

WELCOME TO LENOVO VR CLASSROOM

The first all-in-one virtual reality classroom system that has the tools, content, and technology to provide effective hands-on learning.



For information on your VR Classroom warranty and service in the U.S. and Canada, please visit support.lenovo.com/vrclassroom.

Need help? We've got you covered with a VR Classroom expert!

- US customers call 1-855-669-3600
- Canada customers call 1-855-492-3355

Please have your tablet's serial number handy for reference when calling.

Teacher Quick Guide



Key item: Once you have unboxed everything, please register for your personal, live, 30-minute welcome call and Lenovo's ongoing monthly Professional Development series at support.lenovo.com/vrclassroom.

Basic Controls

Each Mirage Solo headset comes paired with a labeled hand controller.

The hand controller:

- The controller has a touchpad that functions as a touchscreen and a mouse button.
- There is an “App” button below the touchpad with a raised minus symbol. The App button functions as a back button within apps only.
- Beneath that is the recessed Daydream button with “O” on it. This functions as a “home” button and also allows the headset view to be aligned and re-centered when the headset is first put on.
- Volume controls are on the side.
- While trying out the headset, if you cannot see a laser pointer or if the laser is not straight, simply hold down the Daydream button for 3 seconds to reset.



Key item: Be sure to go through the controller tutorial found in the Library section of the headset and ensure all students and teachers do this before attempting a VR lesson.

Tutorial:



Preparing for Use in the Classroom

CONNECTING TO THE INTERNET



Key item: The headsets and tablet come preloaded with the Google Expeditions field trips associated with the Scholastic lesson plans loaded on your teacher tablet. Additional field trips must be downloaded individually in advance when the devices are connected to the Internet. Lesson plans are located in the Documents folder on the teacher device, or on www.scholastic.com/stepintolife.

There are two ways to do this.

Method 1

Connect all devices to the Internet by connecting an Ethernet cable to the access point. This method will allow you to download Expeditions field trips and any other content without additional configuration on the headsets or tablet, but it requires an Ethernet cable connected to a wall or router port that has Internet access.

1

Plug an Ethernet cable from the access point into a network port that has Internet access. You can do this on your home network, at the office, or in your hotel room, but this method requires a wired connection; connecting the router through Wi-Fi won't work.

2

Next, plug the access point into power. It will take several minutes to boot up.

- When the "Power" and "CTL" lights are green, and the 5G light is yellow or green, the access point is fully booted and ready to proceed.

3

Plug the Ethernet cable into Port 2 on the access point. It is the one next to the power connector which is NOT labeled PoE.

4

Then plug the Ethernet cable into a wall or router port.

- After several minutes, the Internet will be active on the tablet and headsets. You will know this has occurred when the tablet or headset Wi-Fi shows the access point as "Connected."
- If the Wi-Fi shows as "Connected, No Internet," you aren't on the Internet yet and need to wait until you see "Connected" before proceeding.
- If you still don't see a "Connected" message after 5-10 minutes, check that the Ethernet cable is plugged into the correct port on the back of the access point and that the network connection on the other end has Internet access.
- While using the headset, if you get a white screen that says "No Internet Connection," check to make sure you are logged into a Gmail account.

Method 2

Connect all devices individually by logging into each one and connecting to a 5G Wi-Fi network with Internet access. This method requires you to connect to Wi-Fi on all of the headsets and the tablet individually to download Expeditions field trips and any other content. However, it requires a Wi-Fi connection only for Internet access.

1

From the tablet and each headset, go to the Daydream homepage, and click on the Wi-Fi icon.

2

Select a 5G Wi-Fi network that has Internet access, and enter the appropriate password to connect. Connecting the router through a 2.4 gigahertz Wi-Fi won't work.

3

After a few seconds, the Internet will be active on the device. You will know this has occurred when the device Wi-Fi shows as "Connected."

4

If the Wi-Fi shows as "Connected, No Internet," you aren't on the Internet yet and need to wait until you see "Connected" before proceeding.

5

If you still don't see "Connected" after several minutes, check that the Wi-Fi network you are connected to is 5G and has Internet access.

