Guide to Xplorer
Ocean

(for Windows 10 and Windows 11)

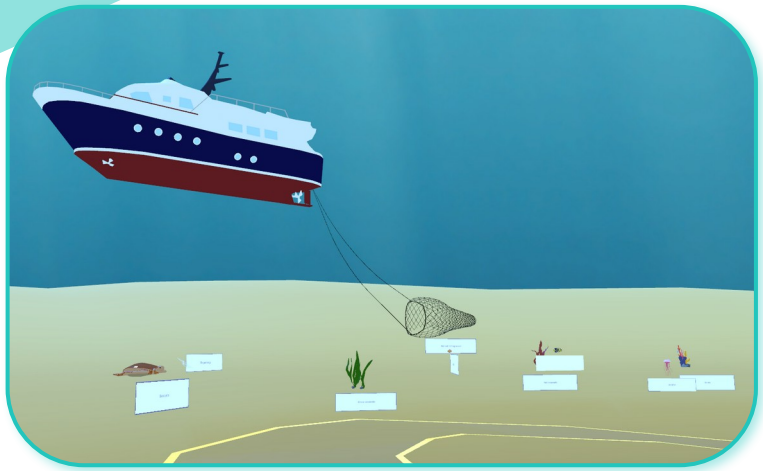
In this guide

- Overview of the field trip
- Open the project player
- Controls :
  - Change point of view
  - Move and look around
  - Interact

Teachers only

- Open the project builder
- Customise the field trip
- Customise the questions
- Share the project

