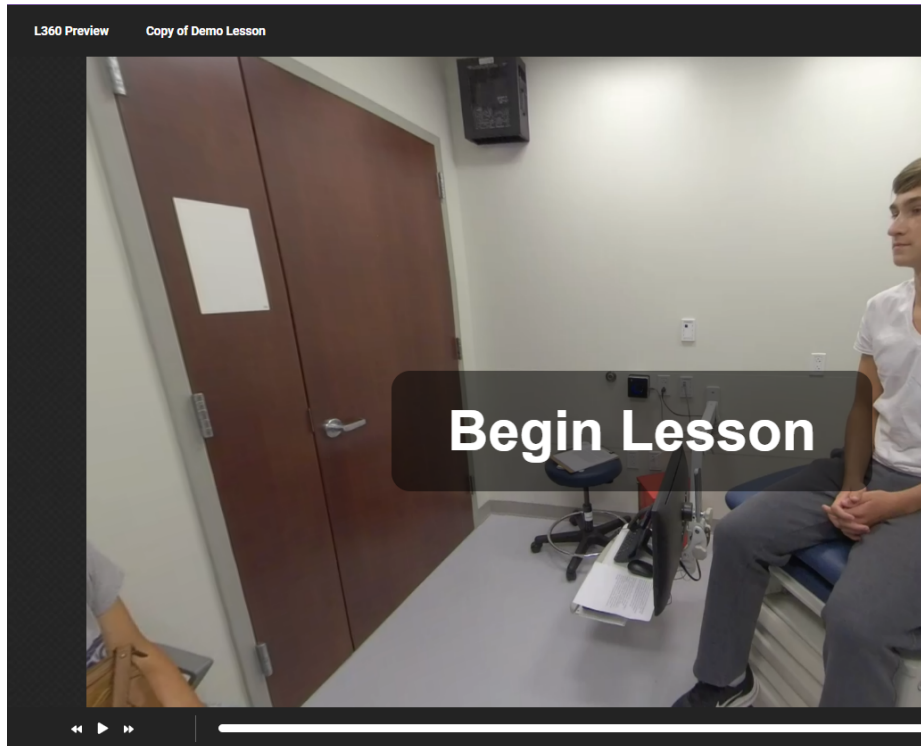


DRAG Keyframes

You can DRAG keyframes to move them to different points in time, or change their duration.

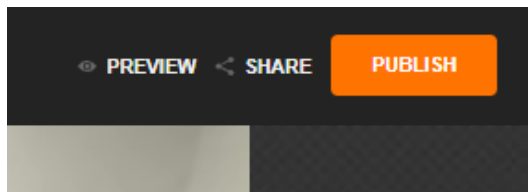
Lesson Preview

You can preview your lesson to see how it's coming along.



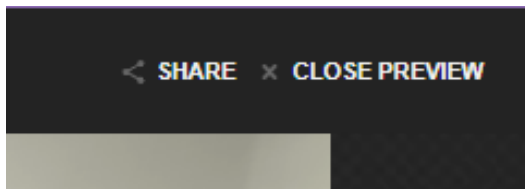
OPEN Preview

CLICK on PREVIEW on the top-right side of your screen.



CLOSE Preview

CLICK on X CLOSE PREVIEW on the top-right side of your screen.



Publish a lesson

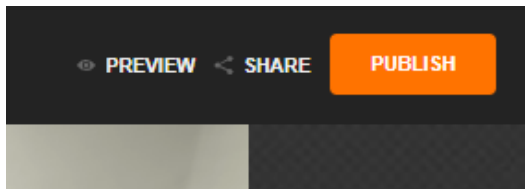
Publishing a lesson makes that lesson available for learners to experience, on all compatible devices. You can publish a lesson from within the Authoring Tool or from that Lesson's Details page.



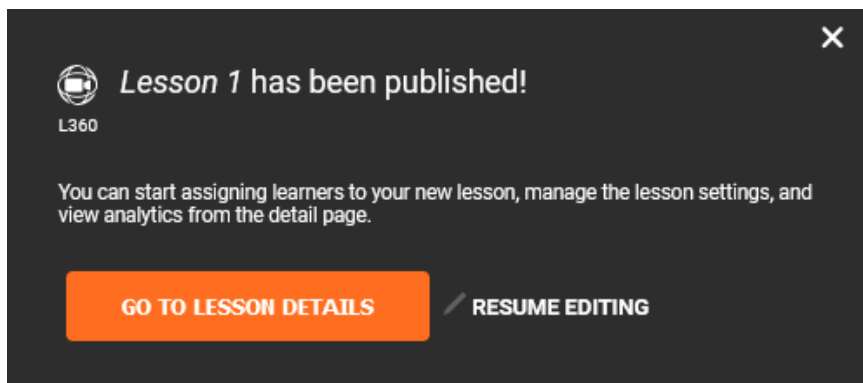
Publish from Authoring Tool

To publish from within the Authoring Tool...

