

GAME – 3D WORLD MANUAL





Co-funded by the
Erasmus+ Programme
of the European Union

Erasmus+ 2019-1-PL01-KA201-064865

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ABOUT THE PROJECT

School climate and class largely affects the overall results of school work, motivation, job performance, satisfaction of staff and students (parents indirectly) with the school. It's also affects the way how teacher communicate with her/his pupils, and creates relationships between teachers and pupils. Building a relationship of teacher and pupil is dependent on the ability of teachers taken their immediacy, humor, ability to listen, accept, or acceptance.

The main objectives of GAME can be defined as follows:

OBJ1: Enhance access for teachers to the training in the area of SEBD, developing online game and open educational resources tailored to needs of teachers.

OBJ2: Introduce a modern training delivery method, enabling teachers to follow flexible learning pathways as regards the acquisition of skills relevant to the problematic children behaviour in an informal context.

OBJ3: Enable municipalities, VET providers and associations of vulnerable/disadvantage groups to offer courses to parents or social workers with the aim to improve situation with the problematic children.

OBJ4: Ensure sustainability of project results through the active involvement.

Intellectual Outputs

1. Evidence-based learning outcomes for topic of problematic children behaviour
2. GAME learning units & materials
3. The GAME online game
4. Knowledge resources for GAME course

About the GAME

Gaming platform dedicated to teaching SBED to learners with both synchronous and asynchronous training capabilities.

Scenarios developed for the GAME are available in English, Romanian, Slovak, Greek, Portuguese:

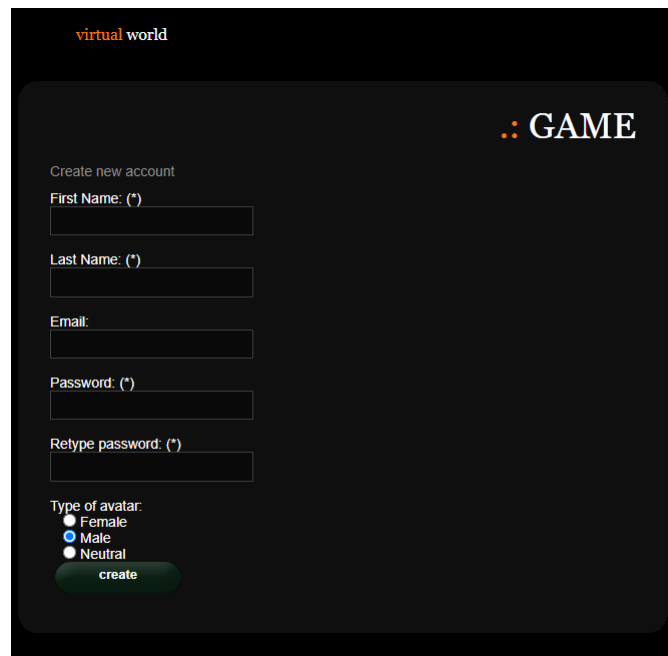
- 1. Introduction**
- 2. Problems in relationships with adults**
- 3. Problems in peer relationships**

4. Problems in interactions with the group
5. Problems with relationship to oneself
6. Problems in task situations

ACCOUNT CREATION

You can create an avatar account (Firstname, Lastname, Password) here:

<http://vrworld.sch.gr:9040/wifi/user/account/>

A screenshot of a web form titled "virtual world" for creating a new account. The form is set against a dark background. It includes fields for "First Name: (*)", "Last Name: (*)", "Email:", "Password: (*)", and "Retype password: (*)". Below these fields are radio buttons for "Type of avatar:" with options "Female", "Male" (which is selected), and "Neutral". A green "create" button is at the bottom. The "GAME" logo is visible in the top right corner of the form area.

For technical support you can send an email using the following [form](#).

INSTALLATION AND INITIAL CONFIGURATION

3D VIEWER INSTALLATION

To connect to the 3D World with that avatar you need 3D Viewer Software such as Firestorm or Kokua. We recommend using Firestorm. You can download the version for OpenSim here:

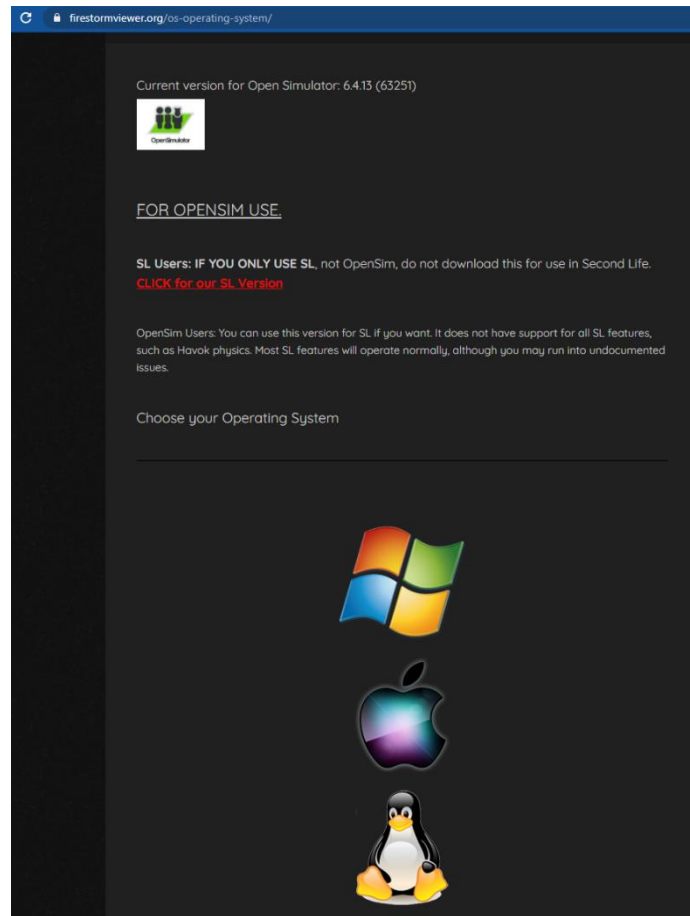
<https://www.firestormviewer.org/os-operating-system/>