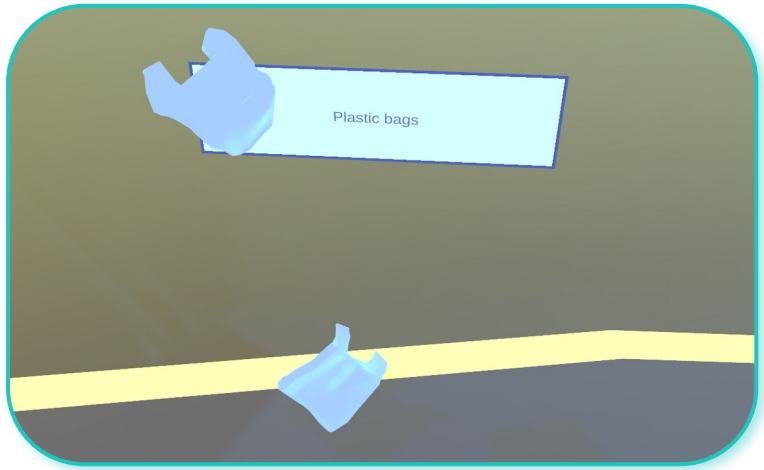
Overview of the field trip



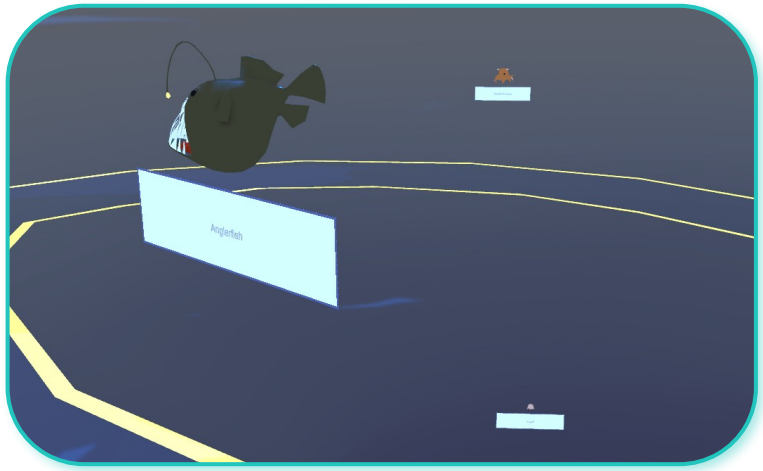
Enter the field trip



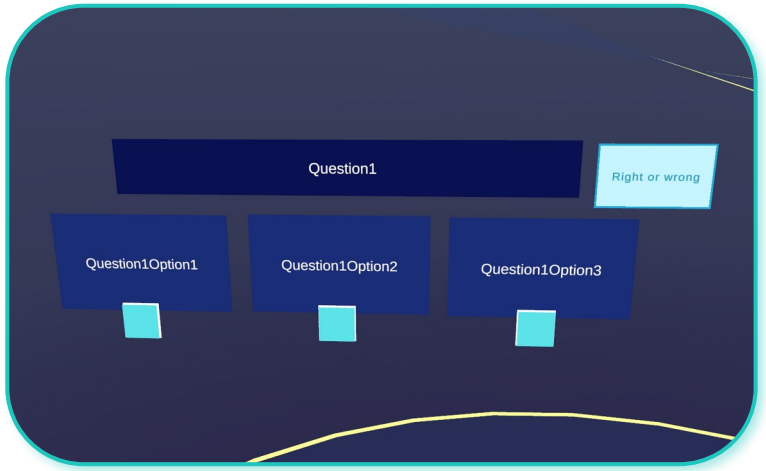
Discover the wildlife and plant life of the ocean



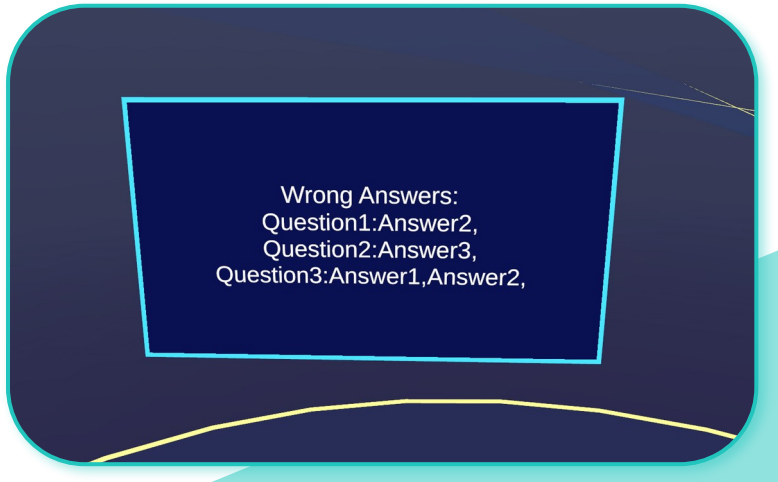
Learn about their threats



Go deeper in the ocean



At the end on the trip, answer the quiz about it.



Take a screenshot of your results and close the window.
You can send your results to your teacher.