6

While using the headset, if you get a white screen that says "No Internet Connection," check to make sure you are logged into a Gmail account.



Key item: The kit, along with the access point, comes pre-configured, so no setup is needed. It is very important that you retain all settings on the access point to ensure proper use of Expeditions.



Accessing Google Expeditions

All headsets and your teacher device have been preloaded with the field trips needed to complete the 10 Scholastic lesson plans found in the Documents folder of your teacher device.

There are two ways of running Expeditions:

- 1 **Discover mode** is engaged when the students use the headsets independently. This mode requires you to download the field trips onto each headset.
- 2 **Guide mode** is engaged when the teacher guides all students through an experience. This mode requires you to download the field trips only onto the tablet.

We recommend you do both so you'll have greater flexibility in the classroom.

How to download the field trips

- 1 First, be sure you are connected to the Internet using one of the methods described in the section above.
- 2 Next, click the orange Expeditions app from the home screen to open the app, and swipe left to reach the thumbnail gallery.
- 3 Scroll your thumb left or right to find as many field trips as you want to show during the demo, and single-click each to download.
- 4 At the bottom of the screen, you can filter content to view more specific subjects. Once the field trips are downloaded, you will see a check box next to each to indicate each field trip is on the device and available to use. Any field trip that does not have a check box next to it will not be available to show in Discover mode.
- 5 This same download process should be used for downloading content onto the tablet. Following these steps will give you all the content you need to give a successful demo of the VR Classroom.

Let's Learn with VR!

THE WILD IMMERSION

The Wild Immersion, endorsed by Jane Goodall, is a series of amazing wildlife videos created with 360-degree VR cameras in wildlife reserves around the world. They contain informative narration and high fidelity audio to create a truly immersive experience among the animals.

Before beginning, always make sure the headsets and controllers are charged and the access point remains plugged in.



In order to view *The Wild Immersion* videos, you will need to click on the yellow Skybox VR Player app, which can be found in the Library.

- Be sure that the users know how to use the hand controllers and how to adjust the headsets for comfort.
- Once each user has centered the laser pointer, you are ready to begin.
- From the home screen, click the Skybox VR Player. If the Skybox VR Player is not on the home screen, have the users click on the Library icon at the bottom right, then select the yellow Skybox VR Player icon to start.
- Next, users will click the desired video and wait for it to begin.
- Once the video has begun, the controller is used only for playing and pausing.

If you have any difficulty at this stage, follow the instructions mentioned in the section above.



GOOGLE EXPEDITIONS

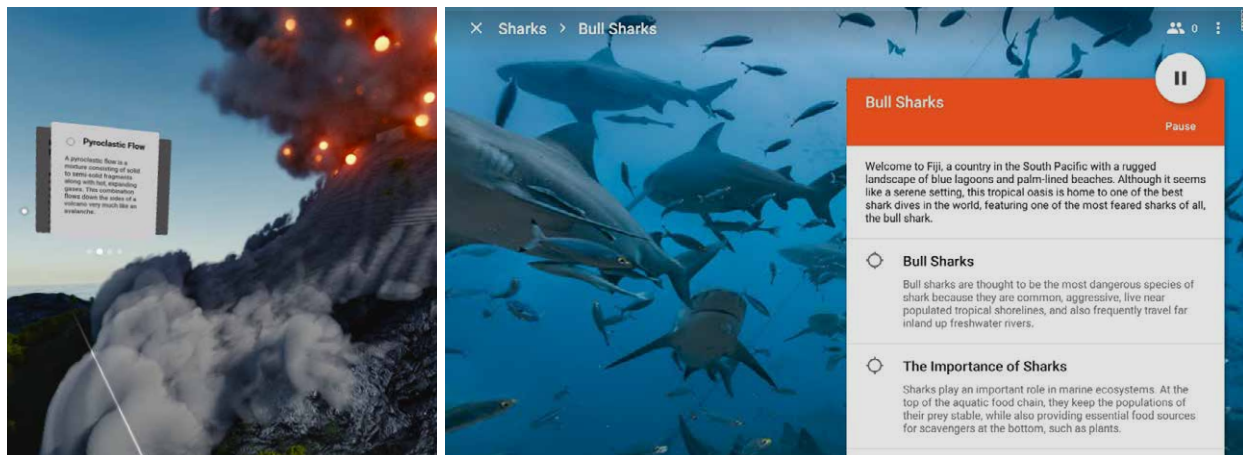
Discover mode: Students work independently.

