



VIRTUAL REALITY HEADSET AND CASE GUIDE

ClassVR Headset Model Numbers:

CVR-255-64

CVR-255-64-A

CVR-355-128



SECTION 1

The Storage Case and Headset

1.1 Connecting the Power Cable to the Case of 4 and 8

Open the case by pushing the latch buttons down. Attach the power lead to the back of the case making sure it is fully inserted.



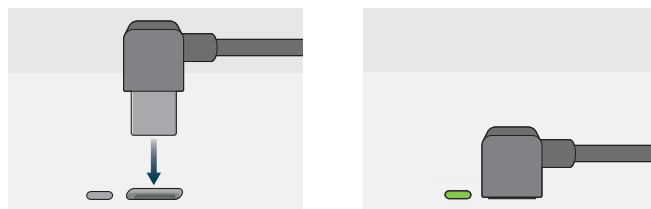
1.2 The USB Hub

The USB hub, mounted in the top left corner of the case, is used to charge each headset via the connected cables. When the unit is charging you will see a green light appear on the hub.



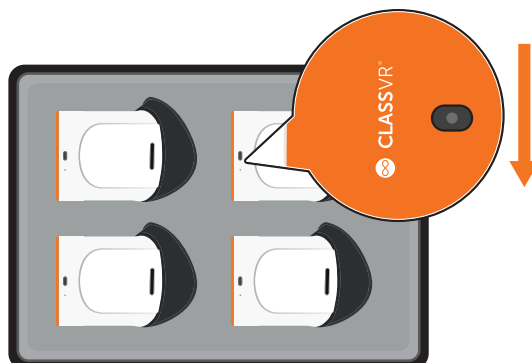
1.3 Charging the Headsets

To charge the headsets, carefully place them back into the carry case making sure the USB-C cable within the case is accessible. Then, connect the cable to the USB-C port on the bottom of the headset. When each device is charging you will see a green light appear on the side of the headset, this will turn red when the battery level is low.



We recommend the headsets are kept on as much as possible and left on charge to receive updates when they are available. Make sure the headsets are fully charged before first use.

Make sure that the circle in the ClassVR logo is **facing down** when placed back into the case. This ensures that the USB-C socket will be on the correct side.



1.4 The ClassVR Headset At First Glance

Once charged, turn on the CVR-255-64 headset and hold the power button down for five seconds and the blue light will turn on. To turn the headset off, hold the power button down until the pop-up window is shown within the headset. From here, select the 'Shut down' option by 'looking' at the on-screen text, and use the action button to select.

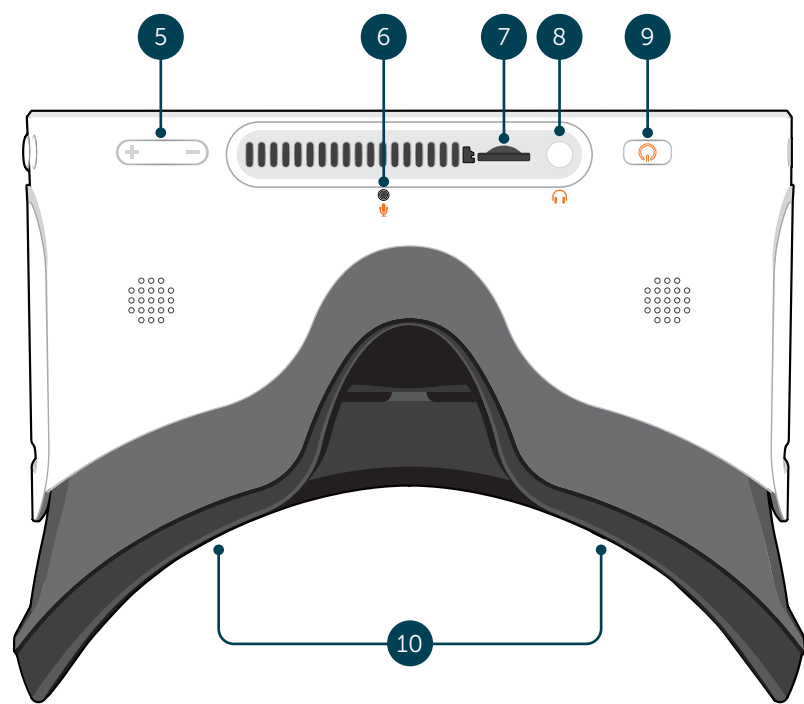
- | | | |
|--------------------|------------------------|------------------------|
| 1. Head Strap | 6. Microphone | 11. Left Headset Lens |
| 2. Headset Buttons | 7. Micro USB Slot | 12. Proximity Sensor |
| 3. Camera | 8. 3.5mm Headphone Out | 13. Right Headset Lens |
| 4. Microphone | 9. Power Button | 14. Left Speaker |
| 5. Volume Up/Down | 10. Face Padding | 15. Right Speaker |



