



Intellectual Output 4

User's Guide for the
Participation to the Virtual
Game for teachers and students



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Introduction

"Between 50% and 80% of students in EU countries never use digital textbooks, exercise software, broadcasts/podcasts, simulations or learning games. Most teachers at primary and secondary level do not consider themselves as 'digitally confident' or able to teach digital skills effectively, and 70% would like more training in using ICTs." (European Commission release on 'Opening up Education').

As the European Commission has identified the digitization of the education and the necessity of modernizing the learning environment for the young Europeans as a top priority, the Digital Education Action Plan has been adapted including actions to support technology-use and digital competence development in education. These actions concern and lead to making better use of digital technology for teaching and learning as well as developing digital competences and skills of both teachers and their pupils. In that framework and based on the idea of introducing a new innovative e-tool accessible and open to all the schools in Europe, VR in School Education & Civic Participation seeks to expose both teachers and the participating students to a new experience of learning through a Virtual Reality Game. The aim of their participation is to enhance their digital and soft skills while at the same time enrich their knowledge on specific issues that will be explored during different phases of the project.

In this project the following organizations take part:

1. Institute of Research & Training on European Affairs (Athens, Greece)
2. Peiramatiko Geniko Likio Panepistimiou Kritis (Rethymno, Greece)
3. Escola Secundária Domingos Rebelo (Azores, Portugal)
4. Lykeio Aradippou (Aradippou, Cyprus)
5. BOLT Virtual Services and Productions - Private Company (Athens, Greece)
6. University of Piraeus Research Center (Piraeus, Greece)
7. Ecole Europeene D' Ixelles (Brussels, Belgium)

The participants will be consisted of 100 students, 20 teachers from 4 schools in 4 cities.

This Intellectual Output was created for two topics:

- Topics of the Workshops
- Key principles of the Workshops/ Philosophy of the workshops

Through the Intellectual Output 1 the reader will understand the nature of the topics that will be addressed during the project and the topics that will be put under discussion for the simulation of the Council of youth of the EU, through the concept of Virtual Reality. These topics are:

- Safe usage of the Internet and of Social Media
- Bullying at schools and Cyber bullying



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- Human Rights and a multicultural environment in Europe
- European Identity and Rights
- Environmental Behavior
- Sustainable Growth in EU
- Circular Economy in EU and abroad

Moving on to the second part of the Intellectual Output 1, the reader will understand the conceptual framework of the project, the pedagogical approach of the project, the means of learning, which platforms will be utilized and the ways of communication with the project team.

Setting up the VR Headset

Play Area Setup



1) When putting on the headset for the first time you should see black and white view of your room through the headset's cameras. This is where you setup your play area.



2) To setup the play area first you need to adjust the floor level. You will see a horizontal grid which represents the virtual floor level. If the grid appears above the real world floor level you can adjust it by moving you controller down at your feet and pressing the **Trigger**.

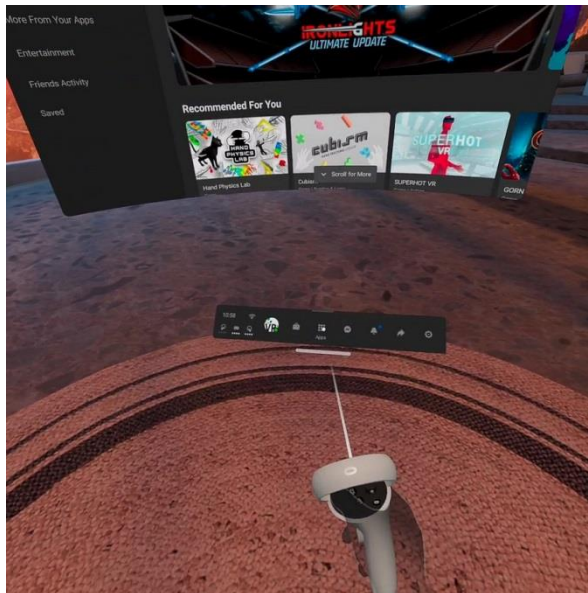


3) Next you will have to define the play area around you. Point the controller at the ground and use the **Trigger** button on the controller to trace a play area.