Before beginning, always make sure the headsets and controllers are charged or plugged into power, and distribute them to the students. Again, you will start by explaining to your users how to use the hand controllers and how to put on and adjust the headsets for comfort. Virtual field trips in Google Expeditions do not support sound, so earbuds are not necessary. Once each user has centered the laser pointer, you are ready to begin the demo.

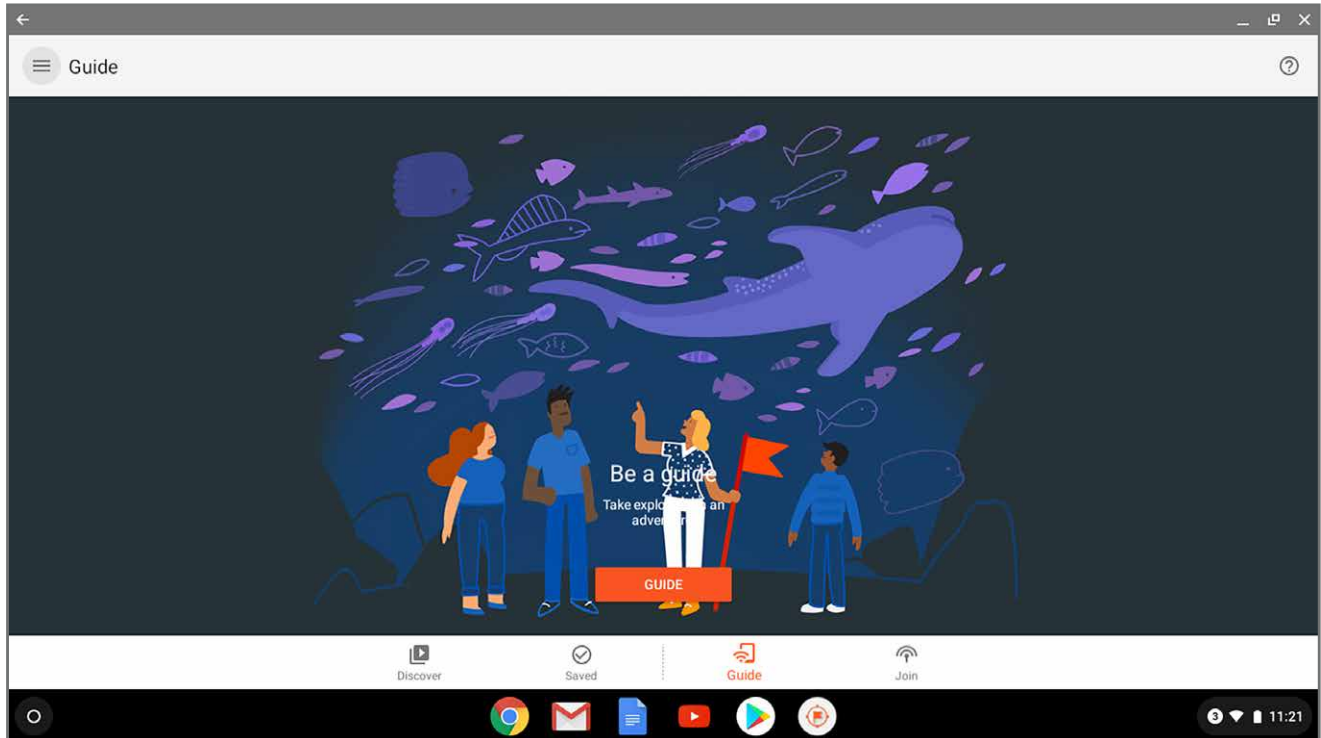
- Single-click the orange Expeditions app to open. If Expeditions is not on the home screen, have users single-click on the Library icon and then select the Expeditions icon to start.
- Users should swipe left when instructed to reach the thumbnails page.
- As they browse the virtual field trips, let users know that they should select only field trips with the small goggles icon on the top right and a white check on the bottom right of the thumbnail. If there is a 3D cube icon, that indicates an AR trip which is not compatible with the VR Classroom.
- No white check in the lower right means the field trip has not been downloaded.
- Have users single-click on the desired field trip.
- Once the virtual field trip has started, instruct students to swipe left and right to see new scenes and to click through the points of interest.
- To select a new virtual field trip, have users single-click the back button and then choose another.

