

VICTORYXRTM

Instructional Guide



A World of Simulations



Welcome!

VXRLabs is our world of simulations.

With full interactivity between the user and our modeled simulators, this is the latest in immersive educational content.

VXRLabs is an application (app) that must be used via Quest headset. To access your content, you will first create a login through our learning management system, VXR Nexus. **You will need these login credentials to unlock your content in the app, from your headset.**



Sign In

Create Account

Email/Student Username

Password

Sign In

[Forgot Password](#)

Signing Into VXR Nexus

Using the web browser on your PC:

- Create your login using the link in your welcome email.

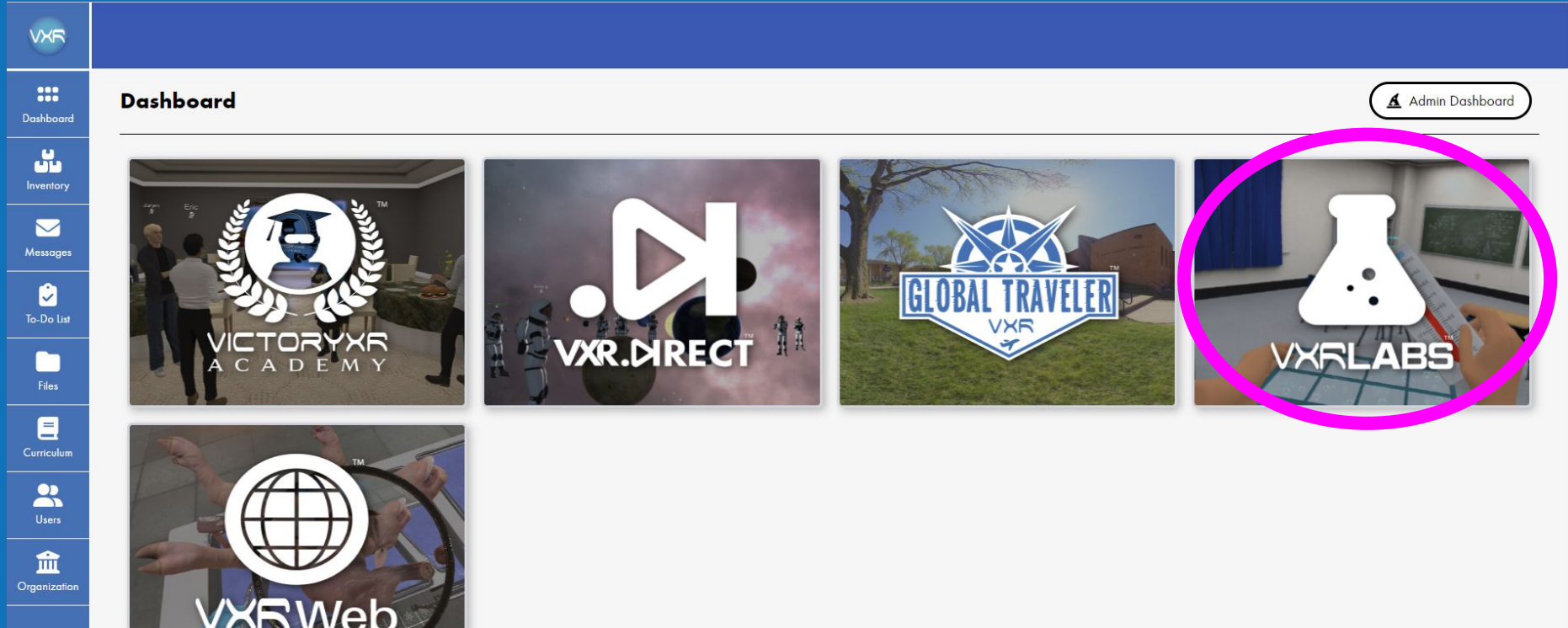
To access Nexus after you've created your login:

- Go to account.victoryxr.com/home
- Sign in.

Before you play, take a moment to walk through the VXR Nexus welcome tutorial to learn about each feature!



Once you've created your login, you can explore the VXR Labs product dashboard in Nexus.





Please note: this menu receives regular updates. Some icons may shift from their exact locations as depicted in this guide.

Student metrics is where you can review your students' activity logs.