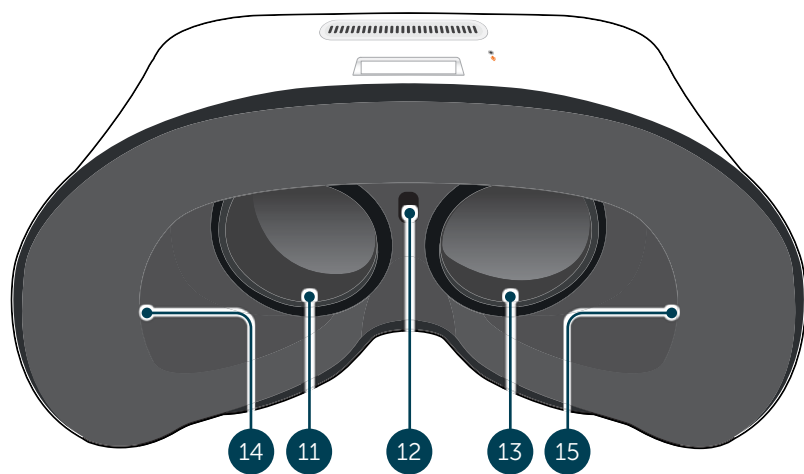
Button Controls

- | | | |
|---|--|---|
|  Volume Up |  Select/Action Button |  Power Button |
|  Volume Down |  Menu Button |  Back Button |

ClassVR Headset Connection Ports



ClassVR Headset Face Padding



1.5 The ClassVR Hand Controller

1. Trigger/Action Button
2. Navigation Controller
3. Option Button
4. Back Button
5. USB-C Cable
6. USB-C to USB-A Adapter
7. Textured Body Grip

The USB hand controller can be connected to a ClassVR headset via the supplied USB cable. Being solely powered by the headset during use, the hand controller doesn't need to be charged.

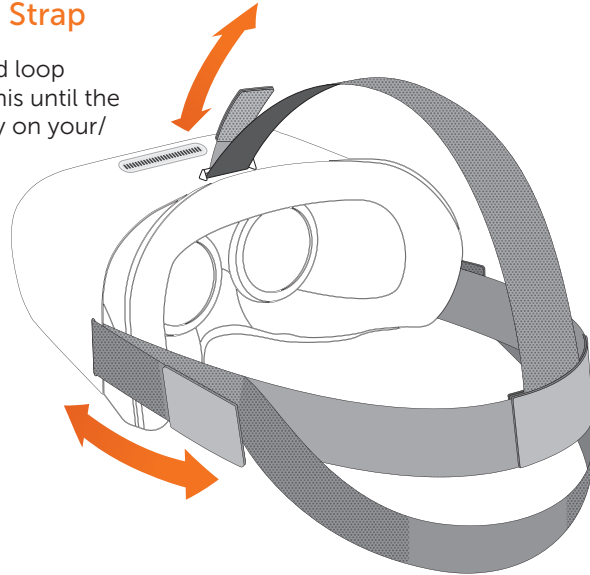
When fitting to a CVR-255-64 headset the USB-A adapter isn't required so please remove before use.