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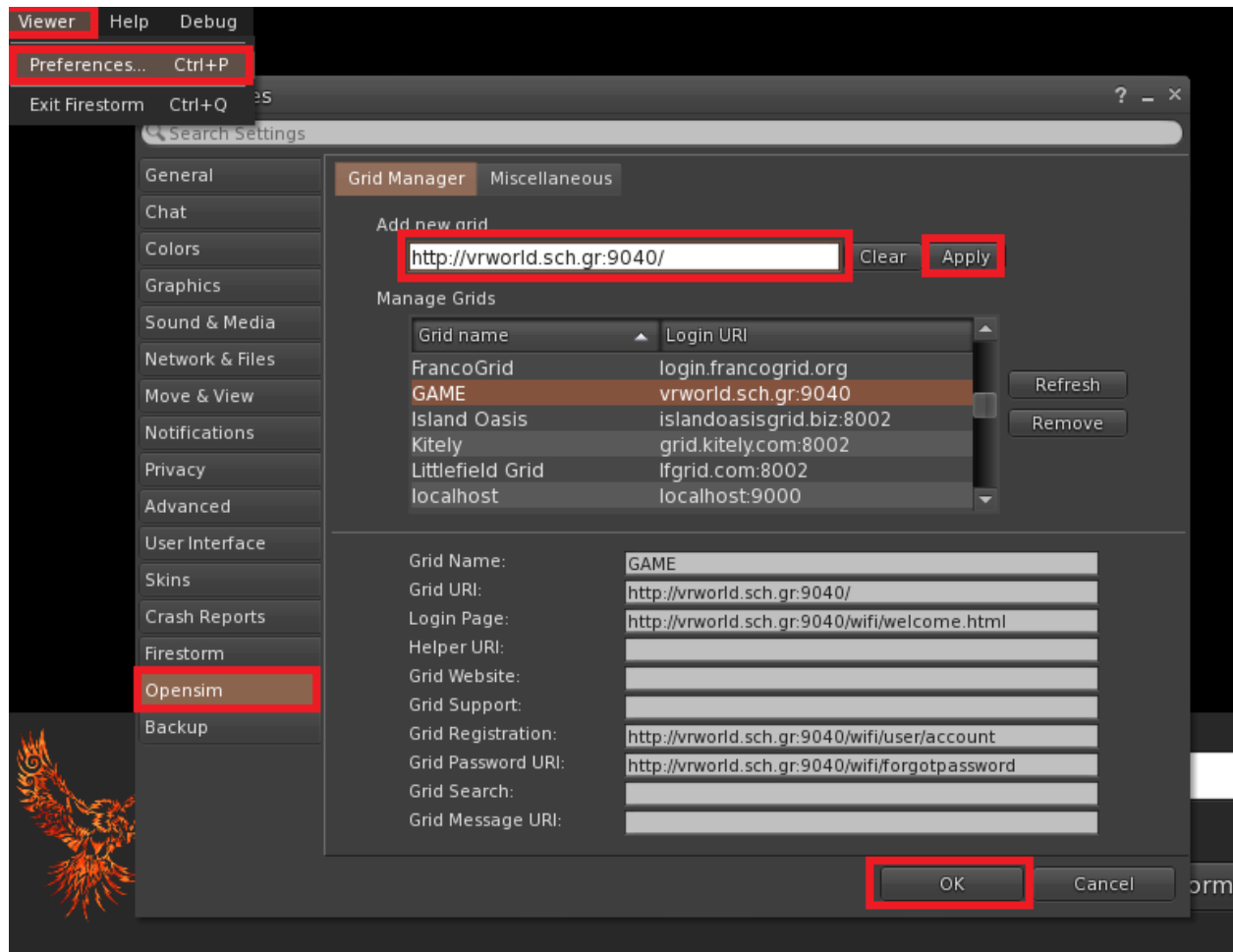
Select your Operating System and download the suitable version.



ADD THE GAME 3D WORLD

Once you have downloaded, installed, and opened Firestorm, you need to add the Game 3D World in the list of available destinations (you only do this before connecting for the first time):

1. Viewer -> Preferences -> OpenSim
2. Add new grid: <http://vrworld.sch.gr:9040/> then click 'Apply' and 'OK'



Viewer Help Debug

Preferences... Ctrl+P

Exit Firestorm Ctrl+Q

Search Settings

General Grid Manager Miscellaneous

Add new grid

Clear Apply

Manage Grids

Grid name	Login URI
FrancoGrid	login.francogrid.org
GAME	vrworld.sch.gr:9040
Island Oasis	islandoasisgrid.biz:8002
Kitely	grid.kitely.com:8002
Littlefield Grid	lfgrid.com:8002
localhost	localhost:9000

Refresh Remove

Grid Name: GAME

Grid URI: http://vrworld.sch.gr:9040/

Login Page: http://vrworld.sch.gr:9040/wifi/welcome.html

Helper URI:

Grid Website:

Grid Support:

Grid Registration: http://vrworld.sch.gr:9040/wifi/user/account

Grid Password URI: http://vrworld.sch.gr:9040/wifi/forgotpassword

Grid Search:

Grid Message URI:

OK Cancel

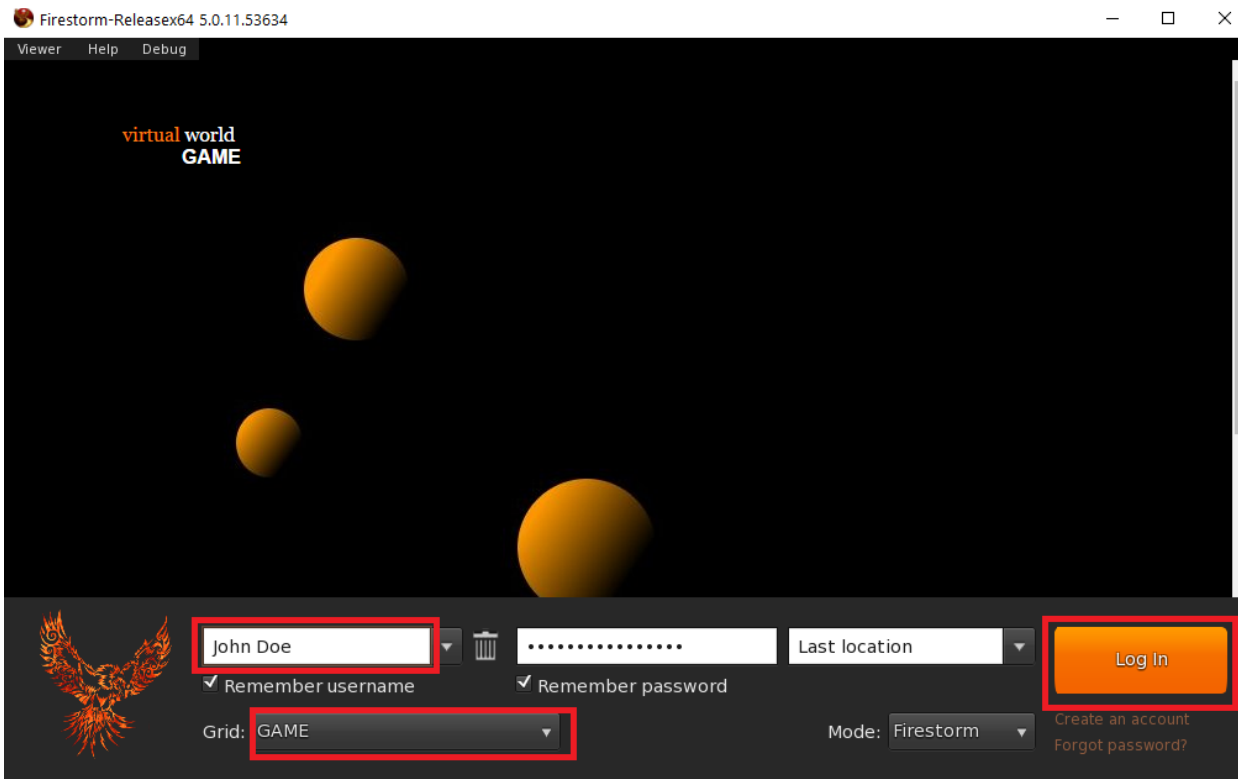


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CONNECTING TO THE 3D WORLD

Use your username "Firstname Lastname" and password and select the "GAME" grid from the drop down menu. Click 'Log In' to enter.



After connection is made you will be inside the virtual world with your avatar.



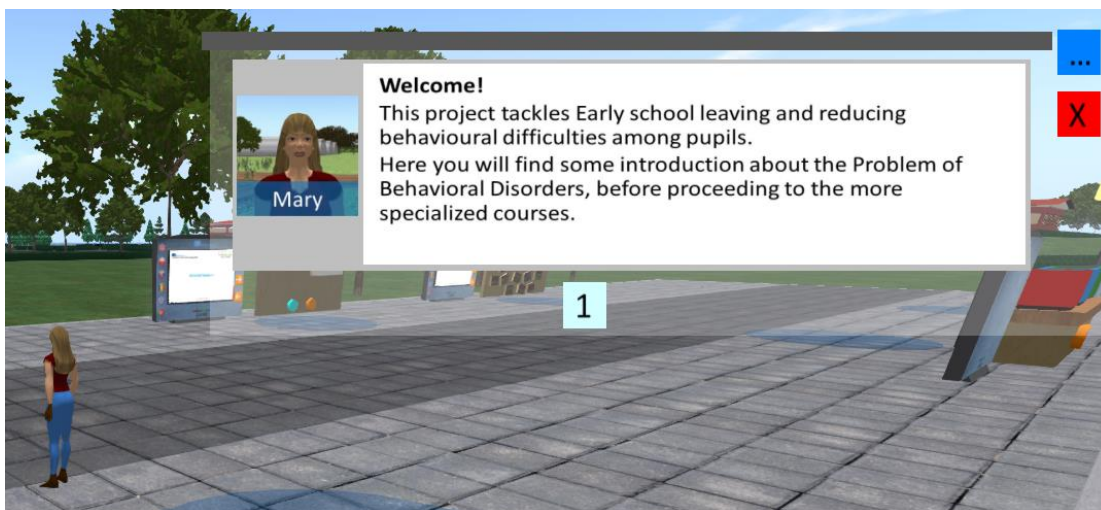
There are instruction panels near you that will give you the necessary information to navigate through the World and take part in the learning activities.

- The first Instructions panel will give you the basic controls for moving your character, controlling the camera, customizing your appearance and communicating with other users. You can also study the section “3D WORLD CONTROLS” or the external links at the end of this document for more details.
- The second Instruction panel will give you the steps to take and equip a **HUD object**. This HUD object is a window that will appear on the top right of your screen during the learning activities, displaying information and dialogue options. Once you equip the HUD object it remains with your avatar even when you log out of the 3D World. You don’t need to equip it again the next time you enter the 3D World!

Important: If you do not follow the instructions and have the HUD object equipped you will not be able to interact with characters and learning activities in the World!