4) Click **Confirm** to finish the play area setup.

Launching the App



1. From the bottom menu bar of the Oculus Quest home menu point with your controller and select the **Apps** button.



2. On the top right corner select the **All** drop down menu.



3. Scroll down with the analog stick and select **Unknown Sources**.



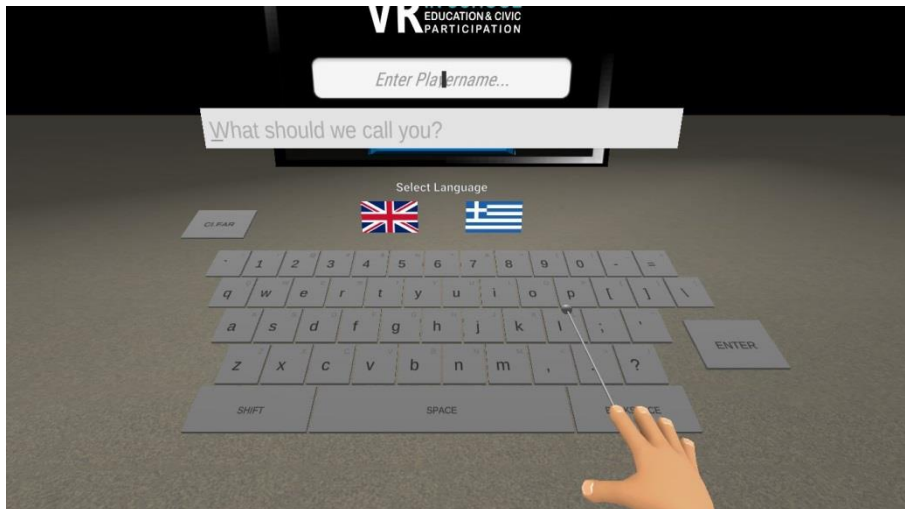
4. Select the **"VRinSchoolEducation"** button to launch the app

Name Entry

1. Name entry screen. From here you can enter a username for your main character to be displayed online.
2. Point with your controller on the “Enter Playername...” field and press the **Trigger button** to select.



3. A virtual keyboard will appear in front of you. Tap on each letter by hitting them with the tip of the virtual controller to start typing.



4. Tap on the “**ENTER**” button to close the keyboard. Then point with your controller on the blue “**Connect**” button to confirm and move to the next scene.

Avatar Selection

1. From here you can choose your virtual avatar that will represent you in the game.

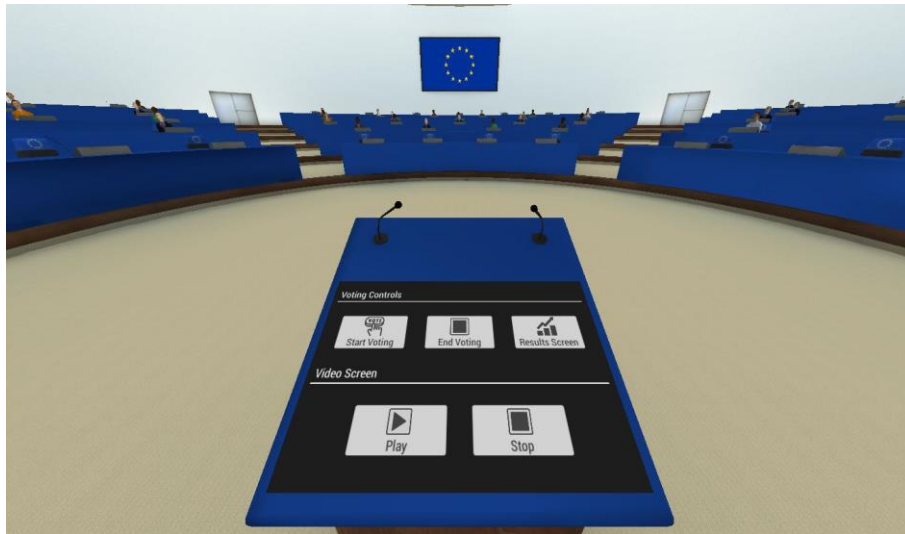


2. Point with your controller on the left and right arrows below the displayed avatar and press the **Trigger button** to select and change the represented avatar.
3. When ready point with your controller on the blue **“JOIN ROOM”** button to confirm.
4. You will now enter the main room which is a virtual representation of the European Parliament.