1. CLICK on the **PUBLISH** button in the upper right corner of the window.



2. A popup window will validate that your content has been published.
3. To see how it is performing from the lesson details page CLICK on **GO TO LESSON DETAILS**.

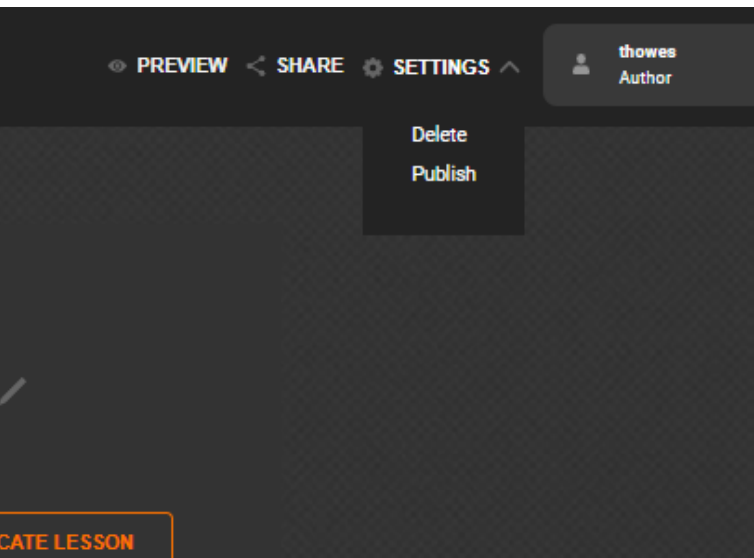


Publish from Lesson Details page

Publishing makes your lesson available to learners within your organization.

To publish a lesson from the Lesson Details page...

1. CLICK on the lesson you want to publish (from your Dashboard or Lessons section). This will open the Lesson Details page.
2. CLICK on the Settings drop down, in the upper-right corner of the window
3. SELECT **Publish** from the drop down menu



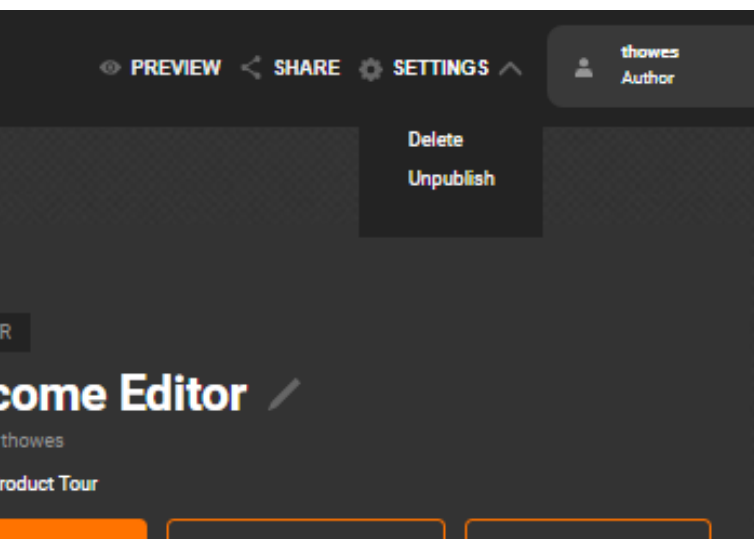
Unpublish a Lesson

Lessons can be Unpublished, so they are no longer available to learners. This can be done from the Lesson Details page. However, data collected while the lesson was published, will not be removed.

To unpublish a lesson...

1. CLICK on the lesson you want to unpublish (from the Dashboard or Lessons sections). This will open the Lesson Details page.
2. CLICK on the Settings drop down, in the upper-right corner of the window
3. SELECT **Unpublish** from the drop down menu

Your lesson will no longer be available to learners within your organization.



Performance Data

The lesson details page displays data on learner participation and performance, so you can better evaluate overall performance of your program.

Lesson Completions

Displays the number of learners who have completed the lesson.