All explorable scenes can be accessed and viewed with ClassVR headsets. The optional controller empowers students to intuitively explore the virtual environment with a new found fluidity and complete control.

1.6 How to Adjust the Head Strap

Pull the straps, then use the hook and loop fastenings to tighten the straps. Do this until the headset fits securely and comfortably on your/ each student's head.



1.7 How to Replace the Padding

Pull the foam face rest gently away from the headset housing, taking care around the two lenses. Replace the foam in the desired position and make sure that the soft fabric is tucked behind the two lenses and the proximity sensor is visible.



1.8 How to Clean the Headset and Controller

To avoid transferring contagious conditions like conjunctivitis (pink eye), do not share the headset or the controller with anyone who may have a contagious condition, infection or disease, particularly of the eyes, skin or scalp. The headset and the controller should be cleaned between each use with skin-friendly, non-alcoholic antibacterial wipes and with a dry microfibre cloth for the lenses.

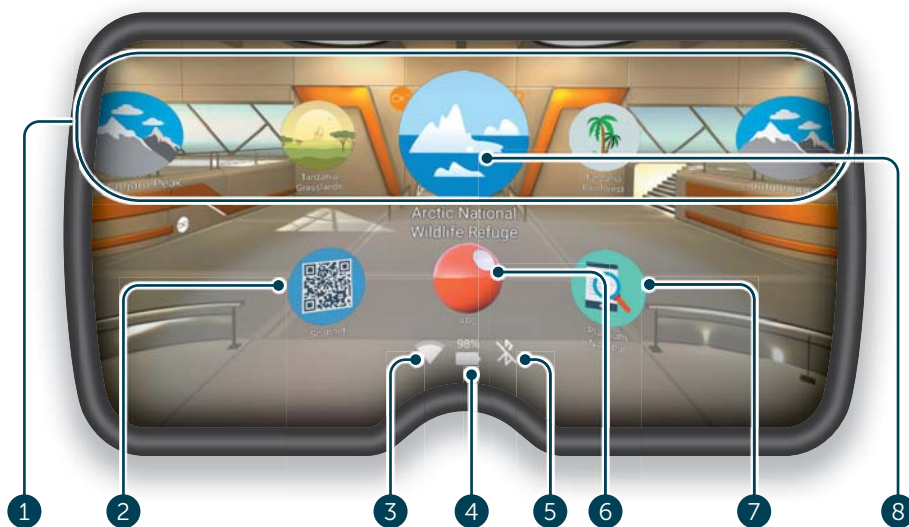
SECTION 2

Learn the Basics: How do the ClassVR headsets work?

2.1 Turning Your Headset On

To turn your ClassVR headset on, simply press and hold the power button on the bottom right of the headset for five seconds. You will see the ClassVR logo appear followed by the menu screen.

To conserve power, the screen will turn off when the headset is not in use. Simply place the headset on your face to activate the sensor and the screen will turn on again.



- 1 **VR Experiences** Immerse your class in a huge variety of virtual reality experiences, either from the provided collections or you can create your own using the ClassVR Portal.
- 2 **QR Code Scanner** Used to quickly switch between collections of VR experiences.
- 3 **Wi-Fi** This icon indicates connectivity.
- 4 **Battery Level** Shown as a percentage.
- 5 **Bluetooth** This icon shows if Bluetooth is enabled (disabled in some regions).
- 6 **ARC App** Load up preconfigured augmented reality activities.
- 7 **Device Information** Quickly displays information about the headset.
- 8 **White Dot (Reticle)** Treat this dot as your select tool to highlight items you wish to open.