THE HUD OBJECT

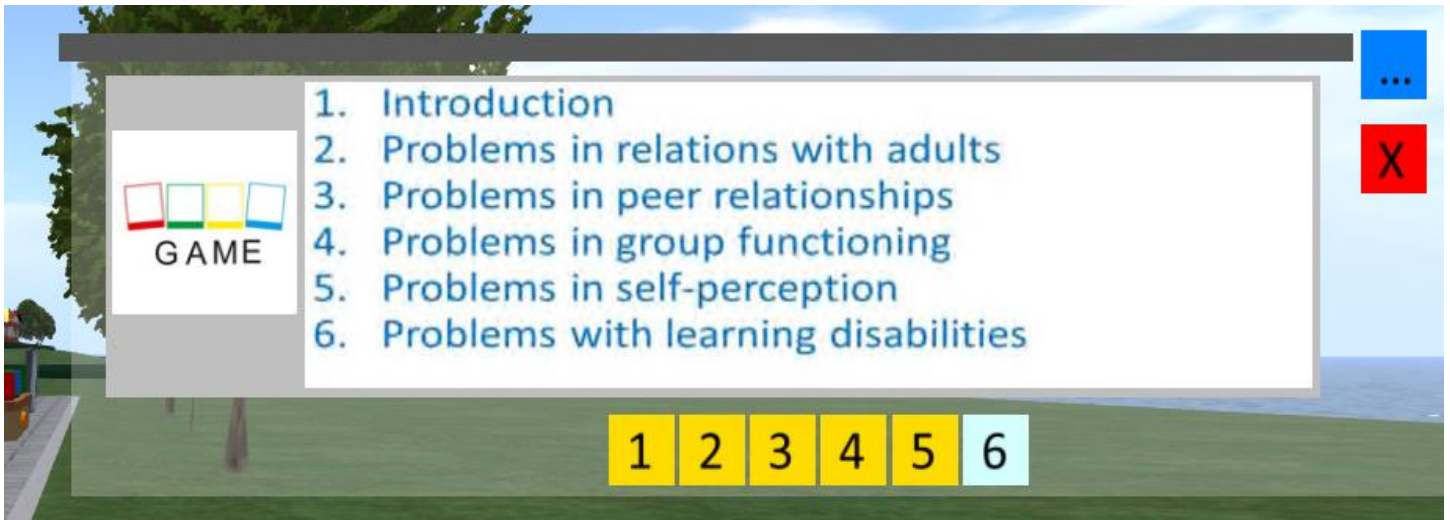
Many scenarios include characters controlled by scripts that you can interact with. These characters may approach you when you get near, but in most cases the user needs to click on them to initiate communication. NPCs (Non-Player Characters) are mostly students that the user (as a Teacher) interacts with. Discussions with the characters as well as messages from the game (such as quiz activities), are mostly controlled through a HUD (Heads Up Display) element that appears on the top right of the screen. This HUD object is provided to the users during the tutorial steps after entering the 3D World for the first time. The HUD Element displays an image that represents who is talking (e.g the students, the teacher or the Game), and another images that shows the message that is said and the possible answers to respond with. Available options are associated with a number and there are number buttons below to select one of them.



The HUD object is not always visible on your screen. It appears when a message from a character or from the game needs to be displayed. At the bottom part, it may display a series of numbered buttons that correspond to options described in the text above.

When the HUD object is open and you want to close it, you can click the red button on the top right. It will automatically open again when something needs to be displayed.

A blue button is also available on the top right (it is visible even when the HUD object is closed). When you click this button, you get the option to select one of the 6 modules:

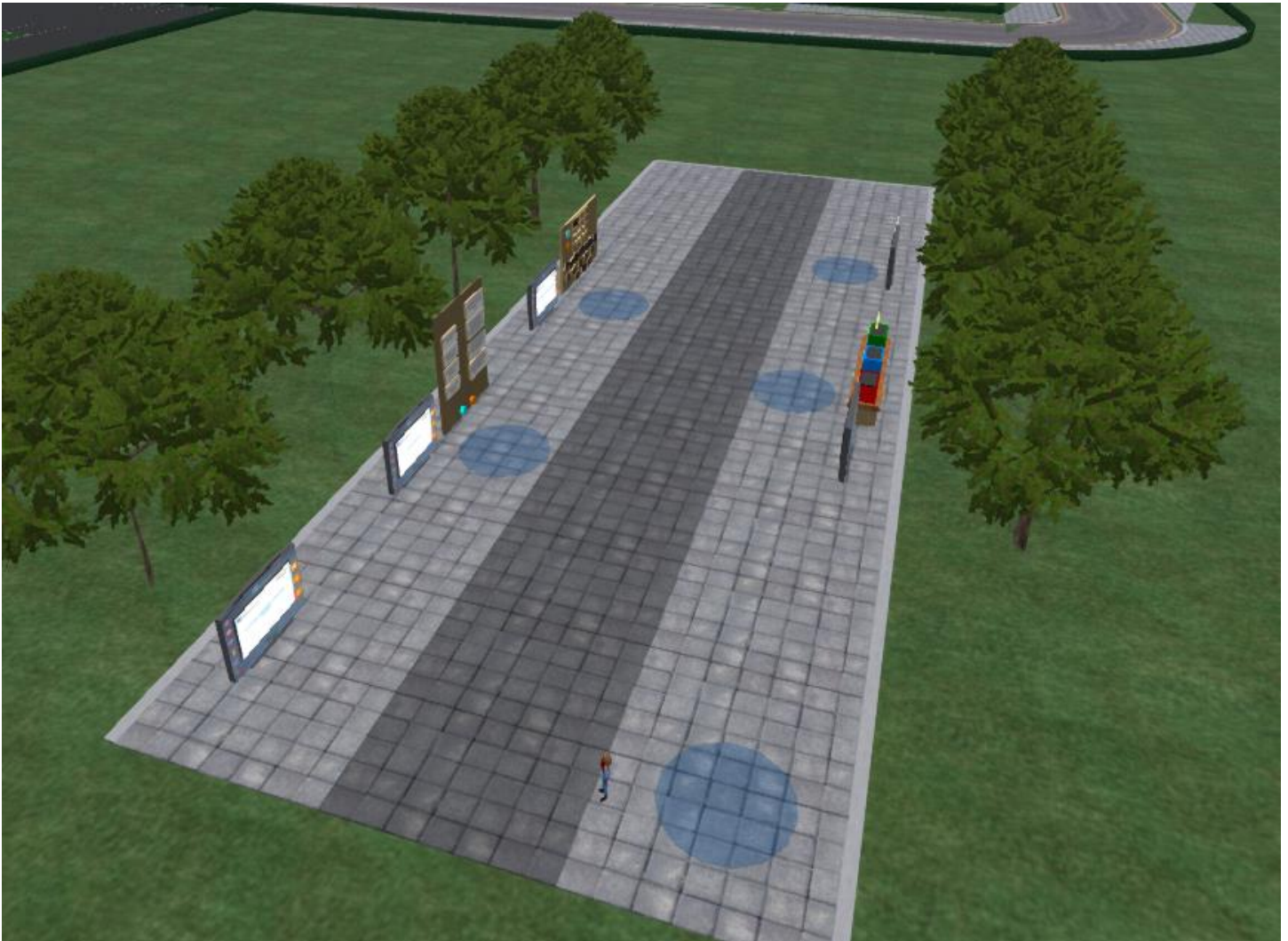


When you select one of the modules you get the option to further select one of the scenarios it contains. Selection of a scenario will teleport you to the beginning of that scenario.