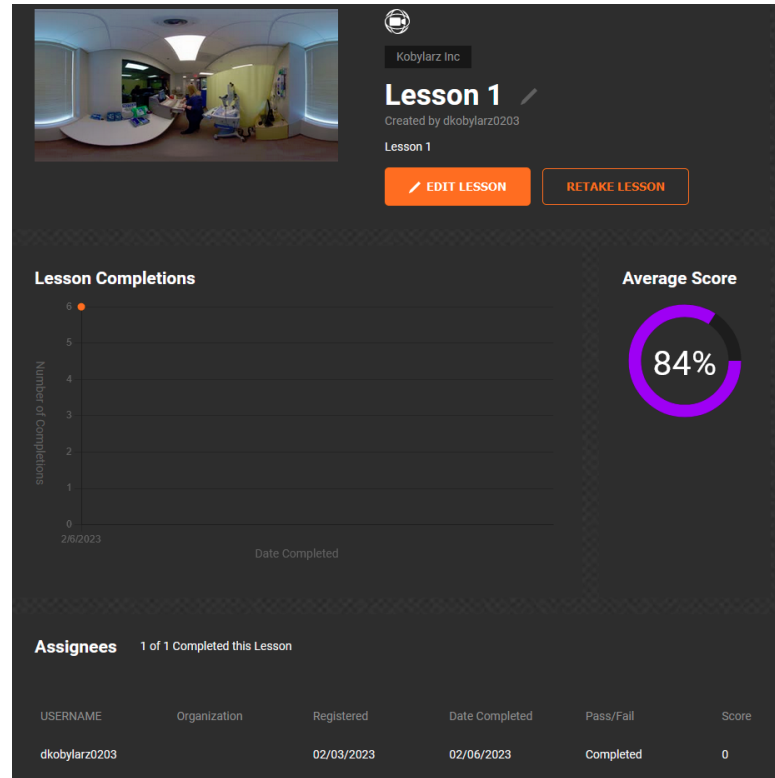
Average Score

Displays the average score of all learners who have completed the lesson

Assignees

Displays individual learner information, so you can review...

- Who has taken the lesson
- When they completed it
- How they performed
- Learner self-reflection

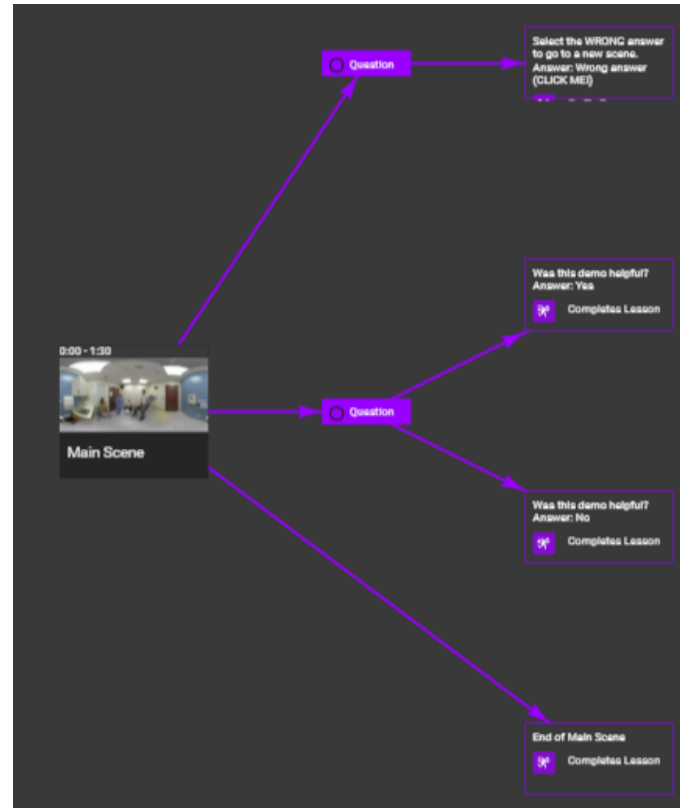


Introduction to Branching

Branching is the term used for integrating multiple **scenes** within a single lesson, in order to deliver non-linear experiences to the learner, based on **actions**.

In other words...

branching allows you to send learners to different scenes, based on the decisions they make.



