

# Onboarding Students and Faculty to XR

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## XR Hardware

- Orientation to the XR headset
  - How to power it up and down the device
  - Provide a more detailed orientation and written instructions if the headset is going out on loan e.g. how to clean, how to charge, How to protect the lenses and the headset generally, how to store the headset and controllers in the case.
- Orientation to the controllers
  - Putting the hands through the straps so that the controllers aren't accidentally dropped
  - What parts of the controllers to use for the software to be utilized
  - Provide a more detailed orientation and written instructions if the headset and controllers are going out on a loan.

## Software - explain the following:

- How to create a digital guardian and how the digital guardian works to keep the participant safe
- What experience(s) to expect in the software application
- How to move within the application e.g. walking, teleportation, smooth motion.
- If a teacher expects students to use an XR software throughout a semester, the teacher should possess or develop expertise in that software first.

## Demonstration

- Have the participant try VR while casting it to a monitor so that you provide instructions and see what they are doing

## Resources

<https://youtu.be/sQH-ztCuQPQ>

<https://youtu.be/nur5ZLqMuks>

<https://youtu.be/-dag11LWgKk>

<https://youtu.be/IgHPpv4bYuw>

<https://youtu.be/oKDv1AhegBk>

<https://youtu.be/aGssctK8uQs>