VADEMECUM FOR STUDENTS

FOR THE VR USE AT THE POLITECNICO DI MILANO

VRMETID

POLITECNICO MILANO 1863

METID LEARNING INNOVATION

VR laboratories at Polimi

Politecnico has set up two VR laboratories, one in Building 2 of the Leonardo Campus and one in Building B12 of the Bovisa Campus, to support teaching activities.

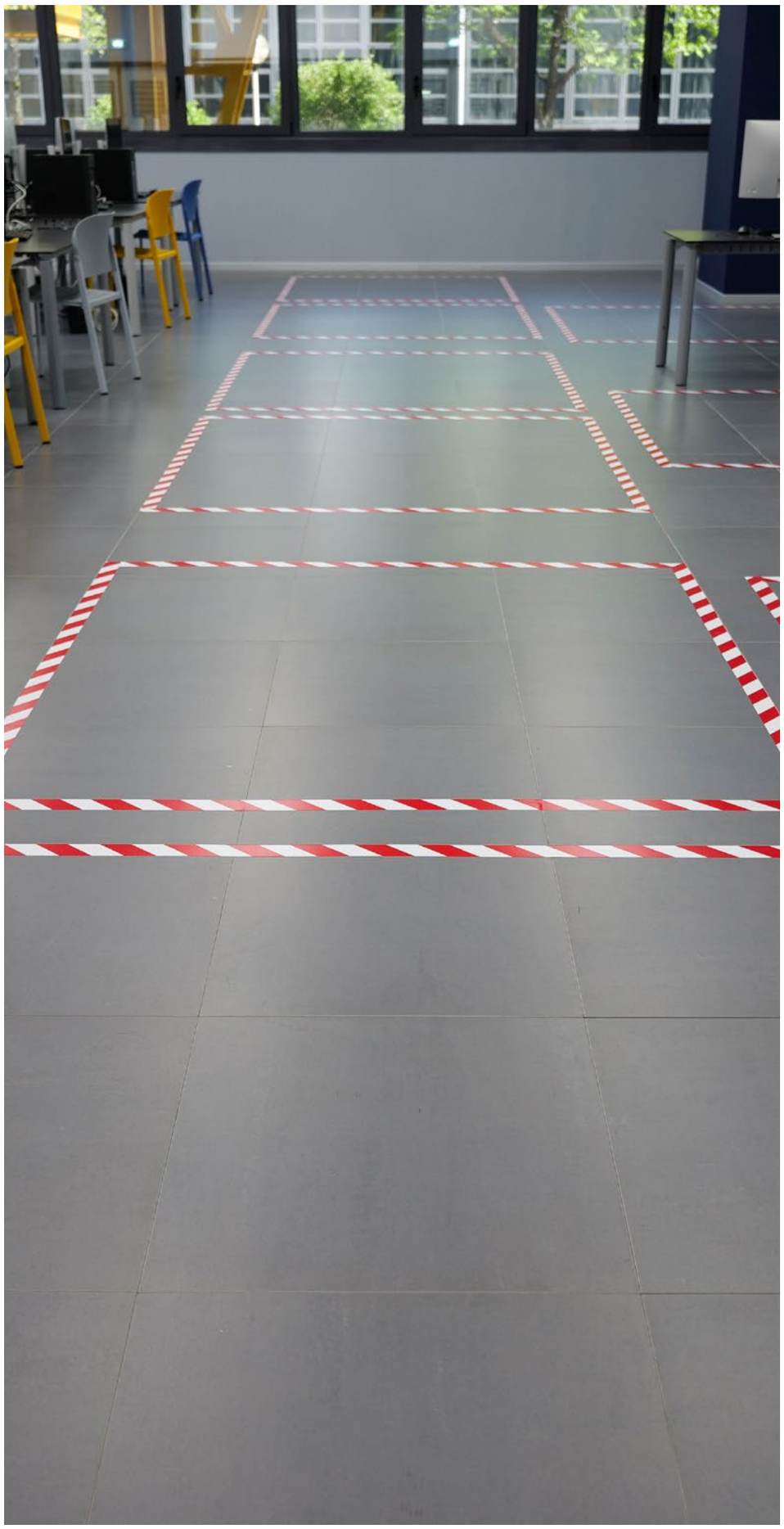
Both laboratories have 15 VR stations: each station is composed of Oculus Quest 2 headset, controllers and desktop computer.

Campus Leonardo, classroom 2.2.5

Campus Bovisa La Masa, classroom L.0.4

VR laboratories at Polimi

The laboratory space is divided into 15 work areas, one per station, so that users experiencing VR can safely move around.