The numbered buttons for selecting a module or scenario may have a different color, to indicate that you have completed the scenario or module before. This way you can check anytime your progress in the game, and if there are scenarios that you have not finished yet.

THE LEARNING MODULES

The Introduction Module is located next to the starting area and provides general information about Behavioral Disorders.



After the scenarios in the Introduction Course, users can navigate through the World which consists of various school buildings, libraries, sports fields, playgrounds and parks. The scenarios are scattered in these areas.



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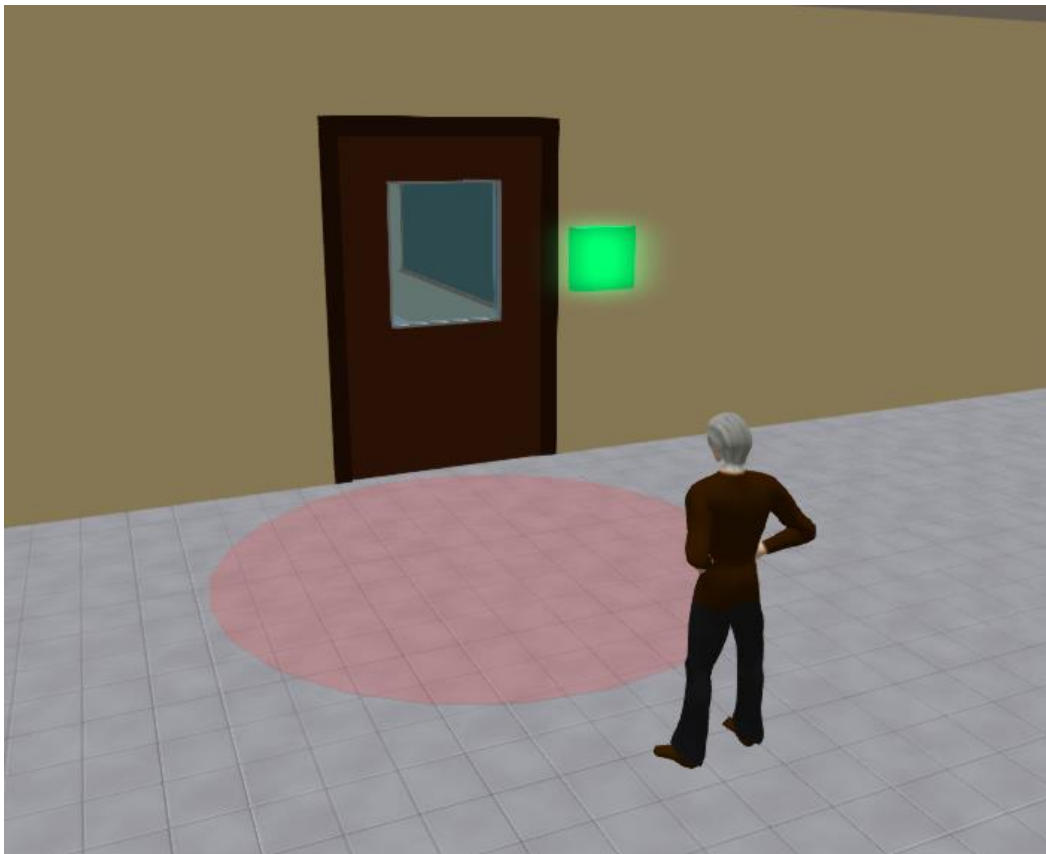


You can also use the blue button on the HUD object to navigate to specific scenarios as described on the HUD section of this guide.

SCENARIOS

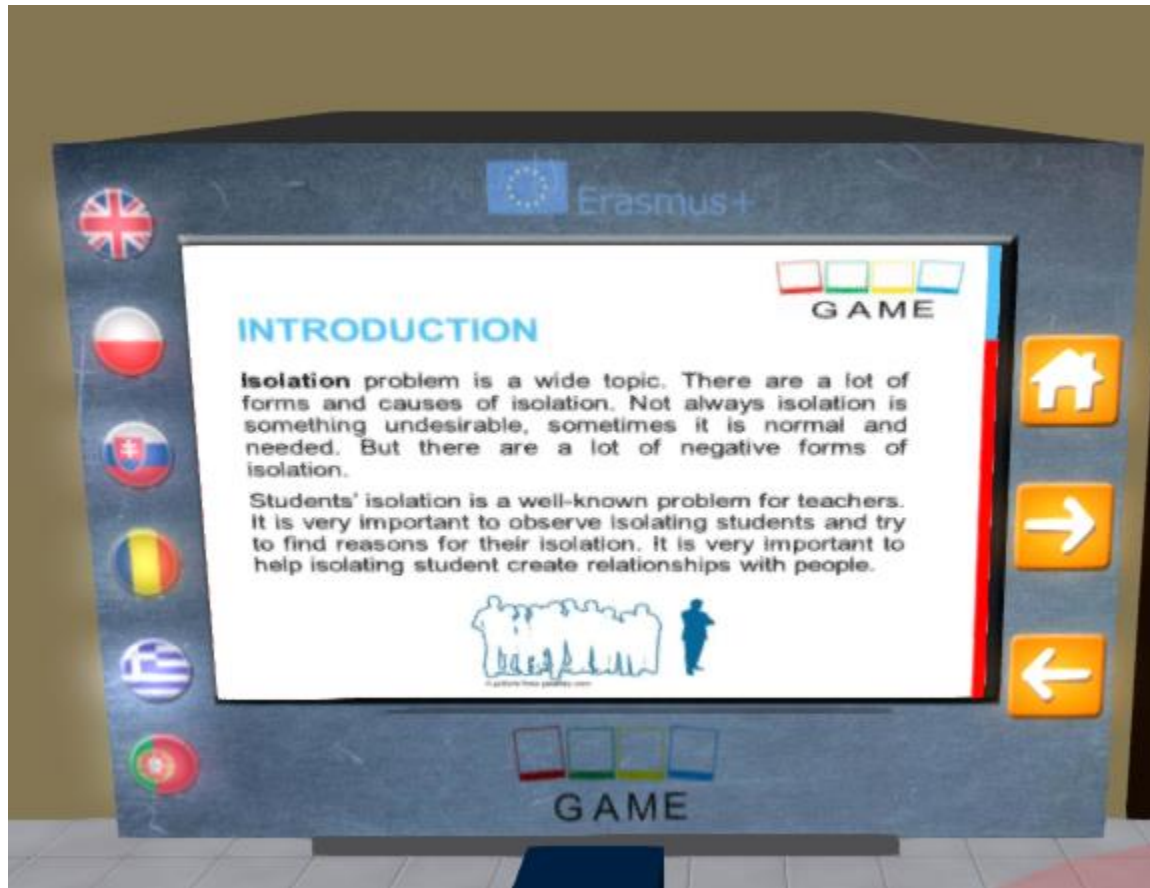
At the beginning of most scenarios, there is a colored circle on the ground to help you locate it. It is also the place where you are teleported when using the corresponding HUD functionality to teleport to the scenario.