Students

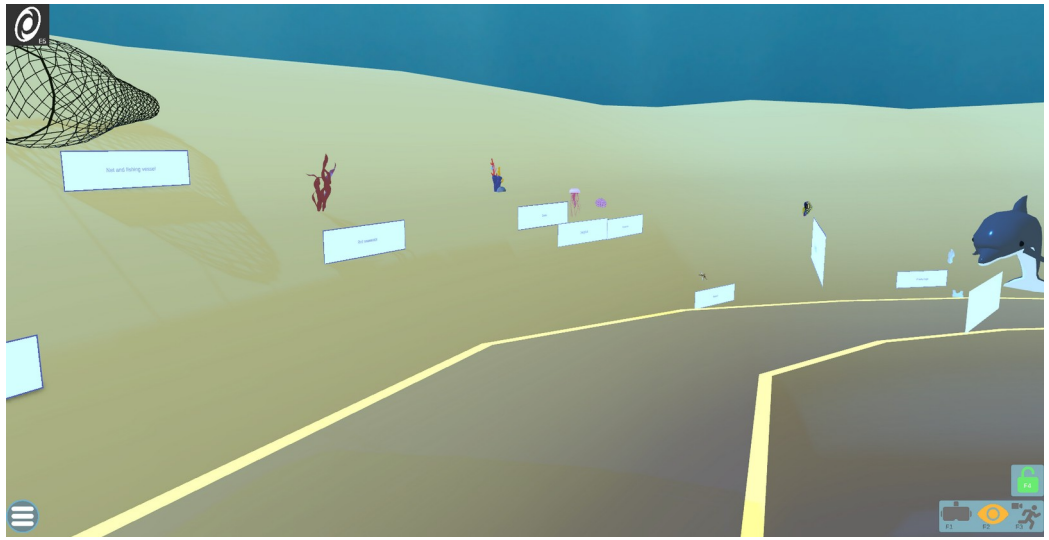
How to open the project player

- **Download** and **install** the Portal Hopper : https://www.portalhopper.com/xr4ed/
- Find your teacher's ocean field trip on the **marketplace :** https://xr4ed.cellock.com/product/list
- **Purchase**, **download** and **open** the .vrml file of the field trip

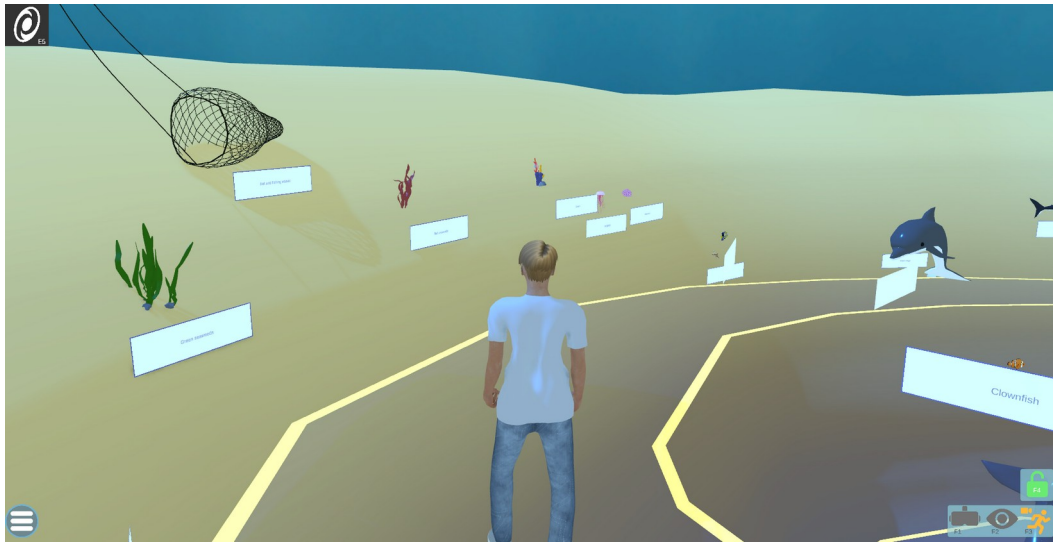
Students

Controls in Portal Hopper

Change the view



First person POV – Press F2



Third person POV – Press F3

Students

Controls in Portal Hopper

Move and look around

Walk around

Run

Look around

Students

Controls in Portal Hopper

Interactions



Left click on the yellow squares to interact

You can right click to re-center your mouse in the middle of the screen.

