



# 3D VIRTUAL WORLD LEARNING ENVIRONMENT

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## Basic Instructions **MANUAL**

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## **3D Virtual World Learning Environment Basic Instructions Manual**

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### **ERASMUS+ Project**

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# 1. LOGGING IN

To login to the platform follow the steps of Figure 1:

**Step 1:** Enter your username (usernames are two words or numbers) e.g.  
*user 0*

**Step 2:** Enter your password  
(You can check the options to remember username and password)

**Step 3:** Ensure that last location is selected (in order to continue from your last location, the next time you log into the platform)



**Step 4:** Click Log in



Figure 1. Logging In

# 2. CONTROLS

## a) Avatar movement

Walk forward/backward:  

Turn left/right:  

Run: Double-tap walk forward/backward key or  + 

Jump or fly up:  or  + 

Crouch or fly down:  or  + 

Sit: Right-click on self/object/ground and select "Sit" or  + 

Stand: Right-click on self and select "Stand"

Clicking the movement button (bottom box with a moving person icon, Figure 2) a pop-up dialog will appear showing the camera's controls (red box) where you can choose to walk, run, or fly, as well as move in any direction.



Figure 2. Movement Controls


## i. Enable WASD movement

Instead of using the keyboard arrow keys (for those familiar with the keyboard WASD keys) you can enable WASD keys for movement by changing the following setting:

Avatar → Preferences → Move & View → Movement → Tick the “Pressing letter keys affects movement” option

## b) Camera controls

The camera can be rotated using  

Scrolling the mouse wheel will change the zoom level or  two finger slide up or down on a trackpad. Zoom in completely and the camera will become first person.

# 3. AUDIO ADJUSTMENT

## a) Introduction

Through the viewer, the player can set the volume of different audio groups (e.g., effects, music, and media) to their preference. After the user makes their adjustment, they do NOT have to repeat the process in subsequent playthroughs, as their settings are saved internally.

## b) Firestorm viewer audio settings

To access the audio settings, click on the speaker icon in the Firestorm Viewer toolbar (Figure 3, 1).

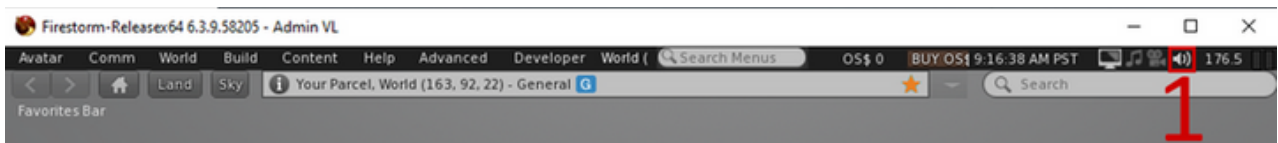


Figure 3. Click on the Speaker Icon to access the Audio Settings

The audio settings window (Figure 4, 2) includes 7 sliders. The Master slider adjusts the volume of the final (mixed) audio that plays. The other six sliders adjust individual (self-explanatory) audio groups. Using the checkbox next to them, you can disable the audio group altogether.

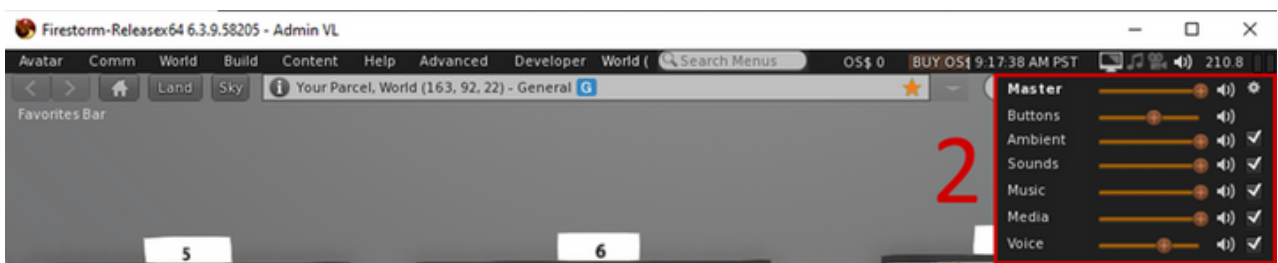


Figure 4. Adjusting Audio Settings

## 4. TROPHIES

By completing certain parts of the world, the player is rewarded with a trophy. Each trophy is unique, containing a unique inscription and description that relate to the content it is associated with. Completing the Tutorial and Scenarios will reward the player with a trophy. All trophies that the player has collected can be viewed in the Trophy Room (Figure 5) in the center of the world, along with their descriptions.