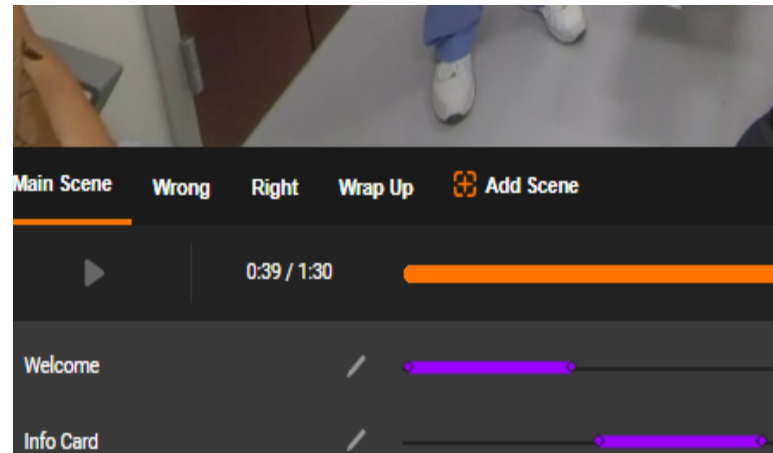
Benefits of branching

Branching allows educators to “train the consequences.” Instead of experiencing a linear “happy path,” learners can experience the negative consequences of their decisions. When experiencing negative consequences in VR, the learner experiences the same emotions they would have in the real-world, without the real-world consequences. This can lead to greater learner engagement and retention of the subject matter.

Setting up multiple scenes

In order to implement branching, it is necessary to set up multiple scenes with the different 360 video and/or card content you want your learners to experience.

These scenes are linked through **actions** that are triggered by the learner, during lesson playback.

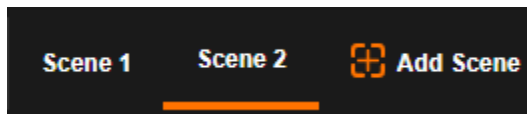


Creating a new scene

1. CLICK on the [+] Add Scene button, next to your Scene 1 tab



2. Choose an existing asset or upload a new one for your scene background.
3. Set the initial facing view for the scene.
4. Your new scene will appear as a new scene tab (Scene 2).

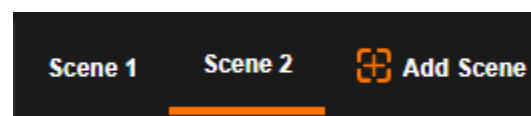


Pro-tip: Use the SCENE NAME input box, in the Scene Properties panel, to rename your scenes, so you can stay organized. CLICK on the scene tab to open the Scene Properties panel.

Pro-tip: When branching within a scenario, we recommend establishing your main scenario scene as your “Main Scene.”

Navigating between scenes

To navigate between scenes, simply click on the scene tab and the scene content and editing panels will appear.

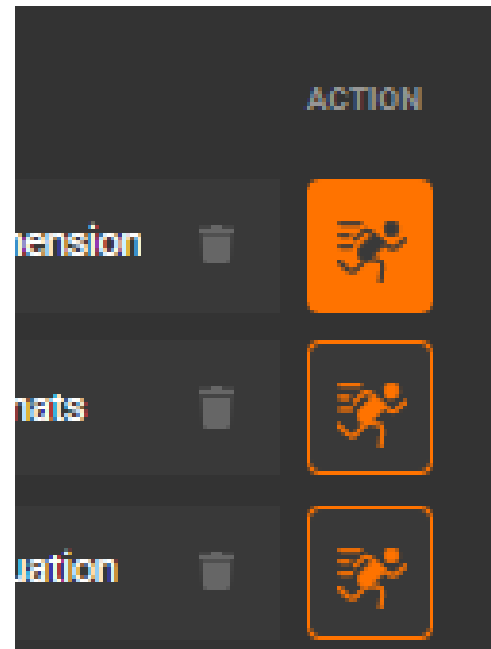


Applying actions

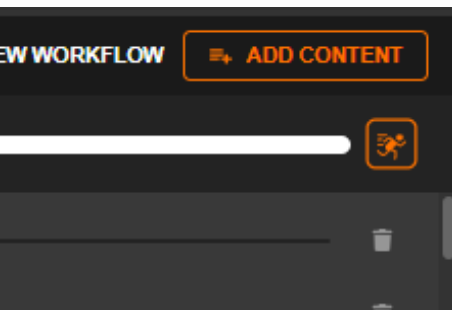
Actions are used to set the scene destination. Currently, actions can be set at the end of a scene and with Question Cards as responses to answers.

Actions

- **None** - inactive
- **Completes Lesson** - Sets the lesson as complete and informs the learner.
- **Previous scene** - Sends learner to the scene most previously visited at the last timecode they visited.
- **Go to scene** - Sends learner to the beginning of a selected scene.