Teacher

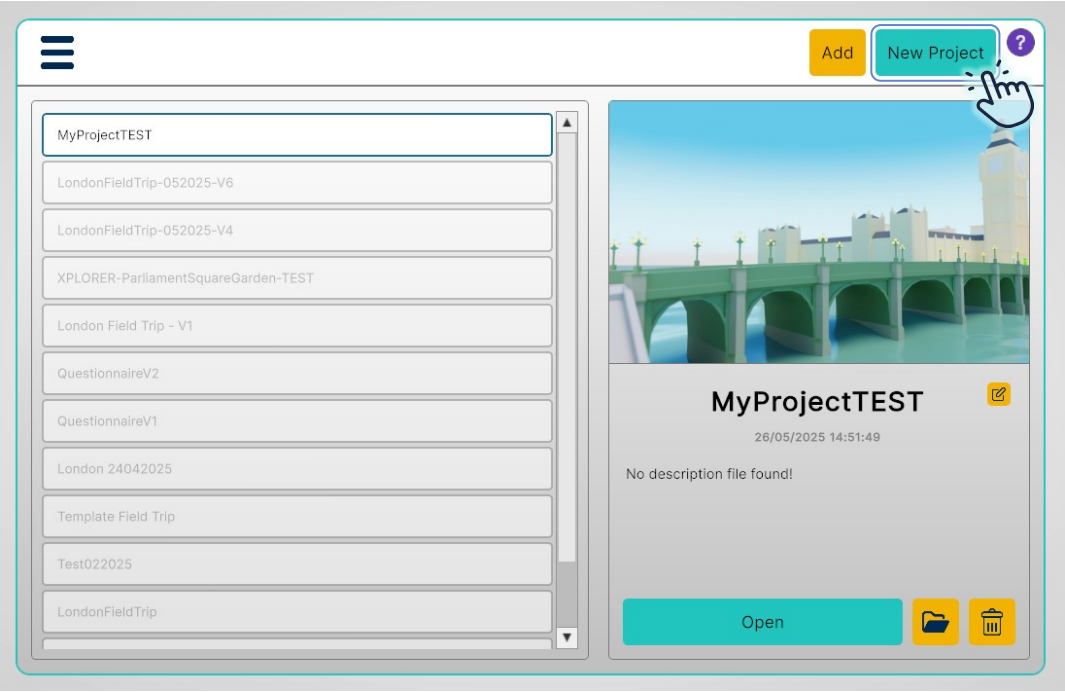
How to open the project builder

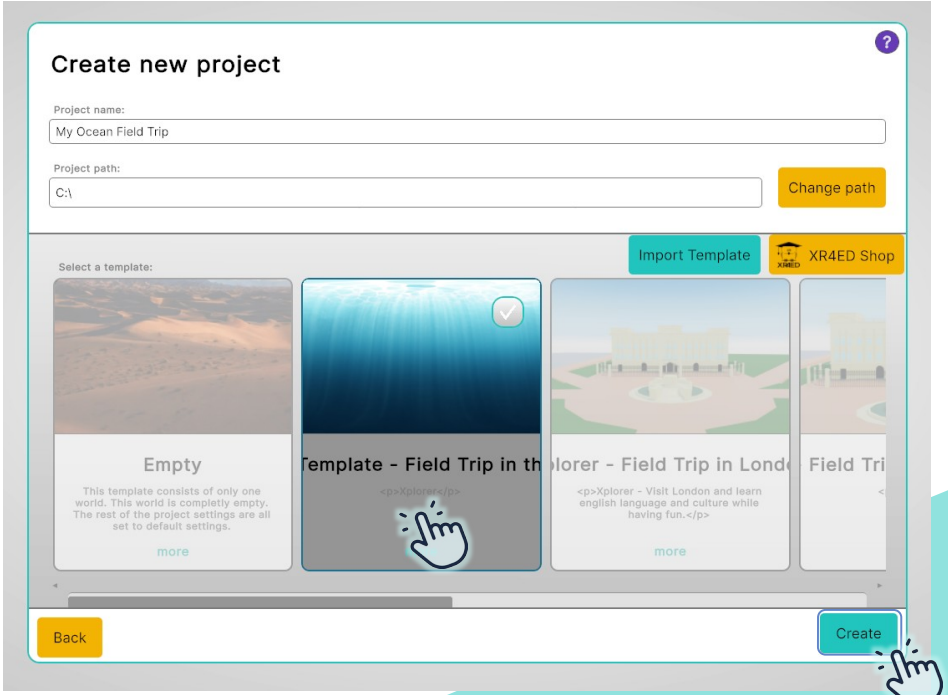
- Create a Cellock account : https://xr4ed.cellock.com/product/list
- **Download** and **install** the World Builder and the Portal Hopper : https://www.portalhopper.com/xr4ed/
- Purchase Xplorer template : https://xr4ed.cellock.com/product/xplorer-template-field-trip-in-the-ocean-588?guid=436b003b-8a60-4113-b9a5-d5f31d8125f3