For most scenarios, you should be able to see a green box near this circle. This is the box that you need to click in order to begin the scenario. If the box you see is yellow instead, it means that another user is currently engaged in this specific scenario, so you should return later.



After you click the green button and the scenario begins, there may appear one or more blue boxes around you. You can click these blue boxes to proceed with the scenario e.g. displaying a presentation panel or starting a dialogue with an NPC.

The presentation panel is the main way of providing theory material to the users. It contains buttons that allow users to navigate the slides of the presentation and buttons that change the selected language.



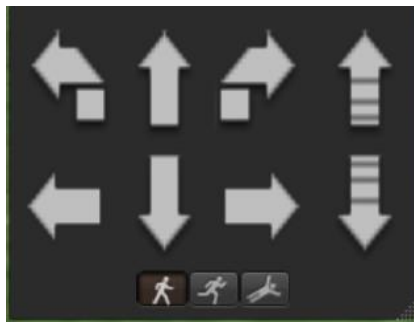
If a scenario takes place in various areas that are not close to each other, the user is usually automatically teleported when necessary to follow through the scenario.

3D VIEWER CONTROLS

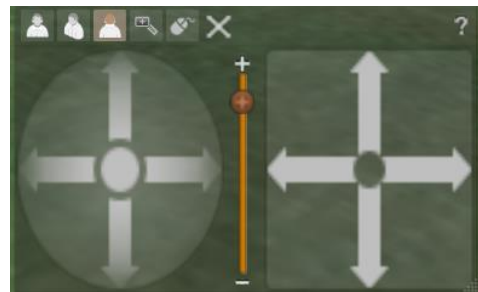
The following are general information about the capabilities of Opensim, through the 3D Viewer Software Firestorm:

MOVEMENT AND CAMERA CONTROL

One way to move the avatar and control the camera is using two small windows offered by the ED Viewer, that contain all the necessary buttons.



Graphical Move Control

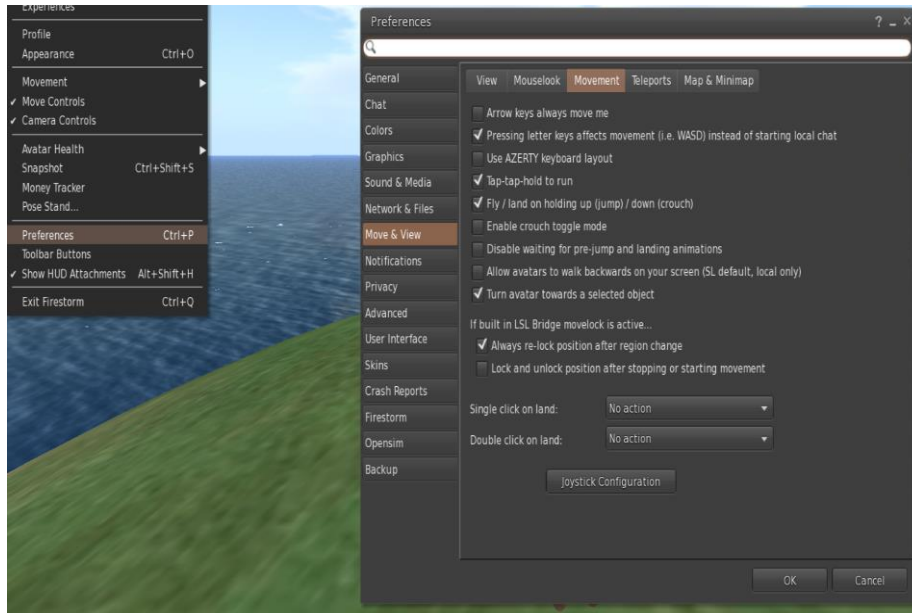


Graphical Camera Control

If these windows do not appear, you can enable them from the top menu:

- **Avatar > Move Control**
- **Avatar > Camera Control**

This is not an easy way, so we suggest to use the keyboard controls. For movement you can use the arrow keys or the WASD keys. For WASD to work correctly, you have to enable it from the Preferences options:



Preference Options

You can use F to Begin Fly mode:

- You can use E to go Higher
- You can use C to go Lower

MOVEMENT CONTROLS	
Key	Function
A or Left	Turn left
Shift-A or Shift-Left	Move left
C or PgDown	Crouch / Fly down
D or Right	Turn right
Shift-D or Shift-Right	Move right
E or PgUp	Jump/Fly up
F or Home	Fly on/off
S or Down	Walk backward
W or Up	Walk forward
Space	While moving, press Space for slow motion (WASD must be enabled)

Useful keyboard moving controls

CAMERA CONTROLS

Key	Function
Alt-up/down arrow	Zoom camera
Alt-left/right arrow	Rotate camera left/right
Alt-Ctrl-up/down arrow	Rotate camera up/down
Alt-Ctrl-Shift-arrows	Pan camera

NAVIGATION

There are two kind of maps you can use for navigation:

World > Minimap

- It shows a small map where you can Identify your location and it updates according to Avatar movement
- It acts as a compass
- You can use this map to **teleport** to another point by Double Clicking required location

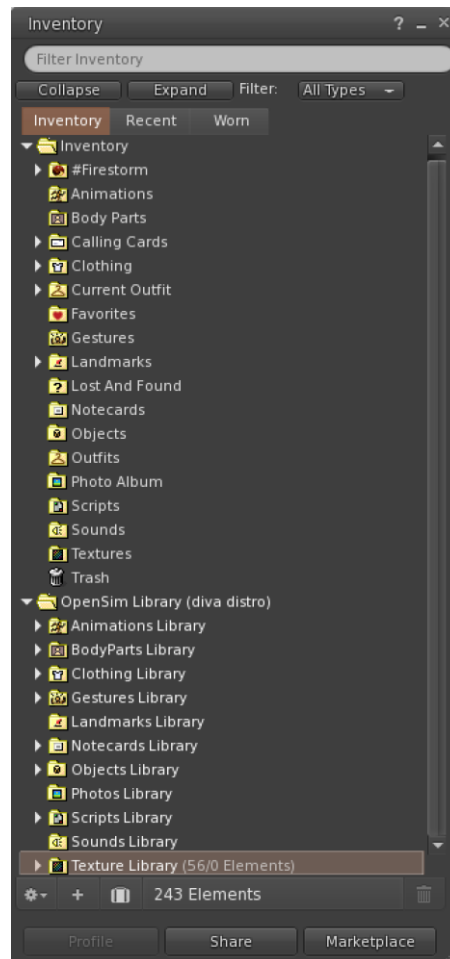
World > World Map

- Larger overview of the region with filtering feature
- You can zoom in/out to find more regions nearby

INVENTORY

Each avatar has an inventory of files organized by file type:

- **Avatar > Inventory (Ctrl + I)**



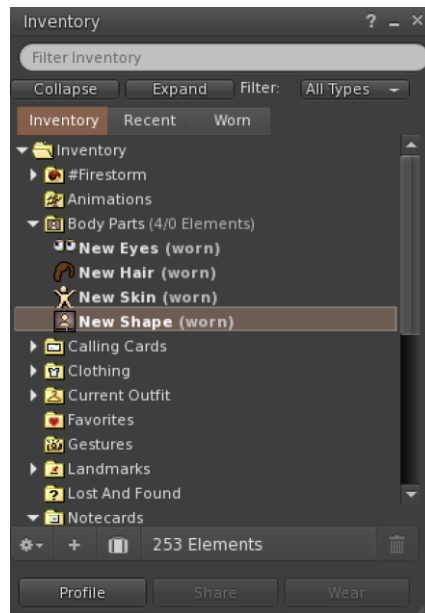
13. Inventory

You can create files for your avatar's appearance (BodyParts and Clothing folders), you can find or create text files with notes (Notecards folder) or find Objects that you have received from the activities (Objects folder).

ADJUSTING YOUR APPEARANCE

For customizing your body, 4 types of objects need to be created/edited:

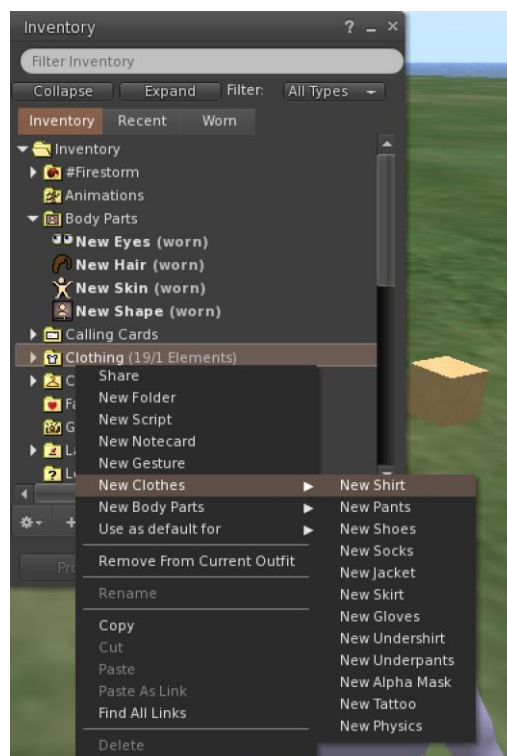
- Eyes - double click on it for replacing current
- Skin - double click on it for replacing current
- Shape - double click on it for replacing current
- Hair - double click on it for replacing current



13. Customization

You can further customize outfit by **right click on your avatar > appearance > edit outfit**

You can create custom clothes, by creating clothe files in your Inventory and double clicking them. **Inventory > Clothing > (right click) new clothes > choose type of outfit.**