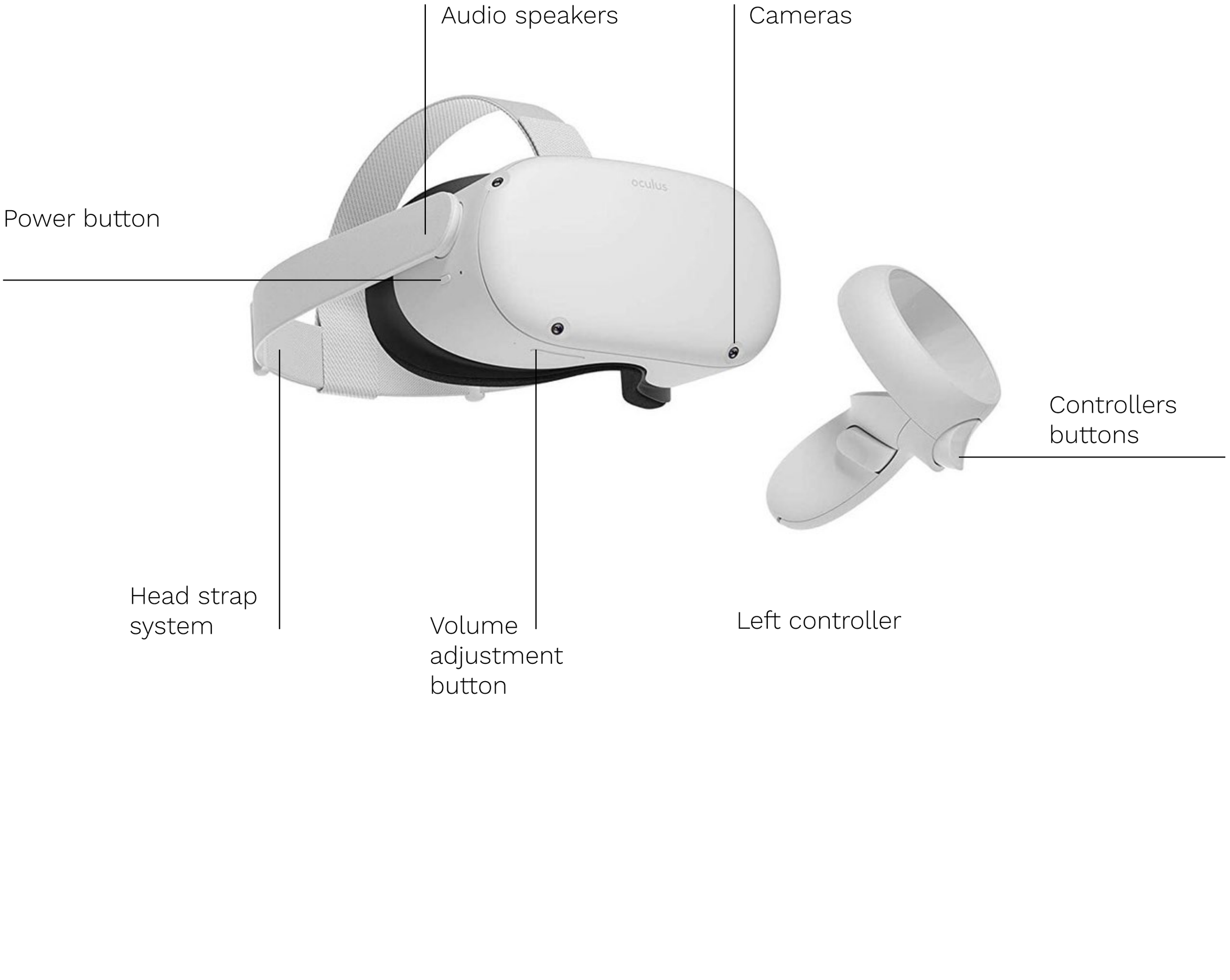
The equipment

You can see the virtual environment through the VR headset in which, to increase engagement, audio speakers are integrated for all compatible applications.

Through the two controllers you can move around the virtual environment and interact with the objects it contains.

A vibration gives you tactile feedback to make the interaction even more realistic.

The equipment



How to put on the VR headset

Before entering the VR simulation, make sure you have worn the headset and controller correctly, for a more comfortable and safer immersive experience.

First, when using the viewers in the laboratories, put on the hygienic protection mask.

Second, secure the controllers via the lanyards at the wrists, in order to prevent them from falling.

How to put on the VR headset

At this point you can put on the headset: adjust the top and side straps to fit your face and find a comfortable configuration.

You can also adapt the internal lenses to the size of your face, by changing the distance that separates them.

If you wear glasses, you can also use the additional glasses spacer the headset is provided with.