2.2 Navigation Controls

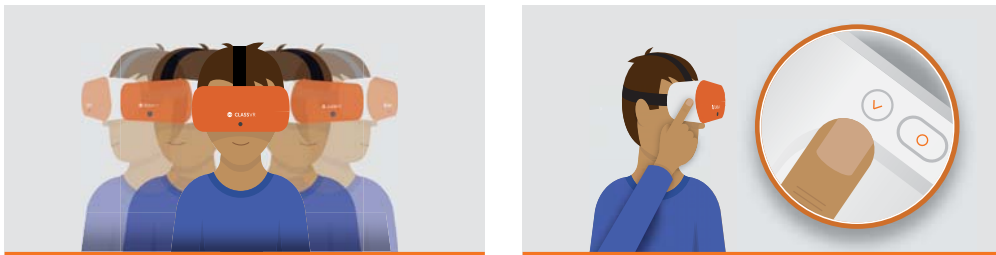
While students are wearing the ClassVR headset and it is not being controlled by the teacher, they can navigate using their head and the action button.

To select an experience



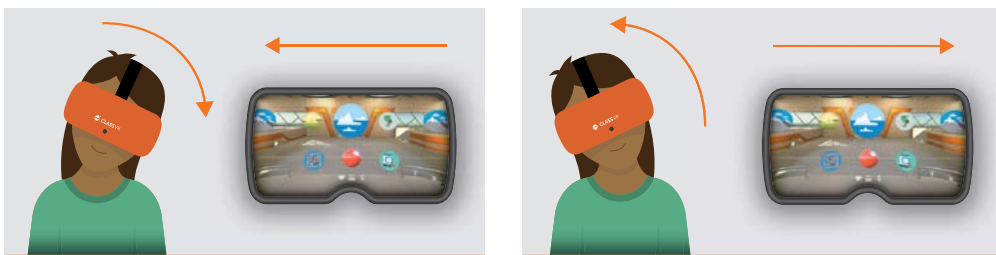
Turn your head to find the icon you would like to select. Look at the icon. You should see a white dot in the location of your gaze.

To go back to the menu screen



While wearing the headset, shake your head smoothly from side-to-side, or press the menu button on the top right side of the headset.

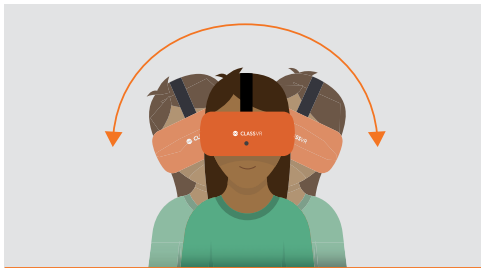
To navigate left and right without turning around



Tilt your head to the left to scroll towards the left of the screen. Tilt your head to the right to scroll right.

2.3 Using Controls Within an Experience

While viewing a 360 picture



Tilt your head to pan from side to side without turning around.



Press and hold the select button to zoom in.



2.4 To Access Virtual Reality Experiences

Simply open the QR Scanner app on the headset and look at the QR Key on the relevant lesson plan. You will hear a beep and the related VR experiences will become available.



2.5 To Access Augmented Reality Resources

When you see the ARC logo on a plan or worksheet, that means you can launch augmented reality content simply by looking at it! First open the ARC app from the home screen of your VR headset, then look at the image on the teaching resource to bring it to life.

SECTION 3

Health and Safety Information

Before Using the Headset

- Read and follow all setup and operating instructions provided with the headset.
- Your headset and software are not designed for use with any unauthorised device, accessory, or software. Use of an unauthorised device, accessory, or software may result in injury to you or others, increased discomfort, performance issues, or damage to your system and related services.
- A comfortable virtual reality experience requires an unimpaired sense of motion and balance. Do not use the headset when you are:
 - » Tired or exhausted
 - » In need of sleep
 - » Under emotional stress or have anxiety
 - » Suffering from cold, flu, headaches, migraines, or earaches
- We recommend seeing a doctor before using the headset if you are pregnant or elderly or if you have pre-existing binocular vision abnormalities or other serious medical conditions.
- To charge the headsets, ensure they are carefully placed within their supplied case, with a USB cable connected to each headset. When the case is connected to the mains with the supplied power cable, the light on each headset should illuminate to show that it is charging. When the headsets are fully charged, we recommend switching the power supply off at the mains.

Children

Adults should make sure children use the headset in accordance with these health and safety warnings, including making sure the headset is used as described in the 'Before Using the Headset' section.