Triggers

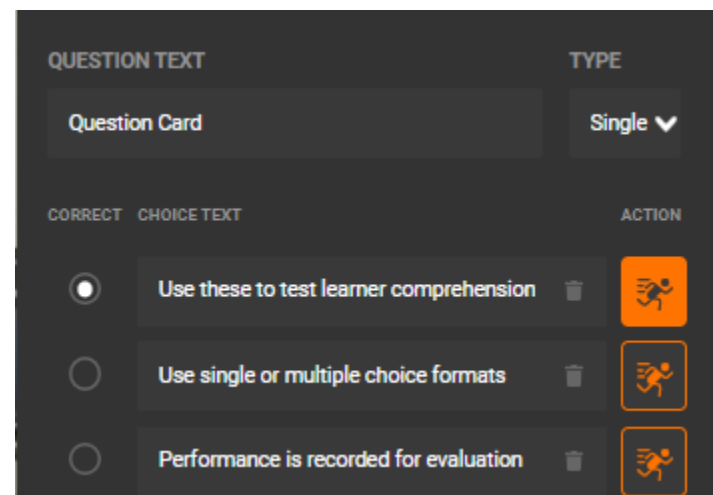


End of Scene

By default, end of scene actions are set to “Completes lesson.”

Question Cards

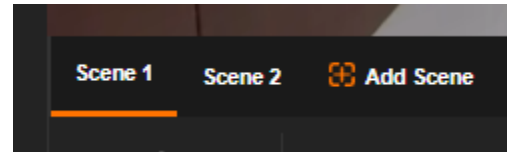
By default, actions associated with answers on question cards are not active, until they are set by the author.



How do I branch at the *End of Scene*?

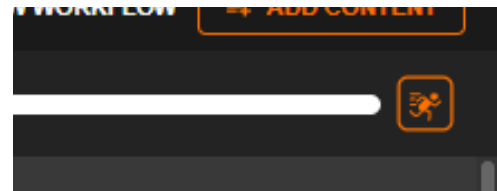
1. Select a scene to branch *from* - “Scene 1”
2. Create a new Scene to branch *to* - “Scene 2”
3. Open the “Scene 1” Action panel

a. CLICK on the Scene tab

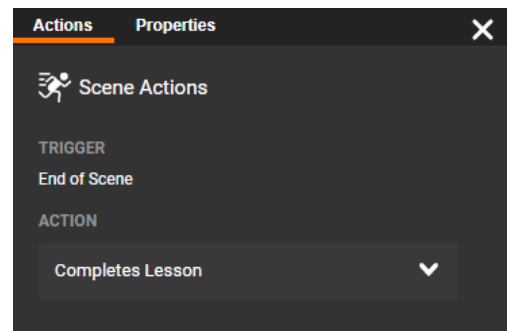


or

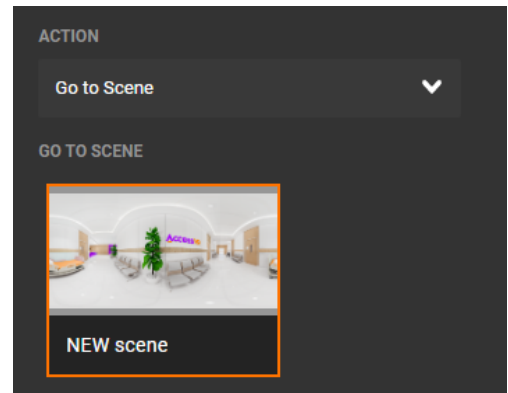
b. CLICK on the Action button at the end of the “Scene 1” timeline



4. From the ACTION drop down, CHANGE “Completes Lesson” to “Go to Scene”



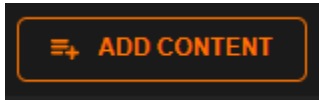
5. CLICK on the thumbnail of the scene you would like to branch to (“Scene 2”).



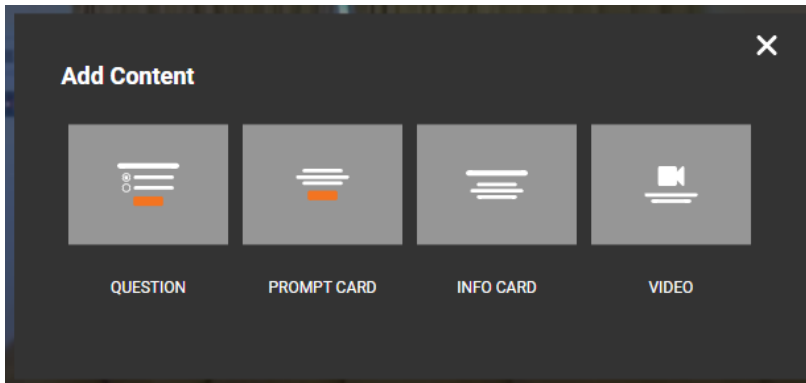
6. At the end of “Scene 1,” the learner will be transitioned to the “Scene 2” automatically.

How do I branch from a Question Card?