Guide mode: Teacher controls the experience

Before beginning a demo, always make sure the headsets and controllers are charged or plugged into power.



Key item: Watch the teacher training videos for Expeditions located at support.lenovo.com/vrclassroom.



Prepare the demo by turning on the tablet and starting Expeditions.

- Select “Guide” on the bottom menu bar, then select a field trip you downloaded beforehand. Click Start to begin.
- Make sure the field trip you download is VR content; it will have a goggles icon in the upper right corner of the picture. A 3D cube indicates AR content and is not compatible.
- The field trip is not downloaded unless there is a small white check in the bottom right corner of the thumbnail.
- To download additional field trips, refer to the demo prep video to connect the tablet to the Internet.
- Next, have users put on their headsets and make sure they know how to use the hand controllers and how to put on and adjust the headsets for comfort.
- Virtual field trips in Google Expeditions do not support sound, so earbuds are not necessary.
- Once each user has centered the laser pointer, you are ready to begin the demo.
- On the headset, a VR Classroom Explorer “Live” thumbnail will appear in the thumbnail gallery. Have users click on that thumbnail to begin the field trip.
- Lead your students through the field trip as a teacher and click on targets in different scenes to show students everything.
- You can also assist one of the users with “driving” the teacher tablet.

If Expeditions is not on the home screen, have users single-click on the Library icon at the bottom right, and then click the orange Expeditions icon to start the app. Users should swipe left when instructed to reach the thumbnails page.

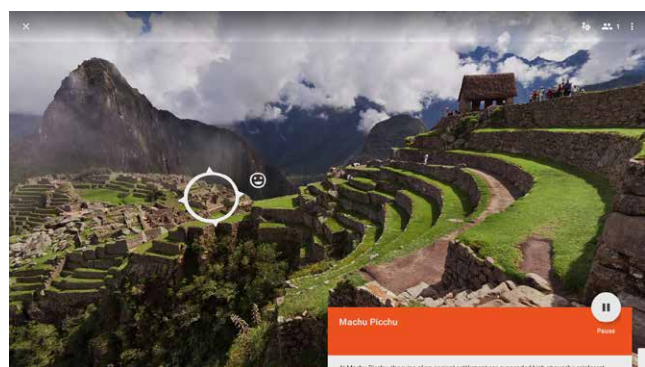
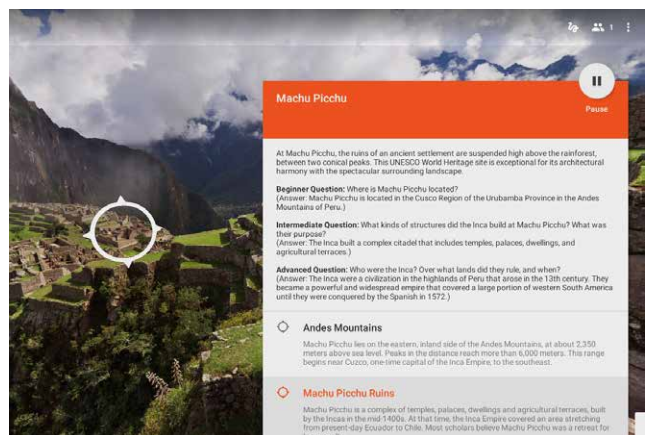
On the headset, a VR Classroom Explorer “Live” thumbnail of the tablet’s field trip will appear after several seconds in the upper left corner on the thumbnail gallery. It is always the first thumbnail on the top left. Have users click on that thumbnail, and the field trip will begin.