 **Resources**

 **Student Metrics**

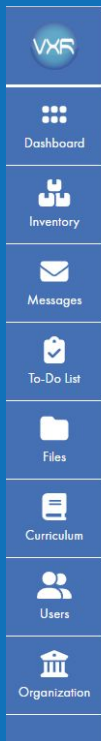
 **License Management**

 **Help**

If you have purchased our *CTE premium add-on* product, **resources** is where you will find your 2D curriculum content!

This **resources** folder is also where you can find our *Professional Development Microcertification Program*.

License management is where *team leads* can make changes to the users in their organization and activate licenses.



Before you play!

In order to access VXRLabs,
you must be using a
QUEST 2, 3, or Pro Headset.

Make sure your headset is
adequately charged!



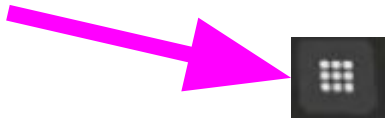
Once you have created your
login, all **gameplay** will take
place using your Quest headset.

For assistance with your headset's initial
setup, [please visit this link](#).



Accessing VXRLabs in Headset

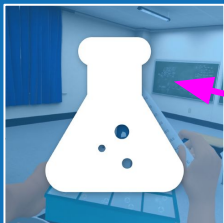
1. Start by fitting your headset comfortably onto your head. Adjust the straps and the eye lenses, as needed.
 - For assistance with headset startup, [visit this link.](#)
2. Using the *front trigger* on the hand controller, select the icon for the App Library.





Accessing VXRLabs in Headset

3. Search “VXRLabs” (one word!) in the search bar using the *front trigger* to type on the keyboard.
4. Click on the application and download it to your headset.



If you have already downloaded VXRLabs, the app may also appear on your mini-menu bar for easy access.



Accessing VXRLabs in Headset

Once installed, open up the application. You will be greeted by the VXRLabs Lobby.

In front of you is a large menu. This is the interface you will use to access the education modules.



Please note: this menu receives regular updates. Some icons may shift from their exact locations as depicted in this guide.

To exit the application

To login! Using your Nexus credentials here will unlock your paid content.

To enter the room code for a session hosted by another user.



To edit your avatar and display name

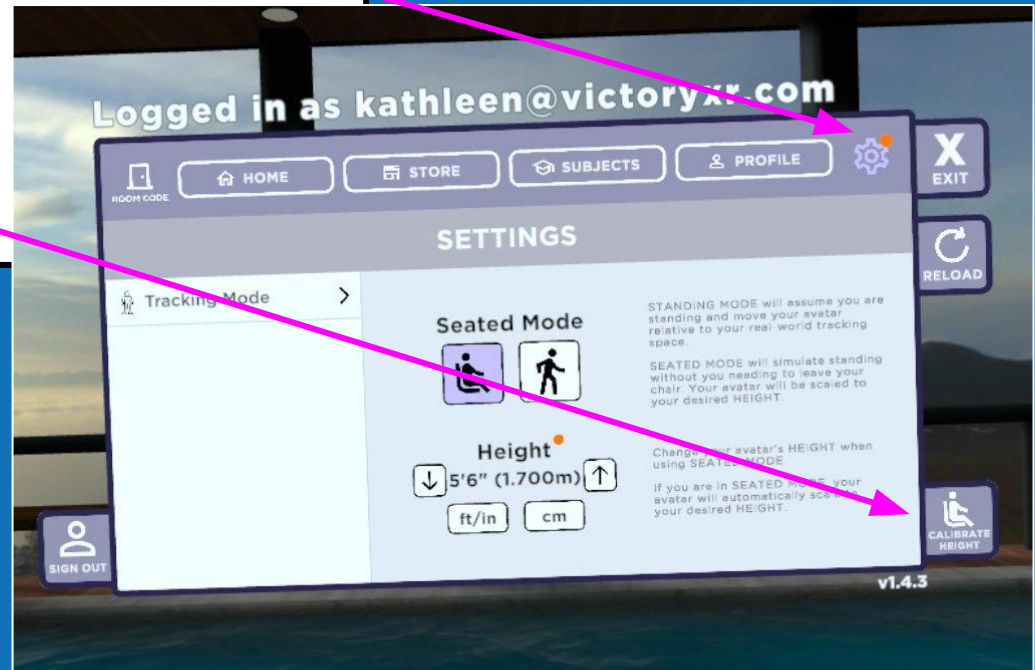
Accessing VXRLabs in Headset

To set your avatar's height and accommodate for standing or seated mode, click on the GEAR icon and select if you are sitting or standing.