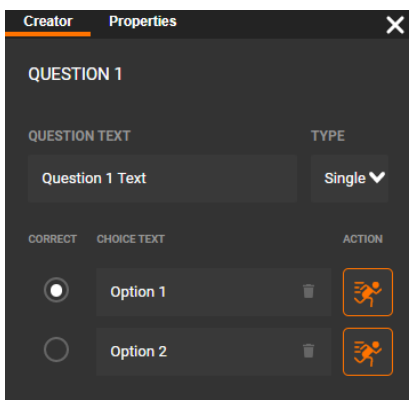
1. Select a scene to branch *from* - “Scene 1”
2. Create a new Scene to branch *to* - “Scene 2”
3. Add a question card in “Scene 1” at the timecode you wish to branch from
 - a. CLICK on [+] Add Content button



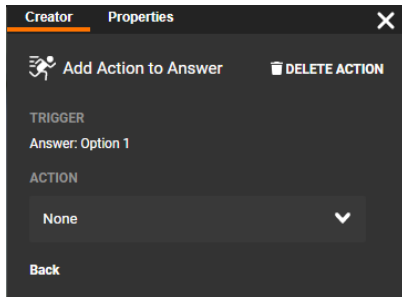
- b. In the Add Content popup, CLICK on **Question Card**, to add a it to the scene



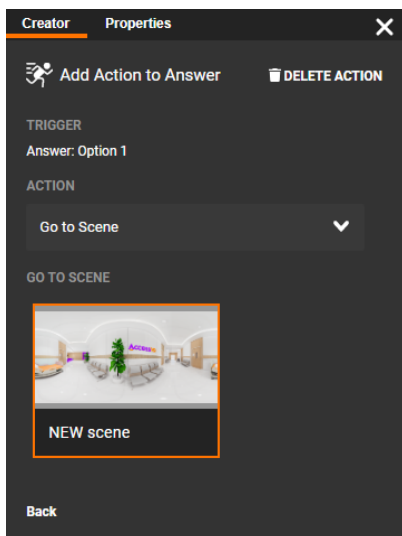
4. In the Question Card Creator Panel, CLICK on the ACTION icon next to the CHOICE TEXT you want to branch from.



- From the ACTION drop down, CHANGE “Go to Scene”



- CLICK on the thumbnail of the scene you would like to branch to (“NEW scene”).

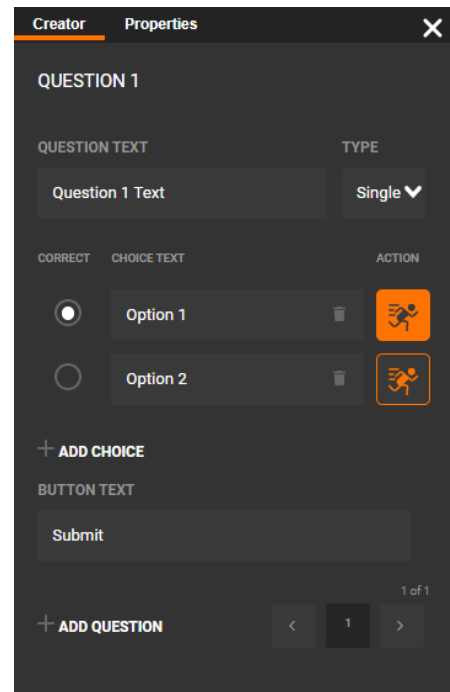


- CLICK **BACK** to return to the Question Card Creator Panel
- If a learner selects the answer with this ACTION, the learner will be transitioned to the NEW scene, automatically.

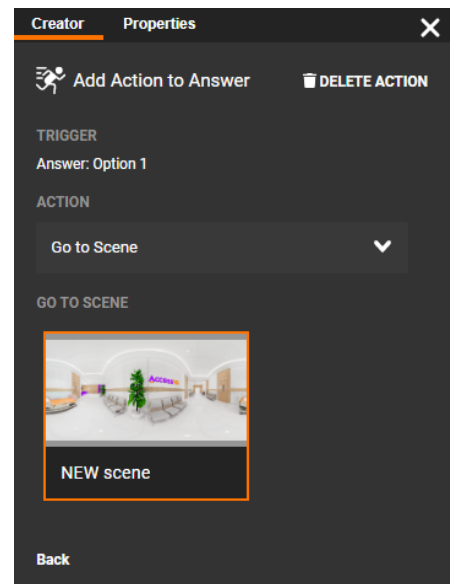
How do I remove an ACTION?

To remove an ACTION from End of Scene or Question Card Answer triggers, follow these steps.