Adults should monitor children who are using or who have used the headset for any of the symptoms described in these health and safety warnings, including those described in the 'Discomfort' and 'Repetitive Stress Injury' sections. Adults should limit the time children spend using the headset by ensuring they take regular breaks during use.

Prolonged use should be avoided, as this could negatively affect hand–eye coordination, balance, and the ability to multitask. Adults should monitor children closely for any decrease in these abilities during and after use of the headset. Short virtual reality (VR) sessions are very engaging and are the perfect way to open a topic or reinforce a key point. We recommend that ClassVR be used for no more than 15 minutes in any one session. The ClassVR player includes a notification to the teacher when any student has been in VR for longer than this recommended time.

Seizures

Some people (about 1 in 4000) may have severe dizziness, seizures, eye or muscle twitching, or blackouts triggered by light flashes or patterns. This may occur while they are watching TV, playing video games, or experiencing virtual reality, even if they have never had a seizure or blackout before or have no history of seizures or epilepsy. Such seizures are more common in children and young people under the age of 20. Anyone who experiences any of these symptoms should discontinue use of the headset and see a doctor. Anyone who previously has had a seizure, loss of awareness, or another symptom linked to an epileptic condition should see a doctor before using the headset.

General Precautions

To reduce the risk of injury or discomfort, always follow these instructions and observe these precautions while using the headset

- Use the headset only in a safe environment. The headset produces an immersive virtual reality experience that distracts you from and completely blocks your view of your actual surroundings.
- Use of the headset may cause loss of balance. Therefore, we recommend that you remain seated while using the headset.
- Remember that the objects you see in the virtual environment do not exist in the real environment, so do not attempt to sit on, stand on, or use them for support.
- Serious injuries can occur from tripping, running into, or striking walls, furniture, or other objects. Therefore, we recommend that you remain seated while using the headset. Should there be a need to stand while using the headset, ensure the area is clear of hazards and safe for use before using the headset.
- Ensure that you are not near other people, objects, stairs, balconies, open doorways, windows, furniture, open flames (such as candles or fireplaces), ceiling fans, light fixtures, or other items that you can bump into or knock down when using – or immediately after using – the headset.
- The headset is designed for use indoors. If used outdoors, pay particular attention to your surroundings and make sure you are using the headset in a safe environment away from traffic, pedestrians, or other hazards.
- Remove any trip hazards from the area before using the headset.
- Remember that while using the headset you may be unaware of people entering your immediate area.
- Do not handle sharp or otherwise dangerous objects while using the headset.
- Never wear the headset in situations that require attention, such as walking, cycling, or driving.
- Make sure that the headset is level and secured comfortably on your head and that you see a single, clear image.
- Make sure any headphone cables, if used, are not trip hazards.
- Ease into the use of the headset to allow your body to adjust. Use it for only a few minutes at a time at first, and gradually increase the duration of use as you grow accustomed to virtual reality. Looking around when you first enter virtual reality can help you adjust to slight differences between your real-world movements and the resulting virtual reality experience.
- Do not use the headset while in a moving vehicle such as a car, bus, or train, as this can increase your susceptibility to adverse symptoms.
- We recommend that older students or users be immersed for no more than 15 minutes in a single session and that younger students be immersed for no more than eight minutes in a single session. As with all screen devices, if using for a longer period, take at least a 10-15 minute break every 30 minutes, even if you don't think you need it. Look away from the screen and move your eyes when resting. Each person is different, so take more frequent and longer breaks if you feel discomfort. You should decide what works best for you.
- If using headphones, listening to sound at high volumes can cause irreparable damage to your hearing. Background noise, as well as continued exposure to high volume levels, can make sounds seem quieter than they actually are. Because of the immersive nature of the virtual reality experience, do not use the headset with the sound at a high volume so that you can maintain an awareness of your surroundings and reduce the risk of hearing damage.

