Result 3

Deliverable 3.4

Augmented and Virtual Reality Module

DC BOX

DIGITAL CURATOR
TRAINING TOOL BOX

Co-funded by
the European Union

Deliverable 3.4 - Augmented and Virtual Reality Module

The module is accessible by visiting the [learning platform homepage](#), and clicking on the relative section. Access must be requested to the system administration.
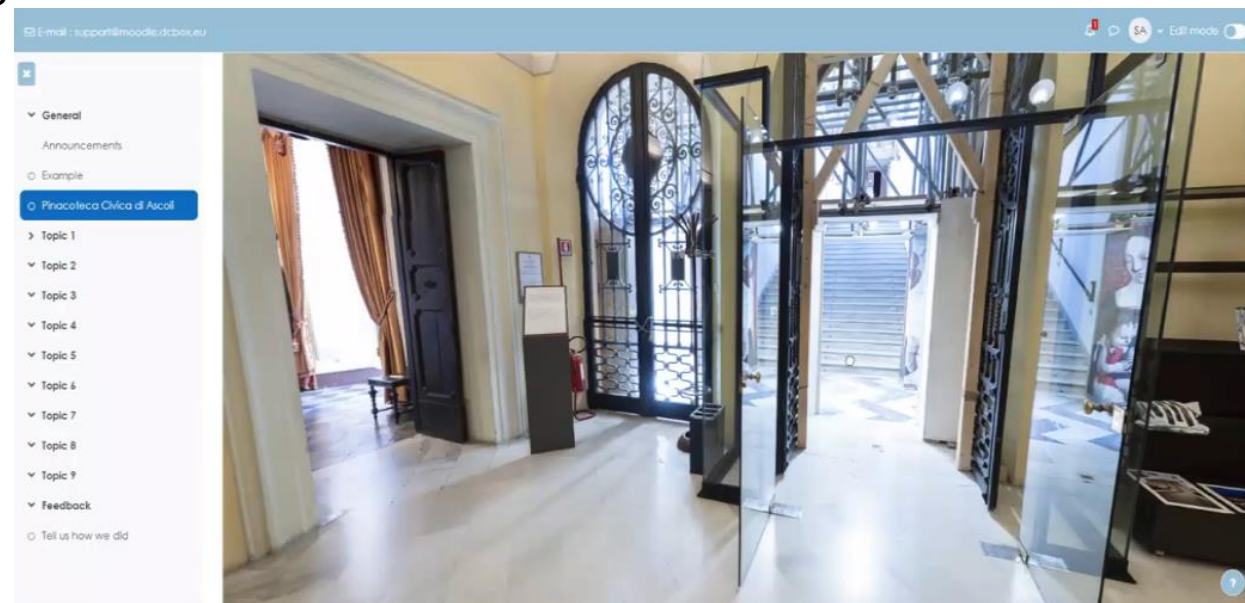
Deliverable 3.4 - Augmented and Virtual Reality Module

Through the VR Module, students have the opportunity to create their own **virtual experiences** within a **collaborative and easy-to-use platform** within the online Dcbox platform.

They can work together in the same environment to build their **personal tours** without the need for specific programming skills.

Virtual Tour (360)
Create 360 environments with interactions
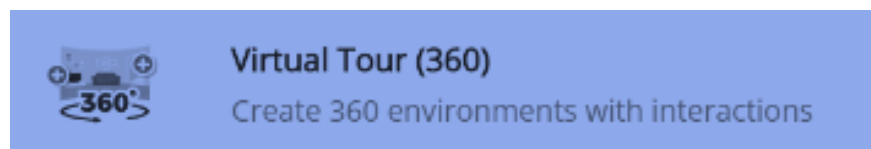
✓ Add 360° scenes
✓ Navigate between scenes
✓ Connect scenes
✓ Add interactions
    ✓ Text about the scene,
    ✓ Video,
    ✓ Image of the details.

