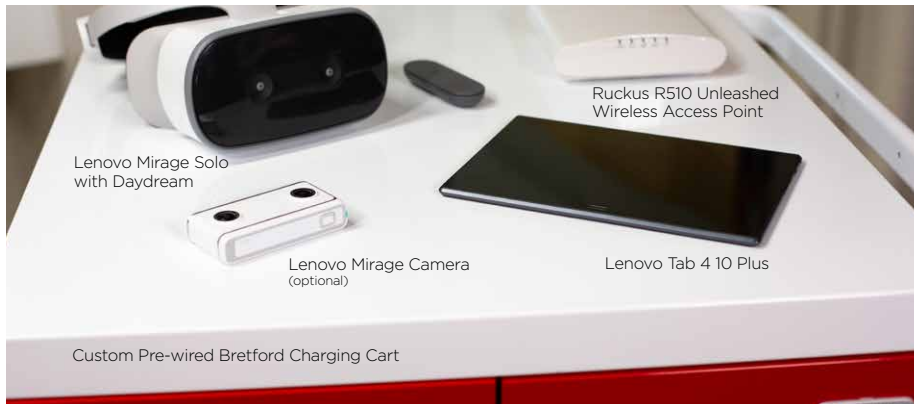


WELCOME TO LENOVO VR CLASSROOM

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

What's inside?



1

Lenovo Mirage Solo student headsets with hand controllers.

- Preloaded with three VR nature videos from *The Wild Immersion*, endorsed by Jane Goodall and showcasing African, Amazonian, and Asian wildlife.
- Preloaded with the Google Expeditions app and 10 virtual tours aligned with the included Scholastic lesson plans, as well as access to 1,000+ additional virtual tours.

2

Lenovo Tab 4 10 Plus Android teacher tablet.

- Preloaded with the Google Expeditions app and 10 virtual tours aligned with the Scholastic lesson plans (found in the Documents folder), as well as access to 1,000+ additional virtual tours, which may be downloaded for free when the device is connected to the Internet.

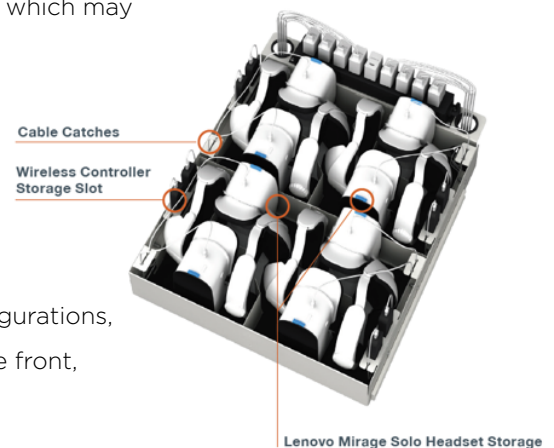
3

Ruckus R510 Unleashed Wireless Access Point (AP).

- Preconfigured to connect to all the devices in your kit.

4

SKB rolling suitcase or Bretford cart. For Bretford cart configurations, organize and store your devices starting from the rear to the front, according to the diagram.



Key item: Once you have unboxed everything, please register at support.lenovo.com/vrclassroom for your personal, live, 30-minute welcome call, so you'll gain useful tips and tricks for getting started with your kit.

Basic Controls

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

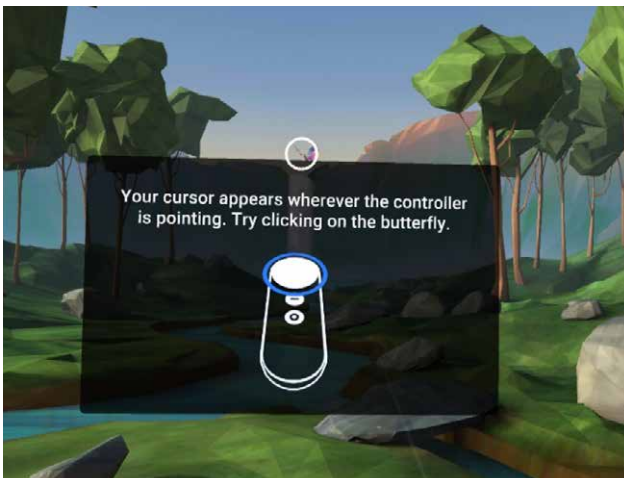
The hand controller:

- 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 tours associated with the Scholastic lesson plans loaded on your teacher tablet. Additional tours 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 tours 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 open Internet access. If you are unsure of whether you have open Internet access, please consult your school's IT specialist. For benefits, risk, and procedure on connecting to your school's network, visit support.lenovo.com/vrclassroom.

1

Plug an Ethernet cable from the access point into a network port that has open Internet access. You may need to do this on your home network, at the office, or in your hotel room, but this method requires a wired connection; connecting the access point 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 tours 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 network 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 have added a Gmail account to the device under Settings.



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 tours 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 tours onto each headset.
- 2 **Guide mode** is engaged when the teacher guides all students through an experience. This mode requires you to download the tours only onto the tablet.

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

How to download tours on the headset

- 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 or Library to open the app, and swipe left to reach the thumbnail gallery.
- 3 Scroll your thumb left or right to find as many tours 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 tours are downloaded, you will see a check box in each thumbnail to indicate the tour is downloaded to the device and available to use. Any tour that does not have a check box next to it will not be available to view in Discover mode.
- 5 Downloaded tours will now appear in the thumbnail gallery or the Downloaded tab at the bottom of the thumbnail gallery and be available to view.

How to download tours on the tablet

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 or Library to open the app. Click the “VR” button beneath the “Search Tours” search bar at the top of the page to ensure the tour you download is VR content.

3

Select each tour you would like to download by tapping on it, and then clicking the “Download to view or guide” button.

4

Once the tours are downloaded, you will see a check box in each thumbnail to indicate the tour is downloaded to the device and available to use. Any tour that does not have a check box will not be available to share in Guide mode.

5

Downloaded tours will now appear on the Class | Guide page and be available to view or guide.

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

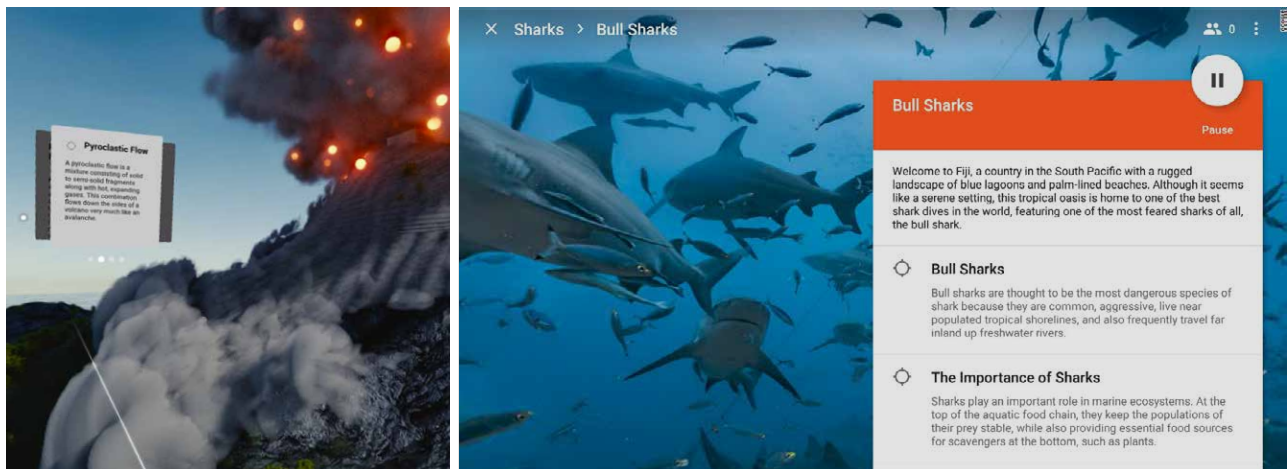
Discover mode: Students work independently.