Podium Controls (Host)

The first user who enters the main room will have access to the podium controls at the center of the room. Options include voting controls and video playback controls for the big screen.



To select each button on the podium controls panel you can simply tap them by reaching with your controller.

Voting Controls

1. **Start Voting:** Shows the voting controls panel in front of each user with three buttons for the vote process. User can select one of the options **YES**, **NO** or **ABSTAIN**.



2. **End Voting:** Ends the current voting process and hides the voting controls panel from the users.
3. **Results Screen:** Shows the results on the big screen.



Video Screen Controls



1. **Play:** Plays the preinstalled video on the big screen
2. **Stop:** Stops the video and clears the screen

User Votes - Panel Controls (Users)

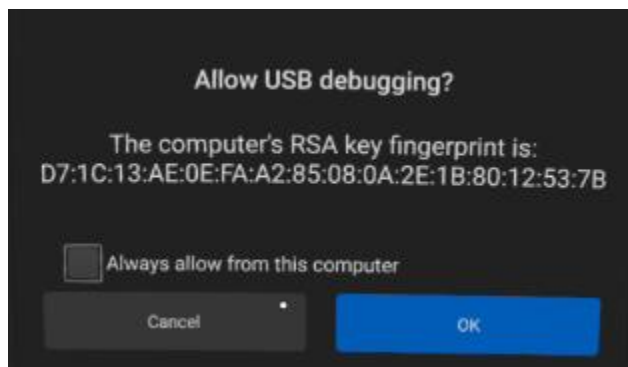
Users can cast their votes when the voting panel is enabled by the main host. To select each button on the voting controls panel you can simply tap them by reaching with your controller.



Users can select one of the options **YES**, **NO** or **ABSTAIN**.

Sideloading or Updating the App

1. Download and install the **Sidequest** app to your computer from here: <https://sidequestvr.com/download> and follow the installation instruction provided on the Sidequest's download page.
2. Allow USB debugging between your computer and your Quest (this should be a one-time setup step)
3. Open SideQuest on your computer
4. Plug your Quest into your computer (using a USB cable)
5. Inside your Quest headset, not on your computer, you should see a request to **“Allow USB debugging.”**



6. If you don't want to have to press OK on this screen every time you plug your Quest into your computer, make sure the 'Always allow from this computer' box is ticked.
7. Press **OK**

Your Quest and PC should now be set up to easily sideload apps via SideQuest.

Updating the app using an .apk installation package

In this case, the developer will probably link you to an APK (.apk) file. You can easily use SideQuest to side load Quest APK files. All you need to do is click on the **'install APK file from folder'** button (see below, circled in red).



This will allow you to locate and select the APK file from your computer. SideQuest will then install the application onto your Quest.

In your Quest's library, any sideloaded apps or games will appear in a different category called 'Unknown Sources'. (See Step "2. Launching the App")

VR Simulation and Aims

Each participant is assigned with a Political Party of the European Parliament and a Member State of the European Union.

Given the limited ability of participants for previous preparation and also, given the scope of this meeting, each participant is expected and encouraged to raise his or her voice on the topics discussed.

The aim of the VR application is to allow participants express themselves, raise their voices on topics of their lives and future, giving them the space and tools to shape a policy themselves.

Rules of Procedure to be followed in VR Simulation

Aim

The European Parliament constitutes one of the seven institutional bodies of the European Union according to the Treaty on the European Union Article 13 (TEU), which practically means that the European Parliament has an enacted role in the production and the interpretation of the European law.

It is composed of the Members of the European Parliament (MEPs) who are representatives of the Union's citizens and it is the only one EU directly-elected body by voters in all Member States to represent people's interests with regard to EU law-making. Moreover, the EP makes sure that other EU institutions are working democratically.

Diplomatic Courtesy

During the debate, the MEPs are expected to behave themselves, using diplomatic courtesy while addressing their colleagues, the President, the observers or any other person that participates in or is present at the room during the debate.