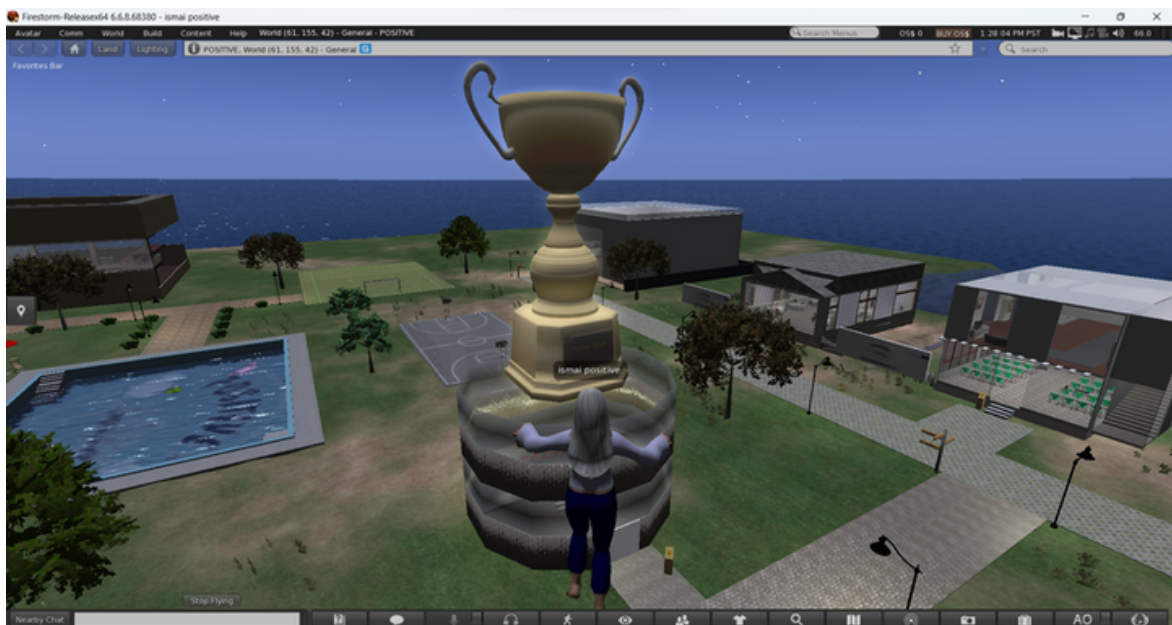


Figure 5. Trophy Rooms



# 5. INSTRUCTIONS FOR PLAYING

## a) Interacting with the world

To interact with any object in the virtual world, point your mouse cursor over it and press left-click. In contrast, pressing right-click will open a wheel of interaction options. For the purposes of this project, the use of left-click to interact with interactable objects is sufficient. Conversations can also be started by simply interacting with a Non-player Character (NPC) in the same manner.

## b) Step by step instructions

### i. Language selection

After completing the previous steps of this manual, you can now log into the virtual world. First, you must choose your language out of the 5 available (English, Greek, Portuguese, Spanish, and Lithuanian). To do so, when you first enter the world, you will be placed in a room with a world map. By clicking on the available flags/regions on the map (Figure 6), you can select the desired language. After selecting a language, click on the POSITIVE Logo to be teleported to the Tutorial.