Teacher

How to open the project builder

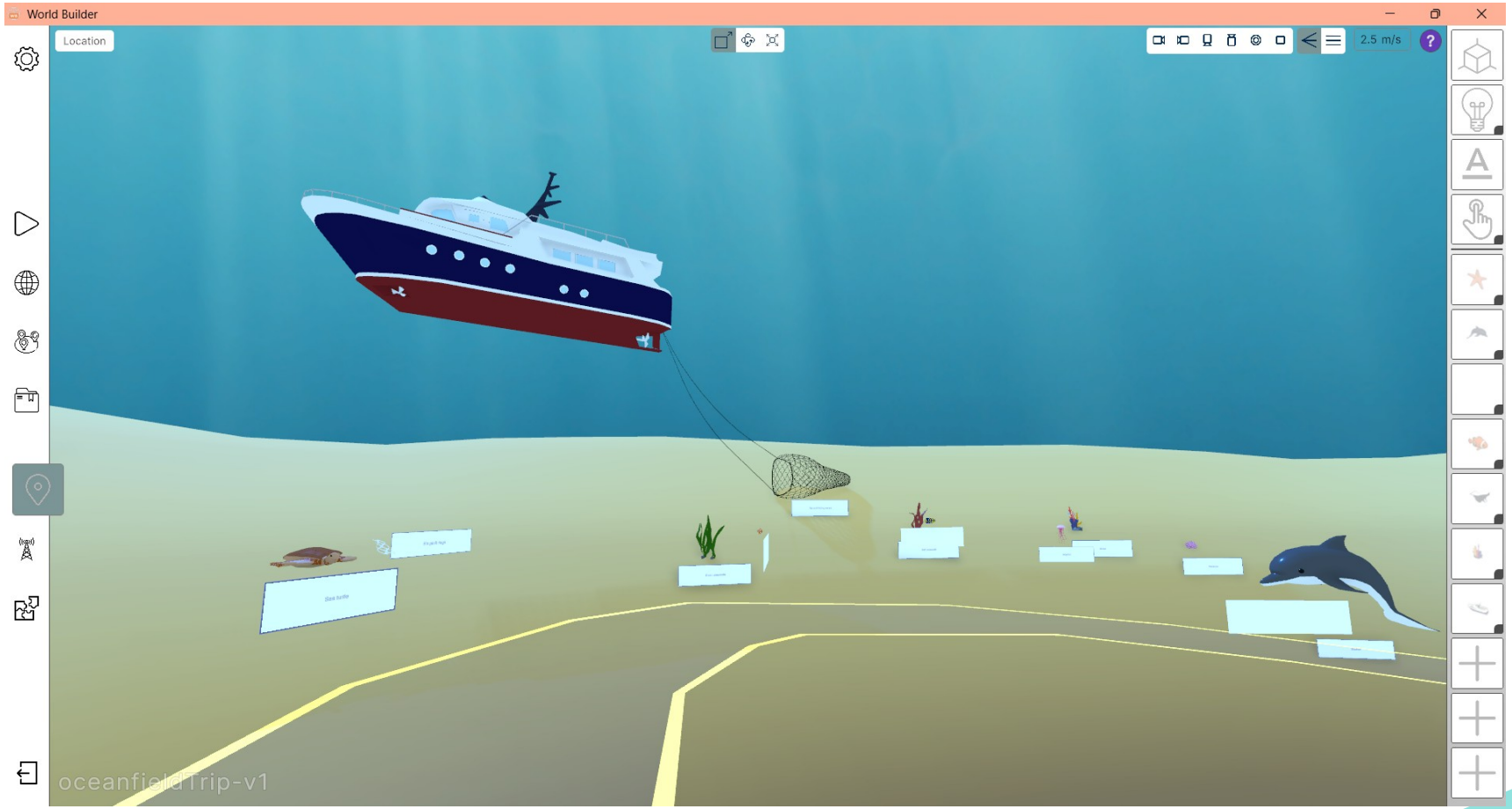
- Open the World Builder and login with your Cellock account
- Click on “**New Project**”
- Name your project, choose its path, **select the template** and click "**Create**"
  (the templates sometimes take some time before appearing, do not worry)