This output will be initially developed in parallel with the remaining actions, in order to test and validate the AR/VR content creation framework. This section will be specifically designed to enable users with no programming skills to co-create their own AR/VR experiences. As today an easy-to-use editor for AR/VR is not existing, this framework will constitute one of the main novelties of the project.

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The VR Experiences are displayed with the 'H5P' icon and can be accessed by clicking on the name

Modifying permission and visibilities can be set up for each working group and account

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In the tab'**Interactive Content**', users can navigate through the experience, moving between scenes and interacting with the content
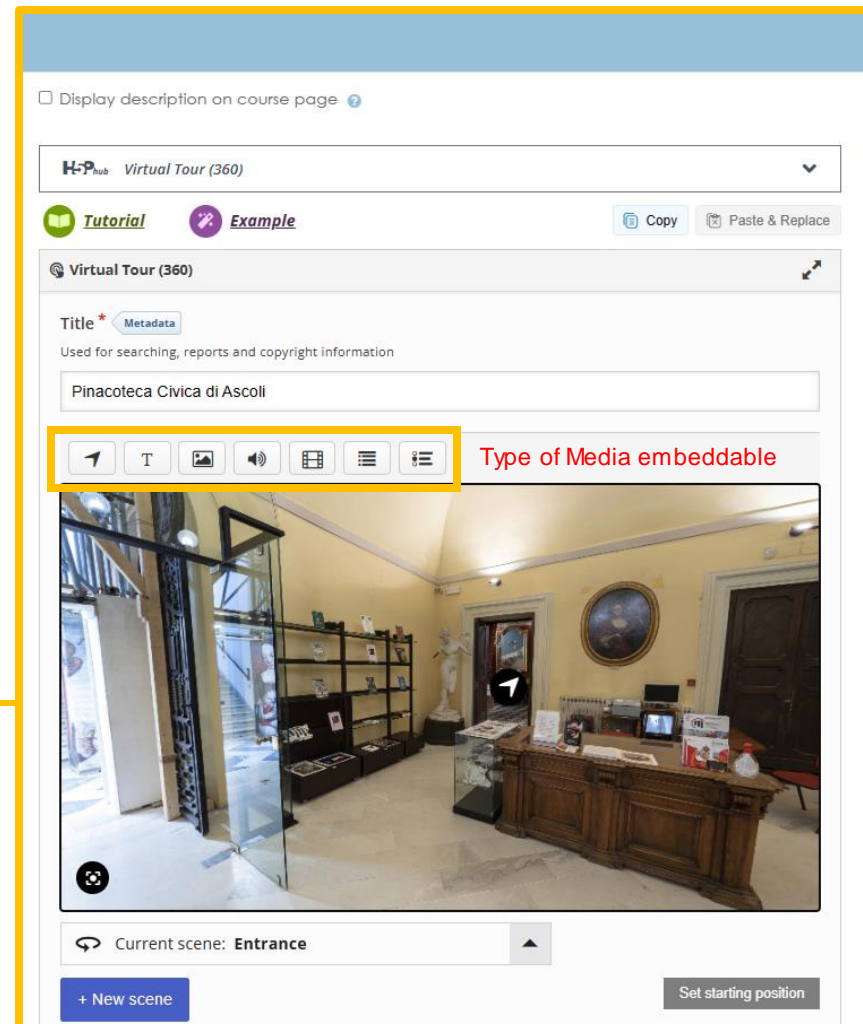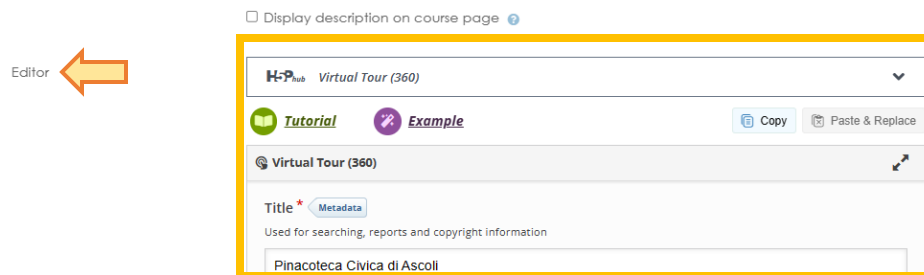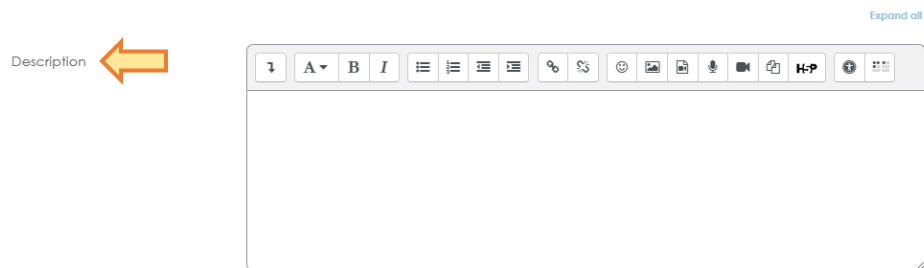
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In the '**Settings**' tab, users can modify the content of the experience, adding descriptions and other content, directly managing scenes and media embedded into the final product.
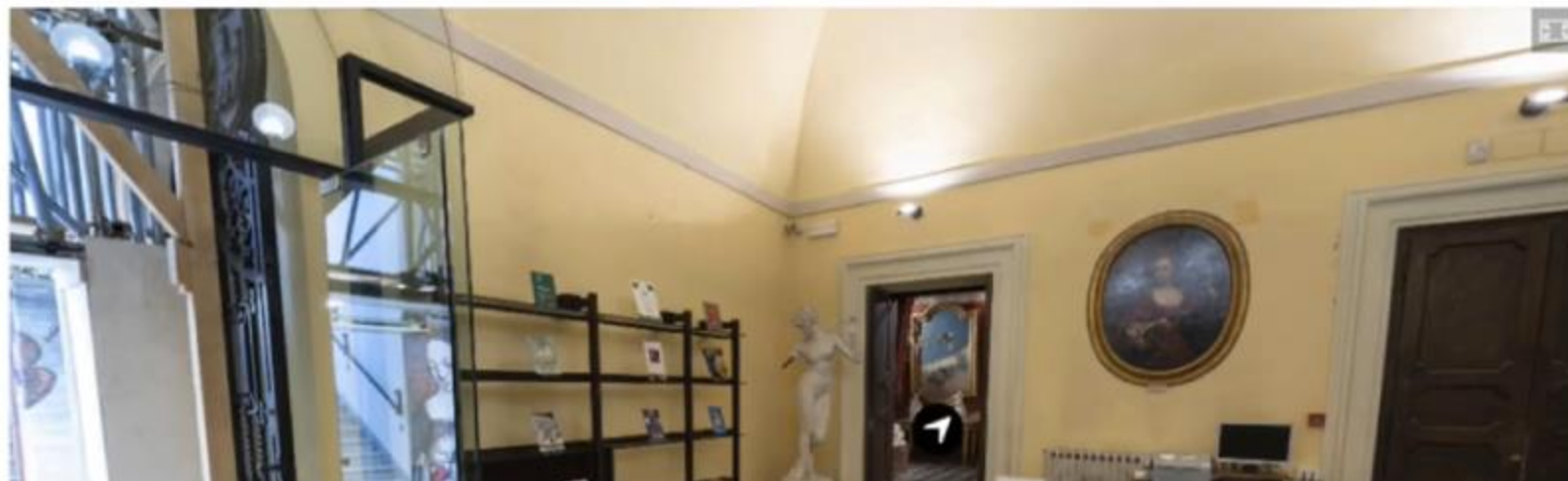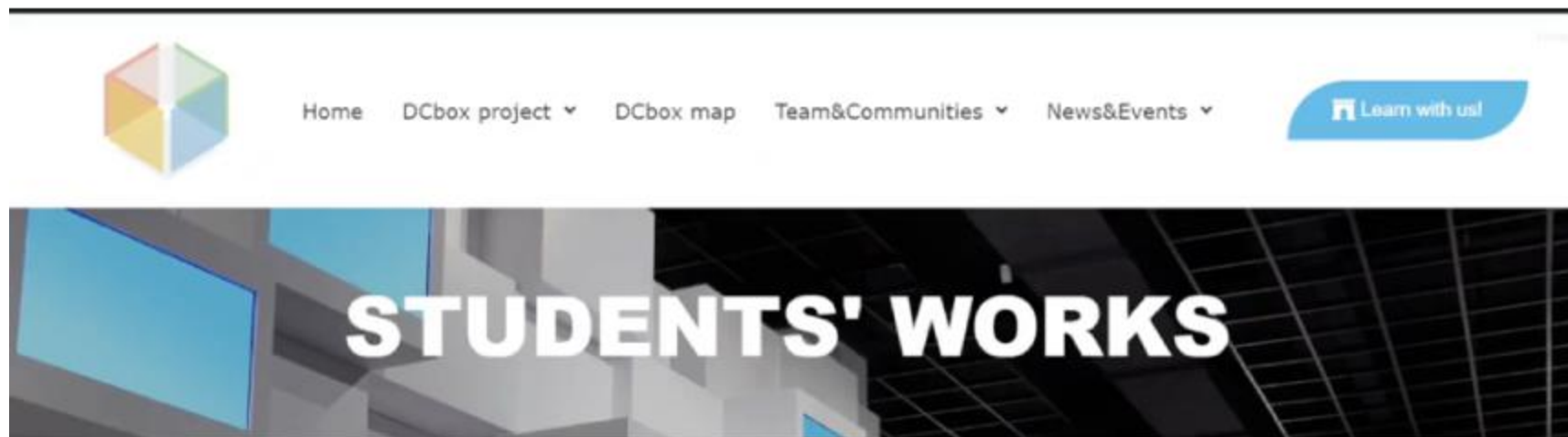