Discomfort

Immediately discontinue using the headset if you experience any of the following symptoms: seizures; loss of awareness; eye strain; eye or muscle twitching; involuntary movements; altered, blurred, or double vision or other visual abnormalities; dizziness; disorientation; impaired balance; impaired hand-eye coordination; excessive sweating; increased salivation; nausea; light-headedness; discomfort or pain in the head or eyes; drowsiness or fatigue; and/or any symptoms similar to motion sickness.

As with the symptoms people can experience after they disembark from a ship, symptoms of virtual reality exposure can persist and become more apparent hours after use. Post-use symptoms can include

the symptoms listed above, as well as excessive drowsiness and decreased ability to multitask. These symptoms may put you at an increased risk of injury when engaging in normal activities in the real world.

- Do not drive, operate machinery, or engage in other visually or physically demanding activities that have potentially serious consequences (i.e. activities in which experiencing any symptoms could lead to death, personal injury, or damage to property). Do not participate in these or other activities that require unimpaired balance and hand–eye coordination (e.g. playing sports, riding a bicycle) until you have fully recovered from any symptoms.
- Do not use the headset for several hours after all symptoms have completely subsided. Make sure you have properly configured the headset before resuming use.
- Be mindful of the type of content that you were viewing before the onset of any symptoms because you may be more prone to symptoms depending on the type of content.
- See a doctor if you have serious and/or persistent symptoms.

Repetitive Stress Injury

Using the device may make your muscles, joints, or skin hurt. If any part of your body becomes tired or sore while using the headset or its components, or if you feel symptoms such as tingling, numbness, burning, or stiffness, stop and rest for several hours before using it again. If you continue to have any of the above symptoms or other discomfort during or after use, stop use and see a doctor.

Electrical Shock

To reduce the risk of electric shock:

- Do not modify or open any of the components provided.
- Do not use the product if any cable is damaged or any wires are exposed.
- Do not insert any metal, conductive, or foreign objects into the charging port.
- Do not expose the device or its accessories to water or other liquids.
- Use only the provided power adapter or charging accessory with your device or, if one was not provided with your device, an authorised power adapter.

Damaged or Broken Device

- Do not use your device if any part is broken or damaged.
- Do not attempt to repair any part of your device yourself. Repairs should be made only by Avantis Systems Ltd or an Avantis Systems Ltd authorised repair centre.
- Do not expose the device or its accessories to water or other liquids.
- Do not expose the device or its accessories to direct sunlight. Sunlight entering the device lens can cause damage to the screen.

Headset Battery and Charging

ClassVR headsets contain a rechargeable lithium-ion battery. Improper use of the battery or any power adapter or charger may result in a fire, explosion, battery leakage, or other hazard. Follow these instructions to reduce the risk of injury to you or others, as well as the risk of damage to your devices or other property.

- The battery in the device is not user replaceable or serviceable. Do not attempt to open your headset to access, repair, or replace the battery. Please contact ClassVR Support if you require support for your device.
- Do not use or wear your headset while it is connected to a power adapter or charging.
- Periodically inspect power cables, power adapters, USB charging cables, and connector tips for signs of damage or wear. Do not use any item if a prong, enclosure, connector port, connector cable, or any part is damaged, cracked, or exposed.

