

Device Management

Seamless Device Management and Content Delivery

We use a world-class device management system to streamline how schools manage and update their VR headsets. New Rayner Digital Labs applications and updates are automatically pushed to all connected devices, ensuring they are always equipped with the latest content. There's no need for manual installations or technical intervention, schools simply charge the devices, and they're ready to use. It's that straightforward.

When headsets are connected to the internet, updates are delivered silently in the background. Schools are notified of new or updated applications via the built-in news app and on the Rayner Digital Labs website, making it easy for teachers and VR coordinators to stay informed. This system is designed to keep learning uninterrupted, enabling students to dive into rich, immersive experiences with minimal setup and zero hassle.

Flexible Booking and Allocation Options for Schools

Recognizing the diverse ways schools operate, a number of flexible options can be used for managing VR equipment.

- **Centralized Booking System:**
Headsets are stored in a central location—such as a library or IT hub—and can be booked by different teachers or departments as needed.
- **Faculty-Based Distribution:**
Specific faculties are assigned their own sets of headsets, allowing for quicker access and deeper integration into subject-specific lessons.
- **Dedicated VR Room:**
A specially equipped space where multiple headsets are permanently set up, enabling teachers to book immersive, high-impact sessions with ease.
- **Rotational Timetable Model:**
Headsets follow a fixed schedule, rotating between classes, year levels, or departments—ensuring equitable, predictable access across the school without the need for constant booking.
- **Student Sign-Out Program:**
Students can borrow headsets for individual or small-group learning, either during class or for supervised at-home use—ideal for self-paced projects and extending learning beyond the classroom.
- **Teacher-Owned Sets:**
Individual teachers or faculty leads are assigned a small set of headsets, giving them the flexibility to integrate immersive content on demand without relying on booking systems.

- **Mobile VR Trolley:**

Headsets are stored on a portable charging trolley that can be wheeled between classrooms, bringing VR directly to students and making deployment simple and efficient.

These flexible options empower schools to choose the model that best suits their structure. Combined with seamless device management, this approach minimizes technical overhead and keeps the focus on delivering powerful, engaging learning experiences.

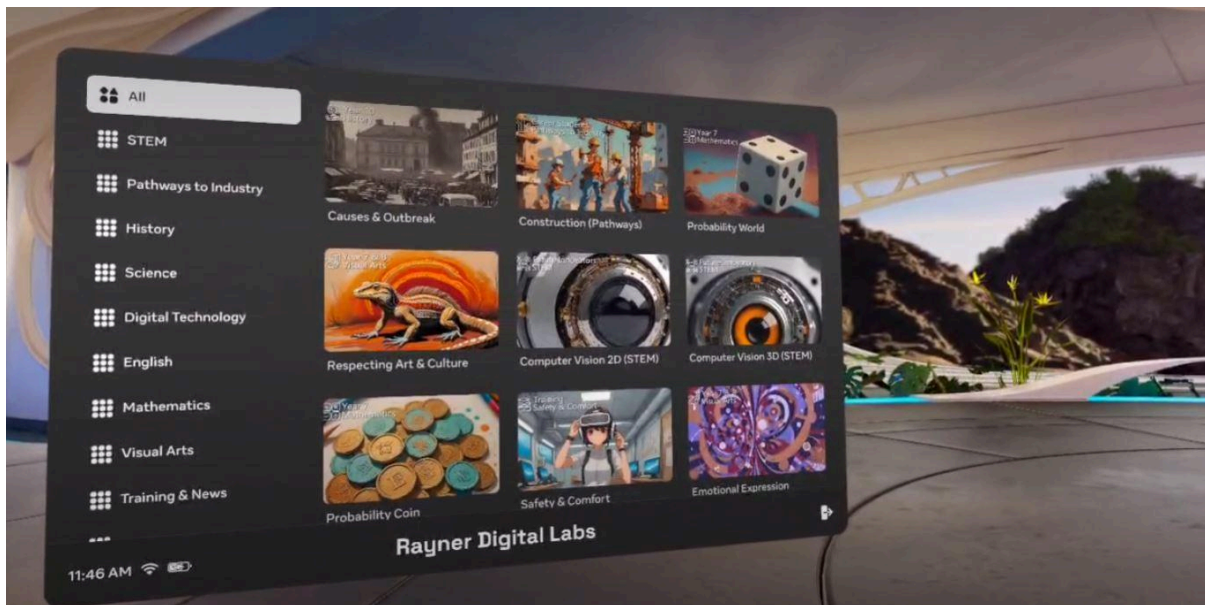
Virtual Classroom Navigation Instructions

When inside the virtual classroom, you can recenter your view at any time by holding the Meta button. To quickly reposition the main menu, press the Meta button once to hide it, then press it again to bring it back directly in front of you.

Alternatively, you can manually move the menu by pointing your controller at the white bar beneath the menu, holding the trigger, and dragging it to your preferred location.

Once you're comfortable in the virtual space, you can access all available applications via the main menu. To filter apps by subject, use the tabs on the left side of the menu. Simply point your controller at a subject tab to highlight it, then press the front trigger to select it.

To launch an application, point your controller at the desired app. When it highlights, press the front trigger to open and begin the experience.



Launching between applications

If you're inside an application and need to switch to another, quickly press the Meta button on the right controller. This will bring up the main menu without closing your current app.

From the main menu, you have two options:

- Launch another application directly by pointing at the desired app and pressing the front trigger.
- Quit the current application by selecting the "Quit" button, which will return you to the virtual classroom environment where you can browse and launch a new experience.

This allows for smooth and efficient navigation between learning activities without needing to remove the headset or restart the session.



Exiting the VR session

The "End Session" button is intended for use between classes. When pressed, it ends all active sessions and clears the current class setup, including any headset settings that have been adjusted. The headset will then power down and restart, returning to a default, ready-to-use state for the next class.

This button does not need to be pressed between students within the same class using the same applications. Instead, use the reset function on the left controller within the app to restart the experience for the next student.