To adjust from one to another while playing, select *Calibrate Height*.

If you are having difficulty with your [player boundary](#), that needs to be addressed through the *Quest menu*.

Please note: this menu receives regular updates. Some icons may shift from their exact locations as depicted in this guide.





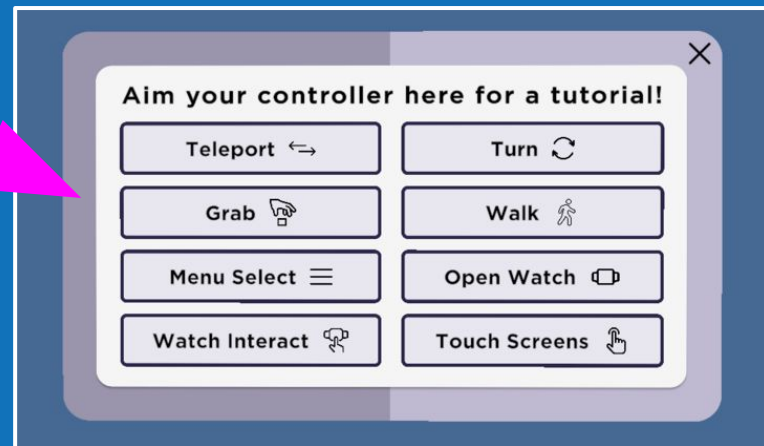
Accessing VXRLabs in Headset

To the **right** of the main menu in the VXRL Lobby is a tutorial series panel. Use the front trigger to select a topic.

This tutorial panel also appears in every module, should you need a refresher during gameplay.

VXRLabs requires the use of **both** trigger options - the front trigger and the side trigger.

The *front trigger* is used to select menu items, and the *side trigger* is used for grabbing.





Accessing Your Content in Headset

To the **left** of the main menu in the VXRL Lobby is the login box.

Please enter your VXR Nexus credentials here or your assigned username and password, if you are a student.

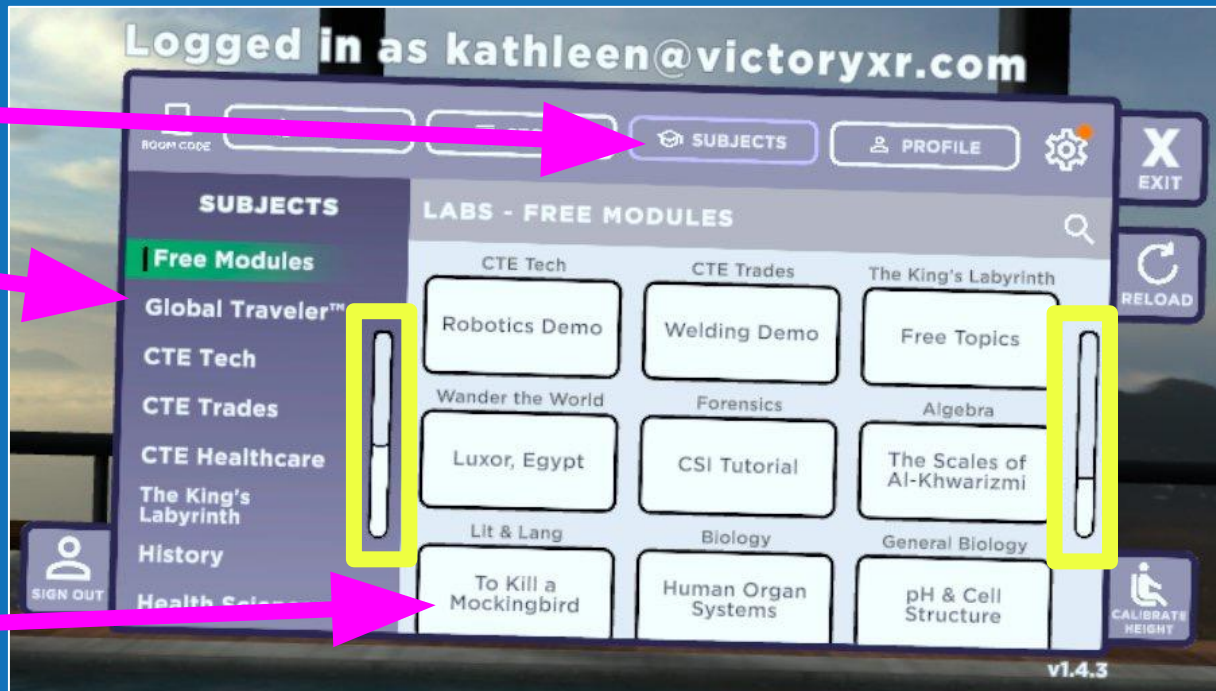
Please note: If you are part of a larger group (a school or corporation), your organization's *team lead* will be responsible for submitting any new instructors or students for activation using the license management portal in VXR Nexus.

