

Intellectual Output:	103
Intellectual Output Title:	CREATION OF "YOU TELL" VIRTUAL REALITY SCENARIOS
Activity:	A3
Activity Title:	CREATION OF INTERACTIVE "YOU TELL" VR SCENARIOS IN ENGLISH AND LANGUAGE VERSIONS
Partner:	OMEGATECH



Co-funded by the Erasmus+ Programme of the European Union The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



### **Coordinated by**

MINIC Mediterranean Management Centre

#### Partners













Apostolos Varnavas Primary School

Program:	Erasmus+
Key Action:	Cooperation for innovation and the exchange of good practices
Project Title:	Story Changers: enhancing pupils' social skills and enriching teaching methods through storytelling and virtual reality
Project Acronym:	Story Changers
Project Agreement Number:	2020-1-CY01-KA201-066072
Project Start Date:	01/12/2020
Project End Date:	30/06/2023



# Table of Contents

How t	o Run Story Changers Windows and VR app:	4
Do	vnload the Application for this link:	4
ANNE	X I: Installation Instructions for the VR headsets	7
Α.	Installation of the Software	7
В.	Connection to a PC via Link	9
C.	Starting the app	11



### How to Run Story Changers Windows and VR app:

### Download the Application using this link:

https://filedn.eu/lbARIQcd59g7DJcfWc0BwkF/Storychangers/Story\_Changers\_Windows.zip

Unzip the file in your PC. Inside the unzipped folder click Story Changers.exe

Story Changers.exe	5/25/2023 9:21 PM	Application	639 KB
UnityCrashHandler64.exe	5/25/2023 9:21 PM	Application	1,098 KB
😼 UnityPlayer.dll	5/25/2023 9:21 PM	Application exten	28,398 KB
Story Changers_BurstDebugInformation	6/2/2023 11:57 AM	File folder	
Story Changers_Data	5/24/2023 4:22 PM	File folder	
🛅 MonoBleedingEdge	5/24/2023 4:22 PM	File folder	

If you have Oculus(meta) Quest 2 connected to a compatible VR ready PC, the application will recognize it and will run on the headsets. See in ANNEX I installation instructions for Oculus (meta) Quest 2 headsets.



When the app will load select the language you prefer. There is a flag in the top right, where you can change the preferred language.





#### Then select the story you want to see from the available ones.



There are instructions on the screen how to interact with the app.



## **ANNEX I: Installation Instructions for the VR headsets**

### A. Installation of the Software

- 1. Go to the <u>app download</u> page.
- 2. Find your Oculus Quest 2 and click Download Software. The Oculus app will begin downloading to your computer.





**3.** Open the Oculus Setup app from the Downloads folder on your computer and click Get Started.



4. Select the drive you want to install the Oculus app to by clicking the dropdown underneath Location.



5. Click Install Now. When the installation is complete, log in to or create your account.



### B. Connection to a PC via Link

1. Make sure your Oculus device is turned on. In the Meta Quest app, select Devices, and then Add Headset.



2. Select your headset and press continue.





### 3. Select Link (Cable) as the connection method



- 4. Plug one end of the cable into your headset, and the other end of the cable into your PC.
- 5. Click continue until the connection is completed.



### C. Starting the app

- 1. Clear the area around you
- 2. Put on the headset
- 3. Follow the instruction to define the area around you





#### 4. In the VR world open the quick settings menu





#### 5. Select Oculus link





#### 6. Run the app

#### Download the Application for this link:

https://filedn.eu/lbARlQcd59g7DJcfWc0BwkF/Storychangers/Story\_Changers\_Windows.zip

#### Unzip the file in your PC. Inside the unzipped folder click Story Changers.exe

Story Changers.exe	5/25/2023 9:21 PM	Application	639 KB
I UnityCrashHandler64.exe	5/25/2023 9:21 PM	Application	1,098 KB
UnityPlayer.dll	5/25/2023 9:21 PM	Application exten	28,398 KB
Story Changers_BurstDebugInformation	6/2/2023 11:57 AM	File folder	
Story Changers_Data	5/24/2023 4:22 PM	File folder	
MonoBleedingEdge	5/24/2023 4:22 PM	File folder	