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 tours in Google Expeditions do not support sound, so earbuds are not necessary. Once each student has centered the laser pointer, you are ready to begin the demo.

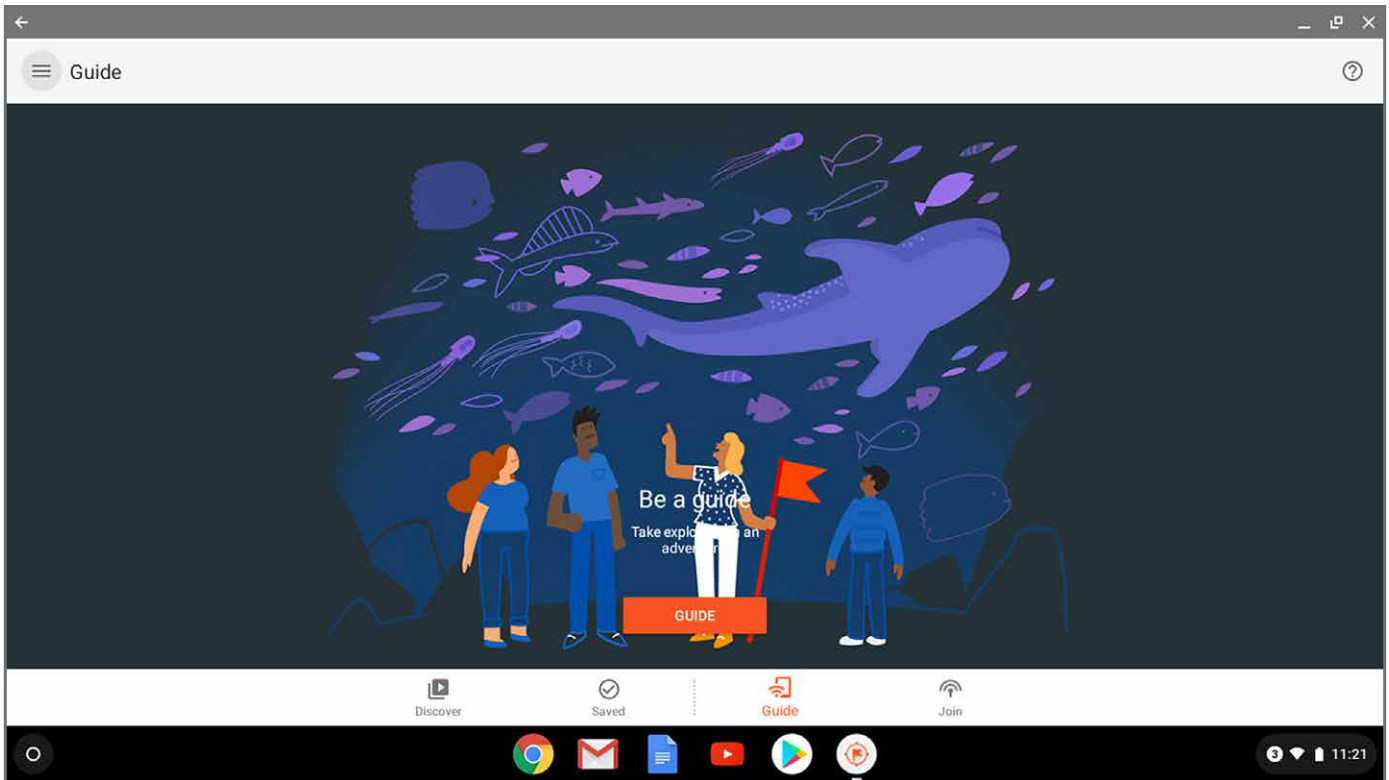
- Single-click the orange Expeditions app to open. If Expeditions is not on the home screen, have students single-click on the Library icon and then select the Expeditions icon to start.
- Students should swipe left when instructed to reach the thumbnail gallery.
- As they browse the virtual tours, let users know that no white check in the lower right corner means the tour has not been downloaded.
- Have users single-click on the desired tour and swipe left and right to navigate between pages, go to new scenes and get more information on the points of interest.
- To select a new virtual tour, 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.