1. CLICK on the highlighted ACTION icon you want to remove, to display the Actions Panel.



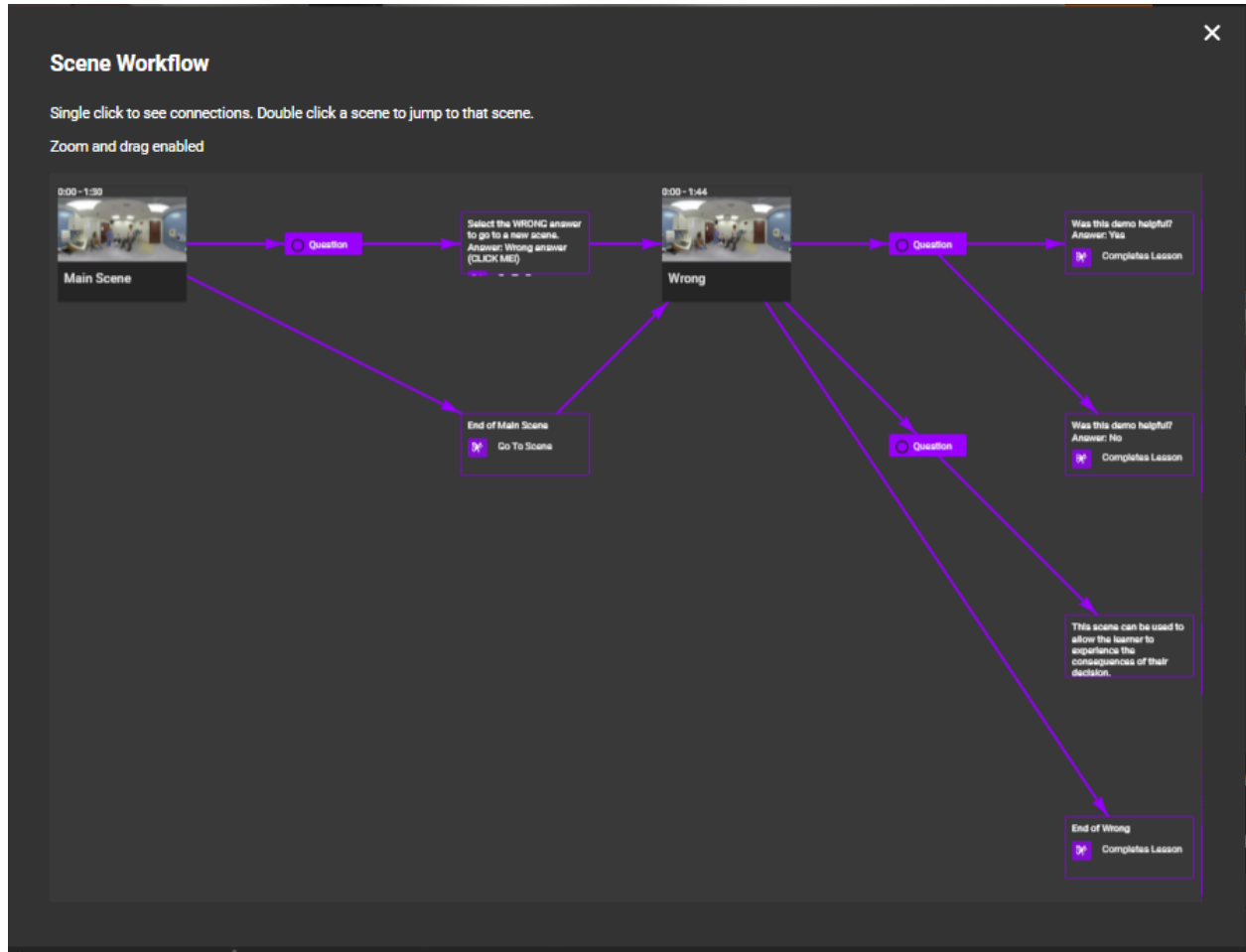
2. CLICK on the DELETE ACTION button, to remove the Action.



3. Alternatively, you can set the ACTION to NONE, but the icon will stay highlighted.

Workflow View

The Scene Workflow view provides a visual way to see the connections between your scenes, questions and actions. This feature is currently under development and will continue to improve with customer feedback.



VR Player



VR application for experiencing lessons on VR devices (Oculus Quest, Oculus Quest 2).

Logging into OrchestrateVR™ To Experience a Lesson

There are two ways to experience Lessons created with OrchestrateVR™: using a web browser and using a compatible VR headset.

How do I get a username for OrchestrateVR™?

If you are an administrator for your Organization, you were given a username when you requested your trial of OrchestrateVR™. If you have not received a username or have forgotten it, please contact support@accessvr.com.