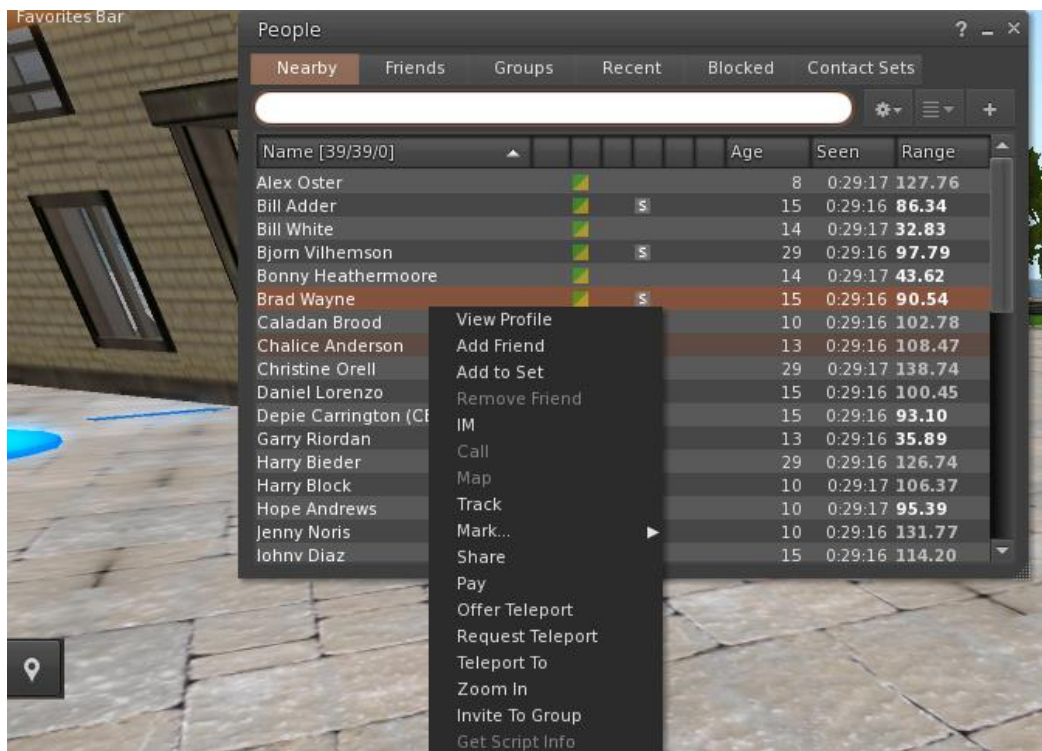


Then right click and select edit to adjust the appearance of each cloth item as you desire.



COMMUNICATION

You Can add other user avatars as friends to easily find them and be able to teleport to them. From the Viewer's navigation bar, select **Comm -> People**, to open a window that display a list with all nearby users. Right click on one of the users and you get the option to view their Profile, add them as a friend, send a private instant message (IM), request that you teleport to them (Request Teleport) or that they teleport to you (Offer Teleport), and to create a distinct marker on his place to easily find him (Track).

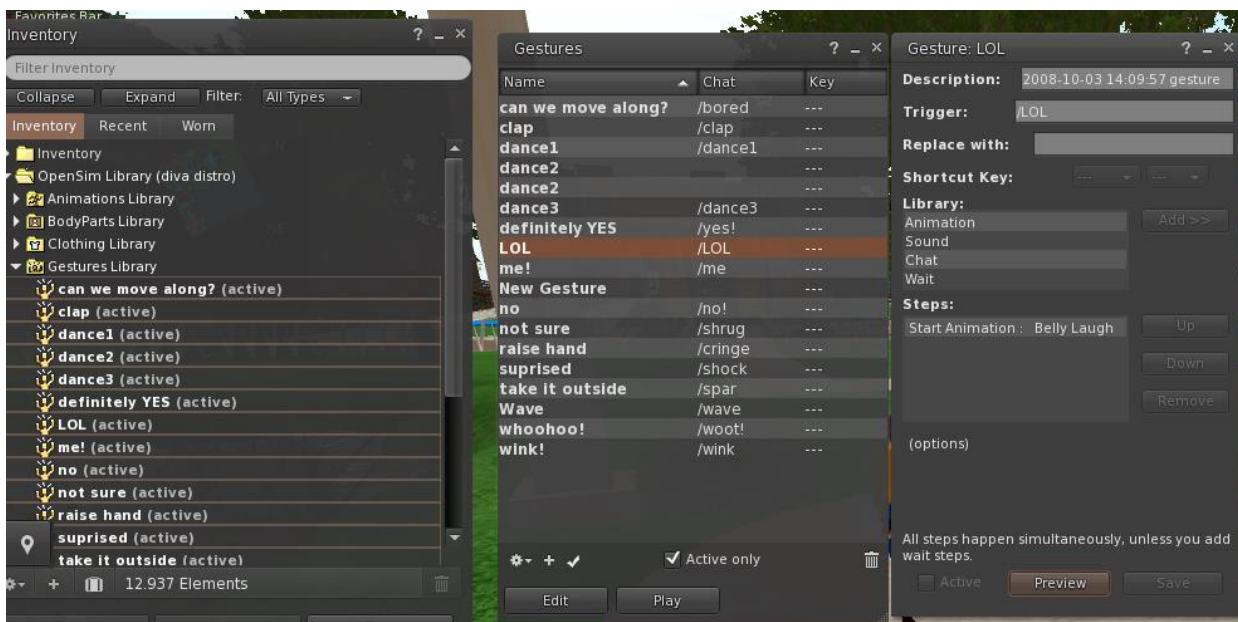


If you have already added some user as a friend, you can find them in the 'Friends' tab, even if they are not online at the moment. You can send them a private message and they will be able to see it as soon as they log in the virtual world.

You can open the chat window (**Comm -> Chat**) to view and participate in conversations. The default '**Nearby Chat**' displays all discussions that happen near your avatar. There is also a shortcut for righting quick messages that nearby avatars will receive by using the chat bar on the bottom left of your screen.

You can configure and use Gestures to be used with chat. Gestures are animations performed by your avatar to indicate or emphasize your attitude or your emotions. You can associate specific Gestures with specific words, so when you include them in your chat messages, your Avatar will perform the animations.

First, open your Inventory (**Avatar -> Inventory**) and locate the "**Gestures Library**" folder, under "Opensim Library". There are several gesture files in that folder, and you can right click and select "Activate" the ones you want your avatar to be able to perform.



Then open the Gestures Window (**Comm -> Gestures**) and you will see the Gestures you have activated. Double click on one of the Gestures and you will see your avatar performing the animation. Select a Gesture and click the “**Edit**” button to view the details. There is a Trigger field that shows the command to use in chat to perform the Gesture. For example, you can write **/LOL** in the chat menu to make your avatar perform a laughing animation.

You can use the groups window (**Comm -> Groups**) to join or create a Group with other users to communicate with.

ADDITIONAL RESOURCES

Moving and Camera Control: http://wiki.phoenixviewer.com/fs_movement_and_camera

All Keyboard Shortcuts: http://wiki.phoenixviewer.com/keyboard_shortcuts

Chat: http://wiki.phoenixviewer.com/fs_chat

Inventory: http://wiki.phoenixviewer.com/my_inventory_tab

Editing Outfits: http://wiki.phoenixviewer.com/my_outfits_tab

Editing Shapes and Other Body Parts: http://wiki.phoenixviewer.com/fs_edit_body_part

Gestures: http://wiki.phoenixviewer.com/fs_gestures