Accessing Your Content in Headset

Once you've logged in, you're ready to play!



1. Select Subjects from the top of the main menu
2. Choose a subject area from the left menu using the **scrolling bars** to see all options.
3. Select a module!



Accessing Your Content in Headset

Once you've logged in, you're ready to play!



4. When you've made your selection, a loading bar will appear.
5. You can then select whether you will be playing solo or with others.

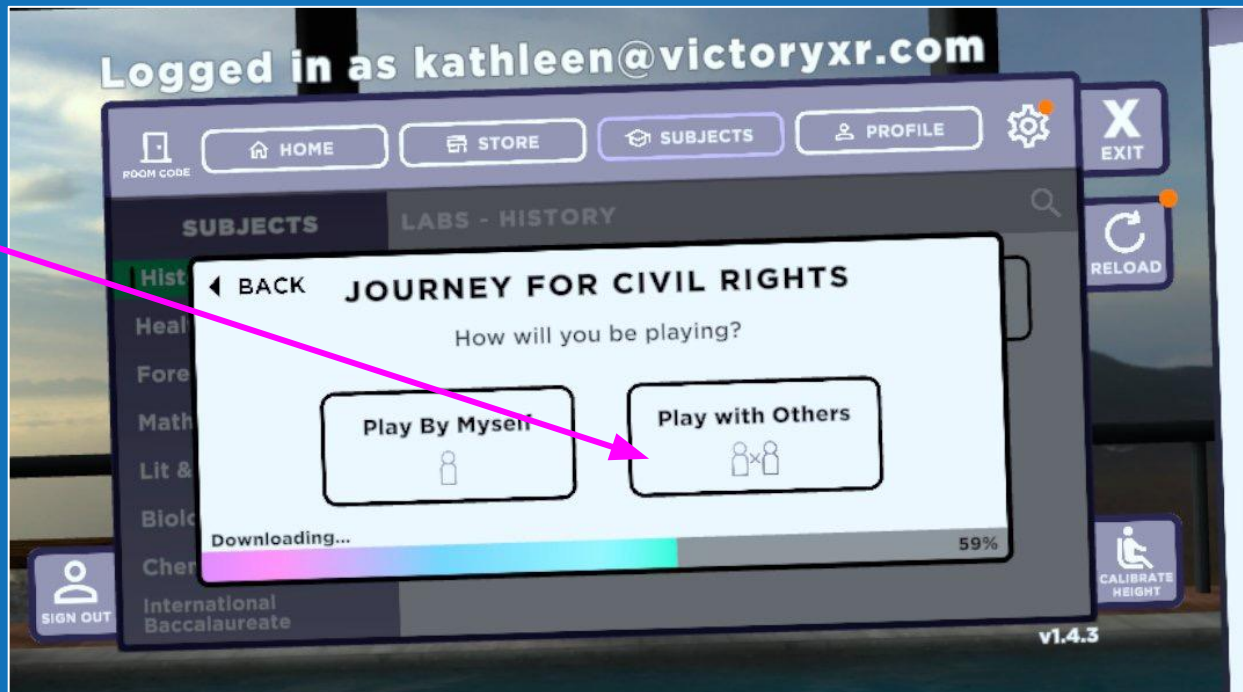


Accessing Your Content in Headset

Once you've logged in, you're ready to play!



6. If you are hosting a synchronous session, selecting "play with others" will prompt you to **create a room.**



Accessing Your Content in Headset

Once you've logged in, you're ready to play!