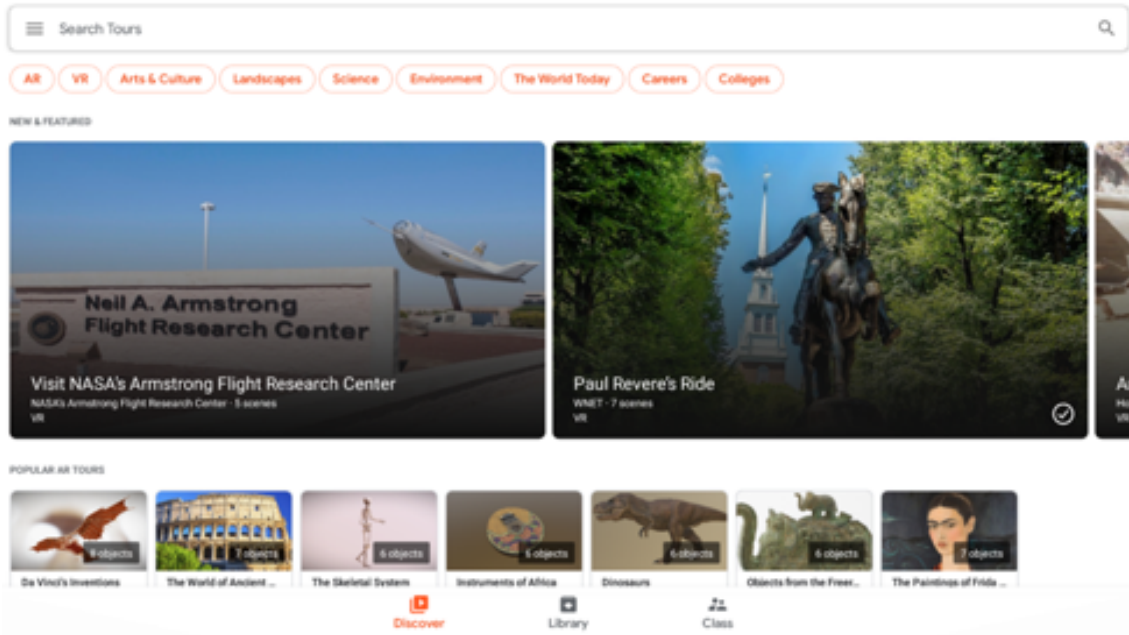
Key item: Watch the teacher training videos for Expeditions located at support.lenovo.com/vrclassroom.



Before starting a guided session, make sure the headsets and controllers are fully charged or plugged into power.

- Power on the tablet and click on the Expeditions app to begin.
- Select “Class” on the bottom menu bar, then “Guide” from the top of the screen.
- Click the red “Start guided session” button; a confirmation screen with a unique code, Gmail address, and network name will appear.
- Make note of the four-digit code and click “Got it.” You will now see all tours that have been downloaded to the device.
- If you have not downloaded any tours, you will need to click “Find tours,” and select and download at least one tour.
- Click the “VR” button beneath the “Search Tours” search bar at the top of the page to ensure the tour you download is VR content.
- Tours that have been downloaded will appear on the Class | Guide page with a small checkmark next to each name.





- Click on a downloaded tour to open it, then click “Guide” and “Start” to begin broadcasting the tour.
- Lead your students through the tour as a teacher and click on targets in different scenes to show students specific views.
- To download additional tours, 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 tours 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 tour.
- You can also assist one of the users with “driving” the teacher tablet.