Type of Media embeddable

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The experiences can be exported in .h5p format and integrated into a website to showcase the work without creating an account on the platform

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Here are some examples of students' work presented using the VR Module on the platform collaborating together to join their own drawing with the others from team members

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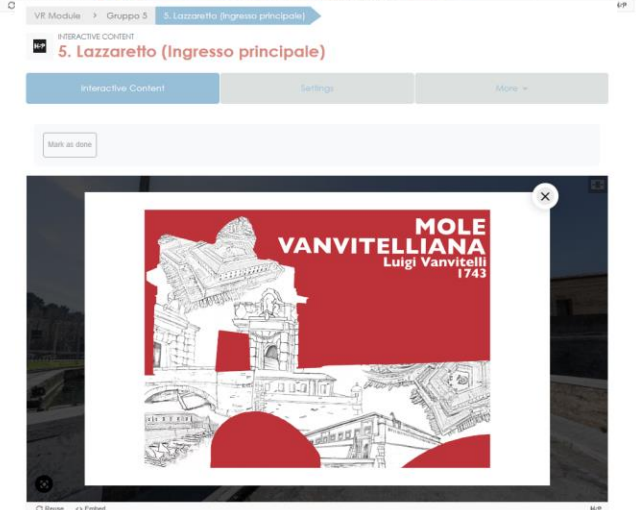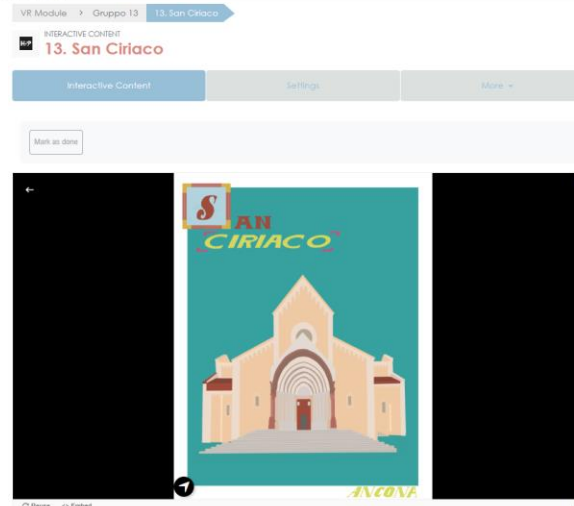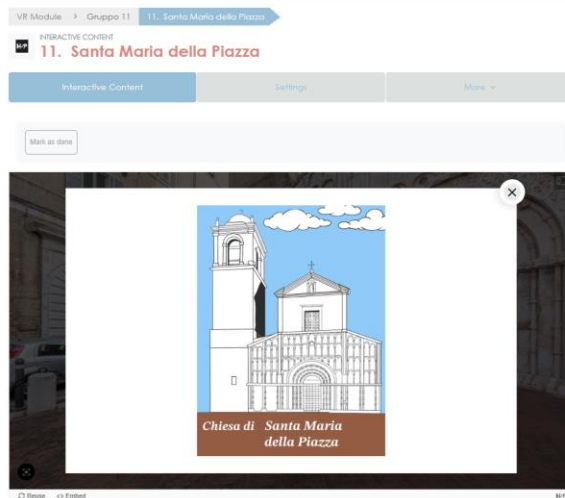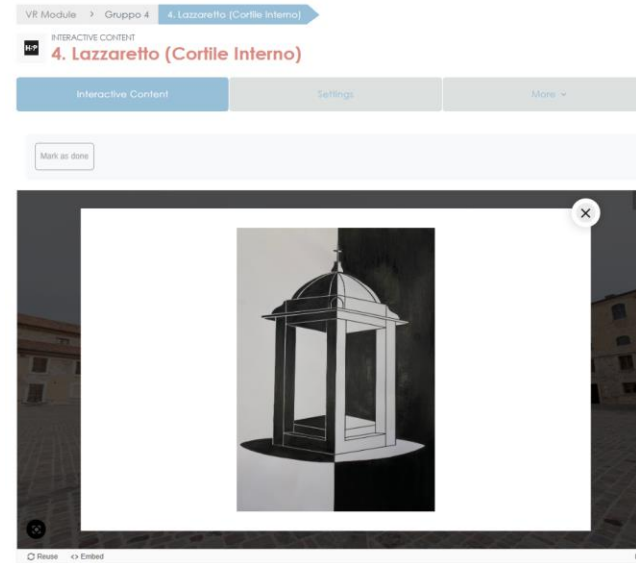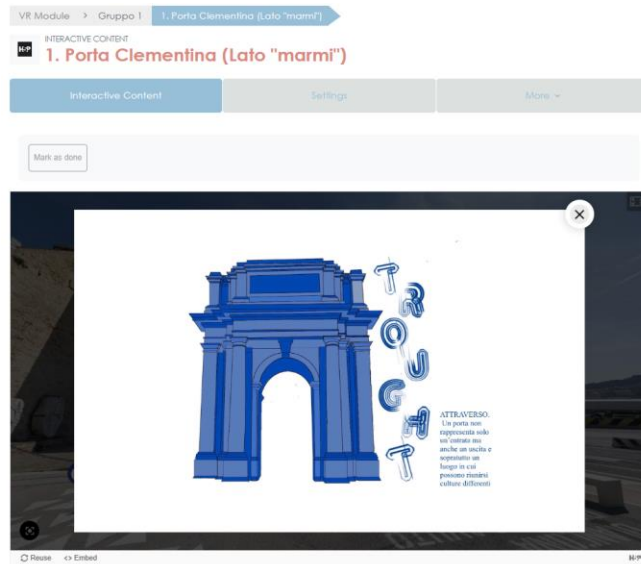
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