Teacher

How to open the project builder



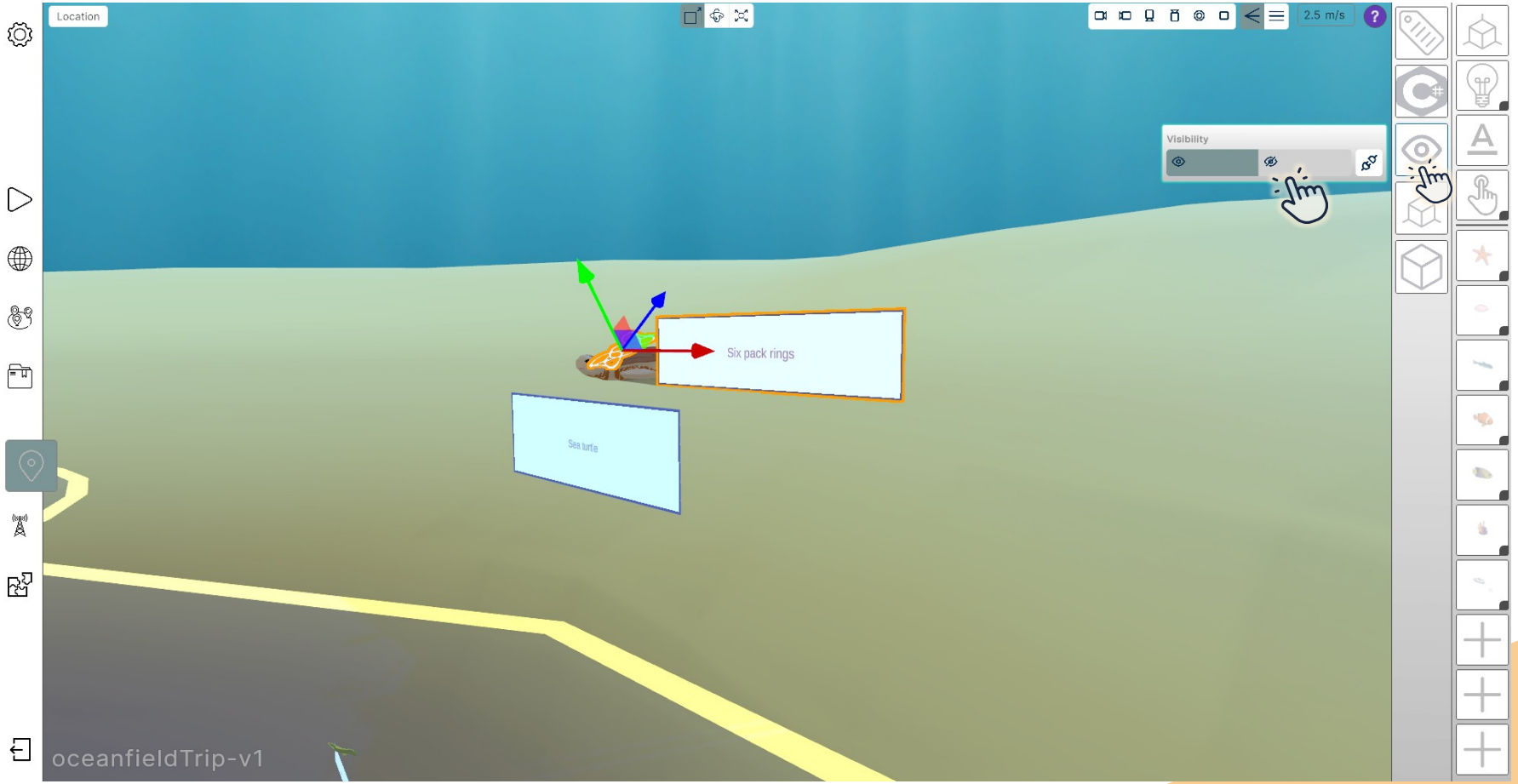
(what you should see after clicking on “Create”)

Teacher

How to customise the field trip

Hide an object

Select an object, click on the eye icon on the right and hide it.