Recognition

Any MEP wishing to speak should raise their hand(hand movement with the joystick) and wait for the President to give them the permission to begin their speech.

Structure of the Parliament

The European Parliament consists of MEPs and the Presidency.

They shall act as the plenary of the parliament, discussing upon the agenda set. Thus, MEPs' portfolios shall be appointed as following:

A. Representing one of the 27 Member States

B. Representing one of the political parties simulated

1. EPP – European Peoples Party
2. S&D - The progressive Alliance of Socialists and Democrats
3. RE - Renew Europe
4. ID - Identity and Democracy
5. GUE/NGL - European United Left/ Nordic Green Left Party's

Note: MEPs are firstly members of their political party and then a national of a Member State.

The Presidency is responsible for facilitating the discussions and ensuring the appropriate outputs according to the fundamental Treaties of the European Union. They are responsible for setting the political guidelines of the parliament that shall guide the work and priorities of the MEPs.

Procedure

- Motion to Verify the Quorum
- Motion to Set Speaker's Time
- Moderated Caucus (discussions are always held in moderated caucus, unless there is a motion for Unmoderated caucus)
- Motion for Unmoderated Caucus/Motion to extend the Unmoderated caucus (Motion to suspend the meeting - when proceeding to a scheduled break)
- Motion to Introduce the Draft Report (the committee's Conclusions)
- Motion for Amendments (each amendment proposed is approved by the majority in a voting procedure)

When amending a document, participants can only request:

- **DELETE an Article**
- **ADD an Article**
- **MODIFY an Article**
 - Motion to close the Debate on the Draft Report (proceed to the voting phase)

Voting Procedure

The European Parliament reaches decisions by majority of members 50% + 1.

The MEPs have only one vote and may vote (Refer to Voting Controls):

- in favor
- in favor with rights*
- against
- against with rights*
- abstain

**Voting with Rights: The MEPs have the right to explain in 1 min their choice of vote (in favor or against) after all the MEPs have voted.*

Motion for the Adjournment of the Meeting (to go on a break)

Points/ Rights

Point of Personal Privilege

Whenever a participant's ability to follow the procedure is impaired (e.g. they are unable to listen to the speaker), they may raise a Point of Personal Privilege. The President will ask the speaker to raise their voice or speak more clearly. This is the only Point that may interrupt the speaker and concerns only the audibility of the speaker. For any other issue of discomfort, participants should notify the President.

Point of Order

A MEP may raise a Point of Order if they believe that any Rule of Procedure is not being properly followed by another MEP or the President. This Point may not be used to interrupt the speaker and must be approved by the President.

Point of Procedural Inquiry

A MEP may raise a point of Procedural Inquiry in order to ask from the President an explanation on the Rules of Procedure in general, their application on a specific circumstance or any procedural matter.

Right of Reply

If a MEP's personal or national integrity has been impugned by another MEP's speech, they may raise a Right of Reply. The disagreement on another MEP's statement does not contribute the ground for a Right of Reply. It is at the discretion of the President to recognize a Right of Reply.

In general, the Right of Reply is used with caution since these disagreements are not in line with the spirit of cooperation in good-faith and the committee's consensus building.

The Right of Reply may not be used to interrupt the speaker and must be raised right after the end of the speech it concerns. A Right of Reply to a Right of Reply is not in order.

Get in touch with the “VR in School Education & Civic participation” Project



Information about the Project is easily accessible on the official website of the Project www.vrinschooleducation.eu/



You can always consult either I.R.T.E.A. in Athens, Greece, or the Partnering organizations in the participating countries.



“VR in School Education & Civic Participation” Project Team is always at your disposal at the e-mail vrinschool.erasmus@gmail.com or by phone +30 2130250217



Dissemination material of the Project is easily accessible on the website www.vrinschooleducation.eu



VR in School Education & Civic Participation

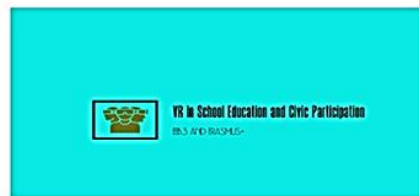
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