How to use the controllers

On the controllers you will find buttons with variable functions depending on the VR application to be used, as well as two thumb-sticks

Controllers

The controllers are designed so that each finger has dedicated buttons:

Thumb

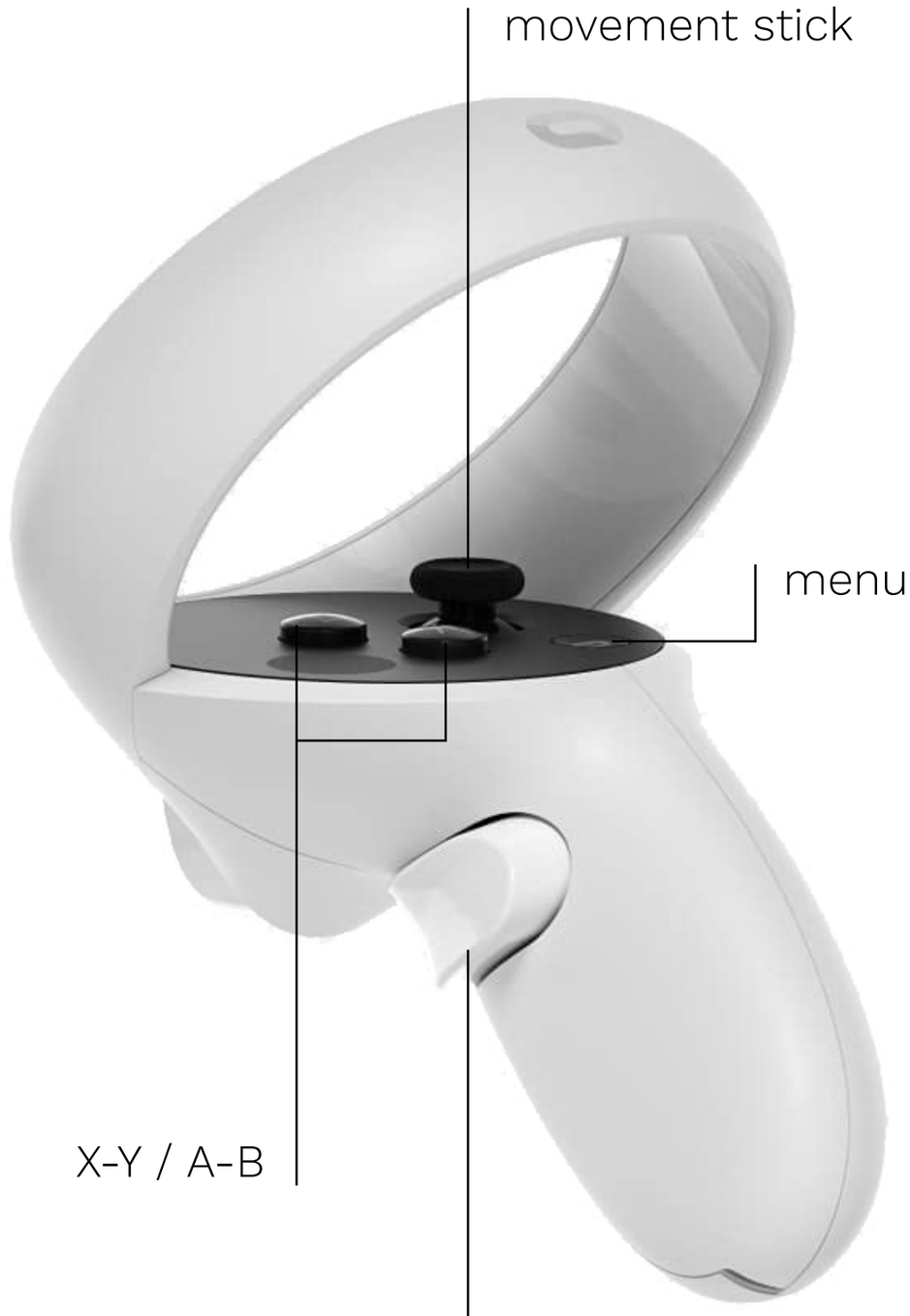
Thumb-stick usually used for moving or scrolling menus options.
X and Y buttons for the left hand, A and B for the right, with different functions depending on the app.
Menu button to access the application menus.

Index finger

Trigger button usually used for pointing, selecting, and sometimes moving in the “teleport” mode.

Middle finger

Grab button usually allows to simulate grasping objects.



The Grab button simulates the real grasping of virtual objects and elements, by pressing and releasing

How to behave during the VR simulation

Before putting on the VR headset, listen carefully to the assistants' and professors' instructions.

During the simulation, you may experience nausea or headache. This phenomenon, known as VR sickness, varies from person to person: some do not experience it at all, while others need to take breaks between one session and another.

To reduce the discomfort, stop and remove the VR headset.

How to behave during the VR simulation

Remember that the classroom is a safe and controlled environment, you can interrupt the immersive experience at any time and resume it when you are ready to do so again.

Professors and assistants are present also to ensure that the learning experience is as pleasant as possible.

Contacts

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