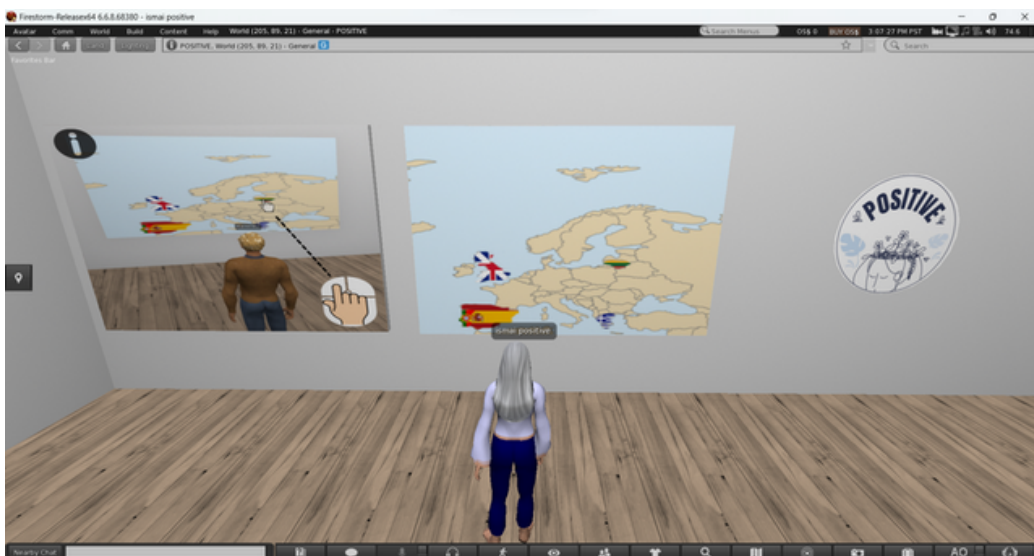


Figure 6. Map

## ii. Tutorial

In the tutorial (Figure 7), you will learn the basics of navigating and playing the game. The tutorial consists of 7 steps, each a separate panel with an image. Click on each panel to get instructions, starting from 1 and moving to the next. Read the instructions carefully while observing the images that are displayed.

Some instructions are optional.

The main aims of the tutorial are:

- getting acquainted with avatar navigation,
- learning to change your avatar's appearance (optional),
- learning the game's mechanics,
- get acquainted with player – NPC dialogue.



Figure 7. Tutorial Room (TR)

After going through all the steps, you will receive a Trophy for doing so. You can exit the Tutorial room into the open world by clicking on the **exit sign** near the entrance (Figure 8).



Figure 8. Exit sign TR

### iii. Scenarios

**Each scenario can only be played by one player at a time.** To enter a scenario, click on the “enter” button next to the entrance (Figure 9). If another player is currently playing the scenario, you will be informed. Else, you will be teleported inside, and the scenario will begin. After you complete a scenario, you will receive a trophy as a reward. You can exit by clicking on the various exit buttons located in the scenario (Figure 10).

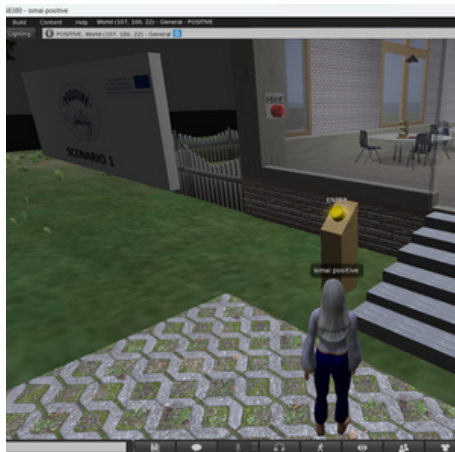


Figure 9. Enter button



Figure 10. Exit button

### iv. Interactive Map & Signs

To help players navigate the virtual world, interactive maps are placed in multiple locations (Figure 11). The player can click on a labeled location on the map to teleport to it. The same functionality is provided by the various signs.



Figure 11. Interactive maps

## 6. TECHNICAL ISSUES

As with any application, when running a viewer for virtual worlds you may encounter technical issues. Firestorm viewer is an application with a great community supporting it and with wealthy online material regarding common technical issues and their suggested solutions. We will refer anyone that is experiencing technical problems with the viewer to read the common problems related to [Firestorm](#) and if this is not sufficient then contact the POSITIVE project.

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