- Charge your headset only with the included charging accessories or, if not included, an approved power adapter or charger. Do not use other cables or power adapters. If you are unsure about whether a cable or power adapter is compatible with your headset, contact ClassVR Support.
- Do not use external battery packs or power sources other than the included power adapter or authorised accessories to charge or power the headset.
- Do not attempt to charge or use the headset if it does not turn on after attempted charging, if it gets abnormally warm when it is used or charged, or if the battery compartment is swollen, leaking liquid, or smoking.
- Do not disassemble, crush, bend, deform, puncture, shred, or put a large amount of pressure on the headset. This can cause damage and create an internal short circuit in the battery, resulting in overheating.
- Avoid dropping your headset. Dropping it, especially on a hard surface, can potentially cause damage to the headset or battery. If you suspect damage to your headset or battery – even if the device appears to be functioning normally – contact ClassVR Support.
- Do not let your device get wet or come into contact with any liquid. Even if the headset appears to function correctly after drying, the battery contacts or internal components could slowly corrode and pose a safety hazard. If the headset gets wet – even if the device appears to be functioning normally – contact ClassVR Support.
- Do not place your headset in areas that may get very hot, such as in direct sunlight or on or near a cooking surface, cooking appliance, iron, or radiator. Excessive heating can damage the headset or the battery and could cause the headset or battery to explode. Do not attempt to dry a wet or damp headset with a heat source such as a microwave oven, hair dryer, iron, or radiator. Do not leave your headset in a vehicle in high temperatures.
- In the event of a battery leak, do not allow the liquid to come in contact with the skin or eyes. If contact has been made, wash the affected area with water and seek immediate medical advice.
- Always ensure that the headset has adequate ventilation and air flow while in use or charging. Covering the headset with materials that significantly affect air flow may affect its performance and pose a possible risk of fire or explosion.
- Users with special medical or physical conditions that impair the ability to detect heat against the skin should take particular care when using the device or charging it with the power adapter. Follow any thermal warning and advisories that may appear on the device's screen or the ClassVR Portal.
- Dispose of your headset and battery properly. Do not dispose of the headset or battery in a fire or incinerator, as the battery may explode when overheated. Dispose of it separately from household waste. Contact ClassVR Support for guidance regarding maintenance, replacement, and disposal of your headset.
- **CAUTION** – Device temperature
It is important to check the temperature of your device as front surfaces may get hot. To reduce the risk of injury, take caution and do not touch hot surfaces for prolonged periods.

Contagious conditions

To avoid transferring contagious conditions such as conjunctivitis (pink eye), do not share the headset with persons with contagious conditions, infections, or diseases, particularly of the eyes, skin, or scalp. The headset should be cleaned between each use with skin-friendly, non-alcoholic antibacterial wipes; the lenses should be cleaned with a dry microfibre cloth. For further guidance, please visit www.classvr.com/policies/health-and-safety/contagious-viruses/

Skin Irritation

The headset is worn next to your skin and scalp. Stop using the headset if you notice swelling, itchiness, skin irritation, or other skin reactions. If symptoms persist, contact a doctor.



Do not expose to extreme temperatures.



Keep away from water.



Do not expose to direct sunlight.



Do not block the cooling fan on the charging case.



Do not charge devices constantly when not in use.



This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, (2) This device must accept any interference received, including interference that may cause undesired operation.

CAUTION

- Changes or Modifications not expressly approved by the party responsible could void the user's authority to operate this device.
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
 - Reorient or relocate the receiving antenna
 - Increase the separation between the equipment and receiver
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected

Useful Links

User manuals in alternative languages – www.classvr.com/guide

Health & Safety Guidance – www.classvr.com/safety

Limited Product Warranty – www.classvr.com/warranty

ClassVR support and documentation – support.classvr.com

To access the ClassVR online portal go to: portal.classvr.com



50 CREATIVE WAYS TO USE CLASSVR IN THE CLASSROOM

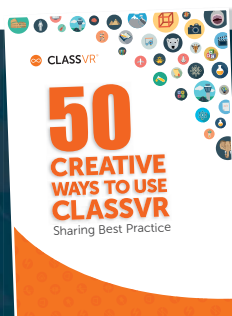


Our 50 Creative Ways booklet gives you a taster of the creativity we've seen develop as schools worldwide explore the possibilities that virtual and augmented reality can offer in the classroom.

50 Creative Ways is a practical and inspiring guide to using ClassVR as a teaching tool. You'll find out how students of all ages have explored a wide range of content.

Lessons use 360 degree images, videos or interactive experiences as an incredible stimulus across the curriculum, from Antarctica to ancient Maya and the Maldives to the Moon.

Others gave students the opportunity to examine 3D models up close using augmented reality; imagine holding a snowy owl, Roman sword or distant planet in your hands!



**DOWNLOAD OUR FREE
PRACTICAL & INSPIRING
LESSON IDEAS TO KICK START
YOUR CLASSVR JOURNEY**