7. In **create a room**, you can change the room name, and select if it will be a public or a private room.
8. This will generate a randomized code that can be shared with any users who will be joining you in your room.

Note: Rooms will not appear until the host has created it.



Accessing Your Content in Headset

Once you've logged in, you're ready to play!



9. Rooms cannot be *opened* in advance, but you can *decide* on a custom code and *share it to your parties* in advance.
10. **Custom Codes** will require a letter and a pin.

Note: When creating a custom code, we do not suggest using sequential or easy-to-guess numbers.

Custom Code interface pic

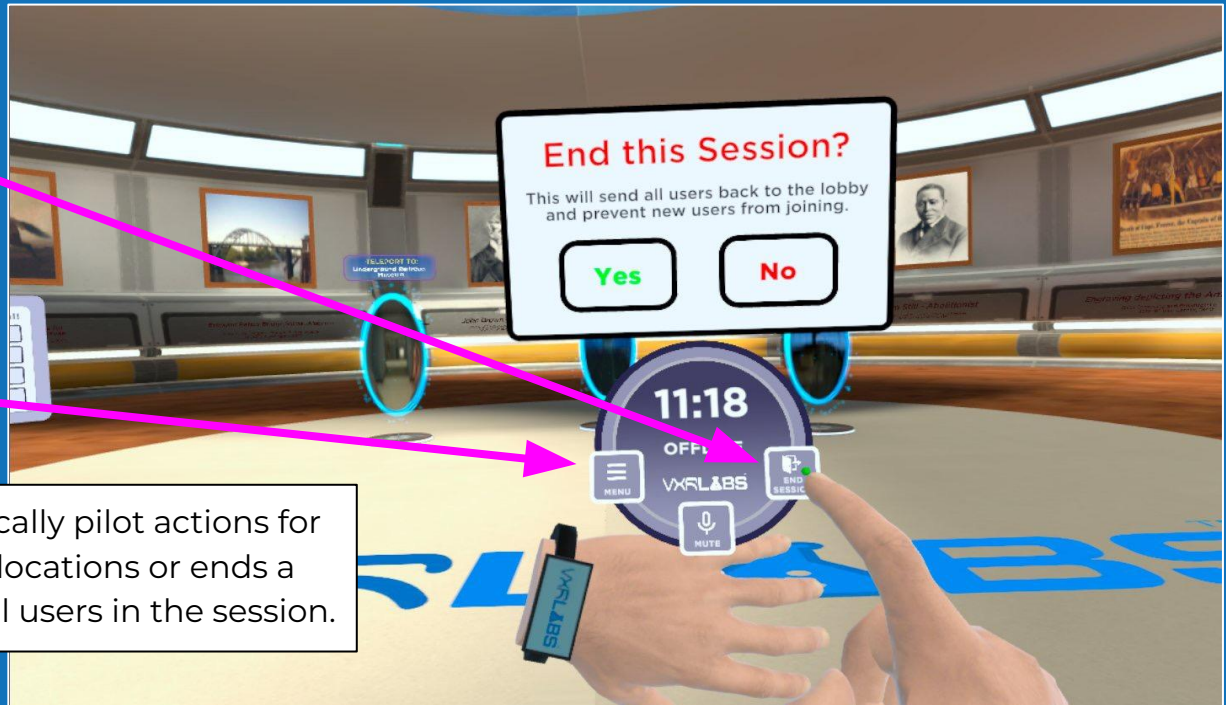
Leaving a session

To leave a session, lift your left hand to open the **wristwatch interface**. You will then need to use your *side trigger* to raise your avatar's index finger. Now you will be able to “tap” your avatar's finger to each button as if it were a touch screen.

To return to the VXRLabs Lobby, select “end session”.

To switch into a new experience, select “menu” to open a mini-version of the Lobby menu.

Note: An event's host will automatically pilot actions for the entire group. If a host switches locations or ends a session, the same will happen for all users in the session.



Leaving the application

To leave the VXRLabs Lobby and return to the Quest main screen, select “Exit”.

A prompt will appear with instructions for exiting the entire application.

You will need to press the *oval* symbol button on your right hand controller:



THANK YOU!



We hope you enjoy all of the
fantastic experiences you are
about to have in the metaverse
with VXRLabs!

Should you need additional assistance, please
reach out to: info@victoryxr.com