VR MANAGEMENT ISSUES CHEAT SHEET

Storing

Just piling up your VR headgear in boxes for summer or daily storage can shorten their life (durability is the issue with cardboard). I have seen door-hung shoe hangers and PVC pipe storage 'hives' that protect them well.

Check in-Check out

The rush of students to obtain their headgear before the lesson or the race to turn them in at the end of the lesson can lead to dropping damage, inadvertent 'disappearance', or unwanted smashing. It is best to number them and arrange for their orderly (row by row) pick up and return.

Battery charging

Many VR apps really require performance from your cell phone. Remember to charge your devices before and after use. That takes space, by the way.

Managing VR Apps

At this stage of the game, each company has their own viewing app for VR content. Your smartphone must have enough room for the various apps and the content you need for each app. Google expeditions offers an auto-loader for content, but other apps do not. This is likely to be a manual process, and a slow serial process, so plan accordingly.

Cleansing / Disinfecting VR Headgear

Disinfect your 3D glasses between uses (use antibacterial or alcohol swipes, or a UV cabinet).

Reinforcing

Some cardboard viewers are very flimsy. You can reinforce them and get more viewing from them by reinforcing them with tape, liquid sealer, or additional external matting.

Spares / Spare Parts

Spare units will be a life saver when a device falls apart in the middle of the lesson Have 3-4 spare units available at all times. Spare parts (lenses, magnets, Velcro) also make sense. Include these items in your grant request as supply items.

Pre-Deployment Concerns

Adapted from a presentation by Samsung at FETC, here are some chief deployment concerns/questions that should be considered in your pre-planning efforts:

- ☐ Will the school's infrastructure (both wired and wireless) adequately support VR?
- ☐ How will wi-fi performance be affected in my school with the use of VR?
- ☐ Will the school provide the needed headgear and devices?
- ☐ Will the school support loss-damage-replacement-upgrade costs through a dedicated budget?
- ☐ Will student-owned VR headsets be allowed in your BYOD policies?
- ☐ How will the use of virtual reality in the classroom impact the security and privacy of both student and school data?