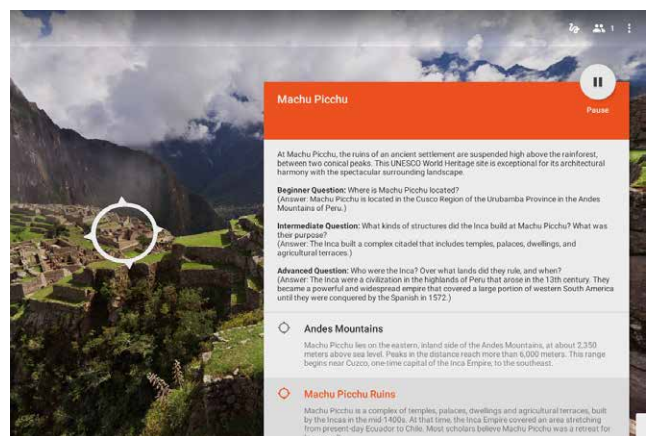
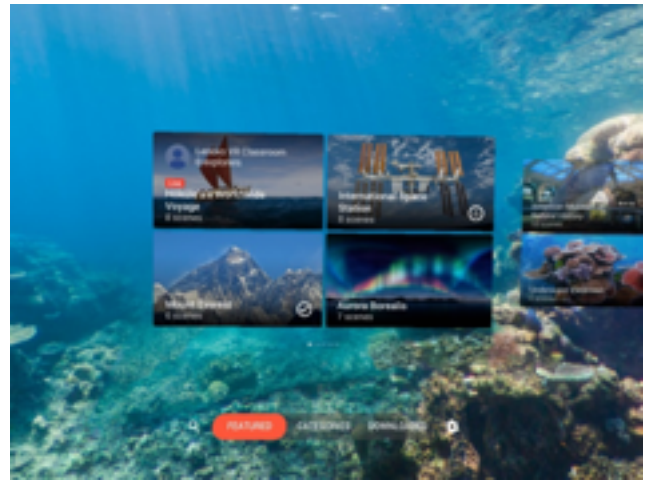
On the headsets, have the students click the Expeditions app on the home screen or in the Library icon at the bottom right. Once they reach the “Welcome to Expeditions” screen, they should swipe left when instructed to reach the tour gallery.

A thumbnail will appear after several seconds with the name of the guided tour that was started on the tablet. It will always be the first thumbnail in the upper left corner of the tour gallery, and there will be a small red box that says “Live.” Have students click on that thumbnail, and the tour will begin.

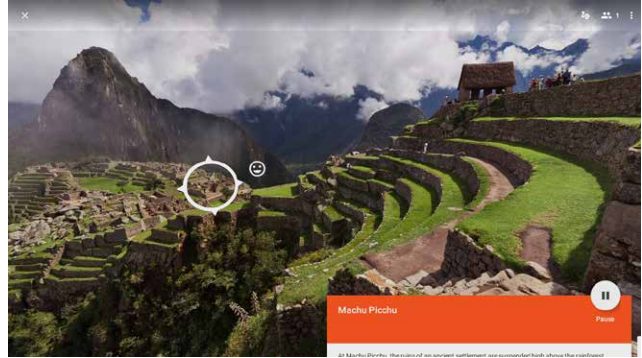
You can now guide your students through the tour, clicking on the targets in different scenes to show students what they should see. Pulling up on the title bar of a scene that has been started will give you additional resources for leading discussions, such as detailed information, sample questions, targets that direct the students to look at specific views, and additional pictures or media.

If you have difficulty with headsets seeing the ‘Live’ thumbnail or joining the tour:

- Verify that the tour and scene have been started on the tablet by pressing the red ‘Start’ button in the lower left corner next to the scene name.
- The ‘Live’ thumbnail can take several seconds to appear, sometimes up to 30 seconds.
- If the thumbnail still hasn’t appeared after 30 seconds, have the student restart Expeditions by clicking the Daydream button once to return to the desktop, and then clicking the app again.
- If that doesn’t work, try pausing and resuming the tour on the tablet, or exiting the tour using the “X” in the upper left corner and pressing the “Guide” button, and then scene “Start” button.



- If that doesn't work, have the student reboot the headset by holding the headset power button for several seconds until they see "Shutting down..." and then restarting it after several seconds by holding the power buttons for several seconds again.



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!

- 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.

For information on your VR Classroom warranty and service in the U.S. and Canada, please 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 click on that area to click like a mouse button.

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

A: No. The headsets are connected to the teacher tablet via the Ruckus access point. 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.