You can now lead your students through the field trip as a teacher, clicking on the targets in different scenes to show students what they should see. You can also assist one of the users with “driving” the teacher tablet if the user is interested in seeing how that part of the experience functions.

Here are some tips if you have difficulty during this process:

Sometimes the VR Classroom Explorer thumbnail will take several seconds to appear.

- Even if a blank or double “Live” thumbnail comes up on the headset, clicking on it will start the field trip.
- If the thumbnail hasn’t appeared for several seconds, you can try clicking out to the desktop with the Daydream button and starting Expeditions over again, or pause and restart the field trip on the tablet.
- If that doesn’t work, force-stop the Expeditions app on the headset, clear the cache, and restart Expeditions and try again. You should have to do this only once.



For any other issues, or if you need to update apps or firmware on the tablet, please visit

support.lenovo.com/vrclassroom for further details.



Key item: Register for your personal, live, 30-minute welcome call and Lenovo’s ongoing monthly Professional Development series to sharpen your VR skills at support.lenovo.com/vrclassroom.

We are here to help!

Web support? All customers may go to support.lenovo.com for detailed support articles, troubleshooting, and FAQs. Forums? Share your experiences on forums.lenovo.com/vrclassroom.


Need more help? We've got you covered with a VR Classroom expert!

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Important Notes

- 1 Do not expose the Mirage Solo lenses to direct sunlight. This will damage the device. 
- 2 Each VR Classroom includes a unique Kit Configuration Sheet that includes your School Name and your Access Point SSID. Keep in a secure location for future service needs.
- 3 The Ruckus R510 Unleashed Wireless Access Point power-on sequence takes approximately 5 minutes. We recommend you begin the power-on sequence well before starting a lesson.
- 4 The access point arrives pre-configured for the VR Classroom settings without any requirement to connect to the school's network. For benefits, risk, and procedure on connecting to your school's network, refer to Frequently Asked Questions (FAQs) below, or visit support.lenovo.com/vrclassroom.

FAQs

Q: My headset isn't turning on. I see all black.

A: The headset image takes about 5 seconds to pop up once you turn on the headset. You will then be asked to click the home button to wake up the system.

Q: How do I adjust the headset?

A: Please ensure you have turned the dial on the back of the headstrap to fit snugly on your head and adjust the face mask. If additional adjustments are needed, use the button on the bottom of the Mirage Solo to adjust the distance from your face.

Q: My hand controller isn't working. I don't see the laser pointer.

A: First, make sure that the hand controller you're using matches up with the headset by verifying the number labels are the same: No. 1 goes with No. 1, No. 2 goes with No. 2, etc. Once pairings are verified, make sure the controller is powered up. Then click the home button first. If that doesn't help, hold down the home button for 3 seconds until the controller resets.

Q: When I click the controller, it takes me back to the menu.

A: If this happens, you are probably clicking the home button instead of the mouse. Move your finger up to the top of the controller, and use that to click.

Q: Do the headsets need to be online to work?

A: No. The headsets are connected to the teacher tablet via the Ruckus router. They do not need to be online.

Q: Can the headsets be online?

A: Yes. They can be online if the school wishes to allow students to connect to the network.

Q: If I use the 180 Mirage Camera accessory option, how do my students share the content?

A: Via the YouTube app on the headsets, on the school/class channel, or through Google Tour Creator.

Q: Do I have to configure the Ruckus R510 Unleashed Wireless Access Point?

A: No. The wireless access point arrives pre-configured for use by the VR Classroom. Additional setup is not required. The teacher's tablet and each student VR headset has a wireless connection to the R510 Access Point.

Q: Can I Chromecast an expedition from my headset to my smart TV or monitor/screen?

A: Yes! For more details, visit support.lenovo.com/vrclassroom.

Q: Do the headsets need to be online and connected to the school's network to work?

A: No. The headsets are to be used in an offline configuration without connection to the school's network. The VR Classroom headsets arrived pre-configured with Google Expeditions, Skybox with *The Wild Immersion*, and tutorials. For other types of apps and VR experiences that require the school's Internet connection, consult your school's IT specialist.