If you are a Lesson Author or a Learner, you received your username when you were sent an email invite by your Organization's administrator. If you have not received a username or have forgotten it, please contact your Organization's administrator. If the administrator is unable to assist you, please contact support@accessvr.com.

Logging in Using a Web Browser

You must use a standards-compliant web browser such as Google Chrome, Apple Safari, or Microsoft Edge.

To experience Lessons using a web browser

1. Open your web browser and visit <https://orchestrate.accessvr.com>
2. Sign in using the username or email address and password you were given

Logging in Using a Headset

You must use an OrchestrateVR™-compatible VR headset.

Which VR headsets are compatible with OrchestrateVR™?

Last updated: January 10, 2023

There are two ways to experience Lessons created with OrchestrateVR™: via a standards compliant web browser (Chrome, Safari, Edge) and via a compatible VR headset.

The following VR headsets can be used to experience Lessons created with OrchestrateVR™. If your organization is yet to make an investment in VR hardware, please contact us for a consultation.

- [Meta Quest 2](#)
- HTC Vive Focus 3 (support arriving in Q1 of 2023)

Setting up OrchestrateVR™ on Meta Quest 2

These instructions are for configuring a Meta Quest 2 to use OrchestrateVR™.

Preparing your devices

It is very important that every Quest 2 device has a dedicated Meta/Oculus username. Sharing usernames between devices will not work as Oculus prevents two devices using the same username from simultaneously using the same app.

Pro Tip If your organization uses Google Workspace, you can take advantage of the aliases feature of Gmail to create many different email addresses that all automatically forward to a single inbox. To do this, just use dots “.” or plus signs “+” to create each alias, for example:

oculus+headset1@yourdomain.com

oculus+headset2@yourdomain.com

oculus+headset3@yourdomain.com

To optimize your device for training on OrchestrateVR™, we highly recommend the following settings on the Quest 2:

Disable Double Tap For Passthrough

Double Tap for Passthrough allows the user of the device to tap twice on the side to enter passthrough mode. Unfortunately, users can do this accidentally, creating a distraction in training. To disable this feature, go to Settings > Guardian > General.

Disable Glanceable Boundaries

Glanceable Boundaries allow the user to see the guardian boundary by tilting their head at an angle. Unfortunately, users can do this accidentally, creating a distraction in training. To disable this feature, go to Settings > Guardian > Room Scale and turn off Glanceable Boundaries.

Disable Space Sense

Space Sense paints the physical objects in a user's real life surroundings into the virtual world with a purple haze. This distracts users from training, and is an unnecessary form of security for training that does not require the user to move around in their physical/virtual space. To disable this feature, go to Settings > Guardian > Room Scale and turn off Space Sense.

Do Not Disturb

Do Not Disturb mode will prevent the device from interrupting training with notifications. To turn on Do Not Disturb, go to Settings > Notifications > Do Not Disturb, and turn on Do Not Disturb.

Installing OrchestrateVR™ on Meta Quest 2 Using App Lab

The OrchestrateVR™ app for Quest 2 is distributed via App Lab. It is free to “purchase” and install on your Quest 2 device.

What is App Lab?

App Lab is a secondary app store that lives inside the main Oculus app store: the apps are reviewed by the Oculus team, but they do not go through the same vetting process.

1. Open a web browser on a PC and go to <https://www.oculus.com/experiences/quest/>
2. Log in using the Meta/Oculus username for the target device
3. Visit this URL, for the OrchestrateVR app:
https://www.oculus.com/experiences/quest/5578493748877736/?ranking_trace=0_5578493748877736_QUESTSEARCH_3be28216-5f1a-4bf8-b1b8-4201a9c293e3
4. Acknowledge the on-screen “warning” about App Lab
5. Click the blue button labeled **Get**

The next time the device is used, the OrchestrateVR™ app will appear among the device’s apps. It may or may not install automatically. For best experience, after doing the steps above, access the device, find the app, and make sure it is installed. If it has not been installed, tap on the app to install it.

Installing OrchestrateVR™ on Meta Quest 2 Using an APK

An APK is a binary file format used by Quest 2 and other Android devices to distribute software. You can download the latest APK for OrchestrateVR™ from Google Drive, [here](#). You’ll find the APK you need in OrchestrateVR > Quest 2.

If you’re using device management software such as [ArborXR](#) to manage your Quest 2 devices, just upload our OrchestrateVR™ APK for Quest 2 and allow their software to install it onto your devices.

Web Player



Web-based application for experiencing lessons on desktops, tablets and smartphones.