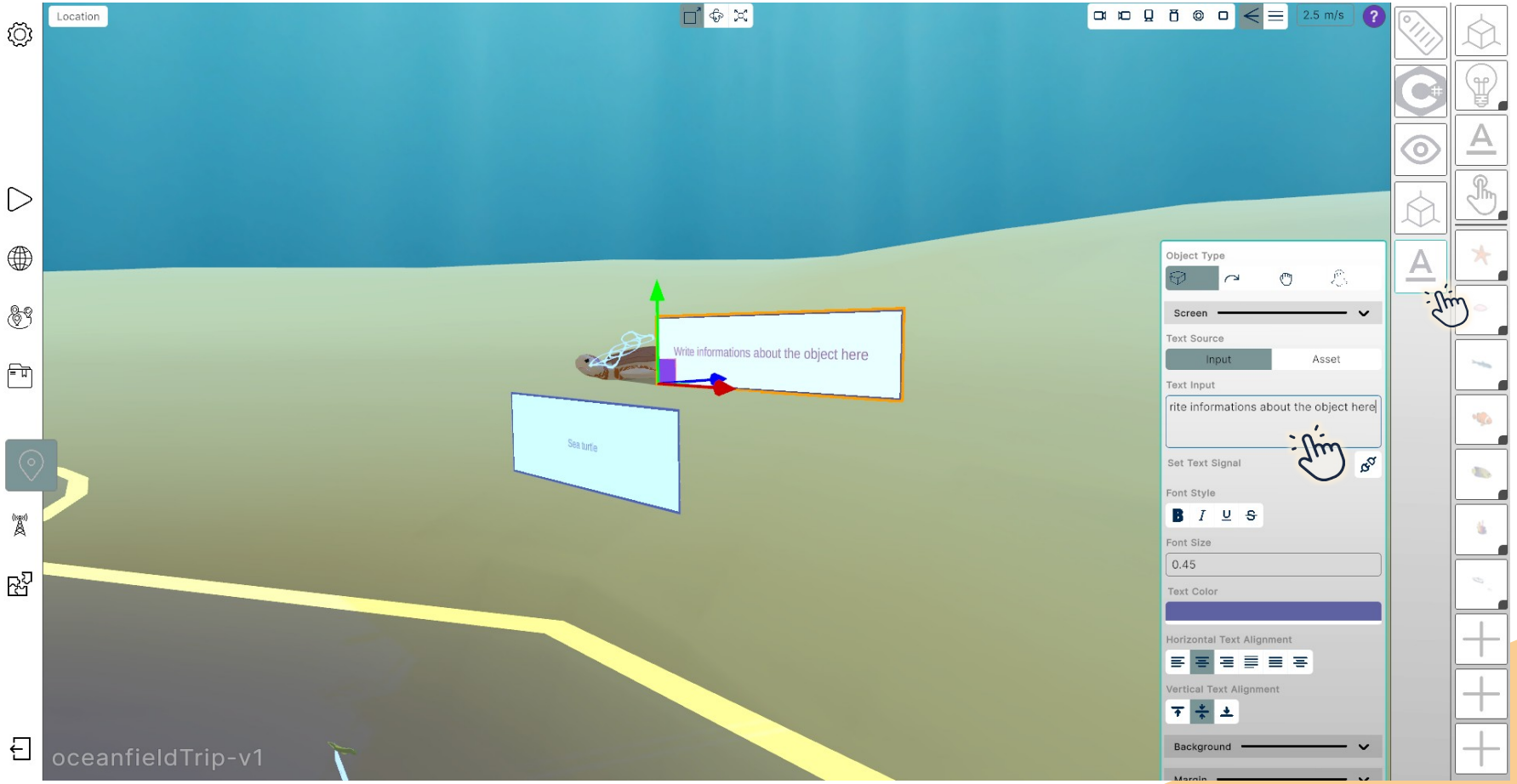


Teacher

How to customise the field trip

Edit the text

Select the text, click on the text icon on the right and write in *Text Input*.



Teacher

How to customise the questions

Open the signal manager

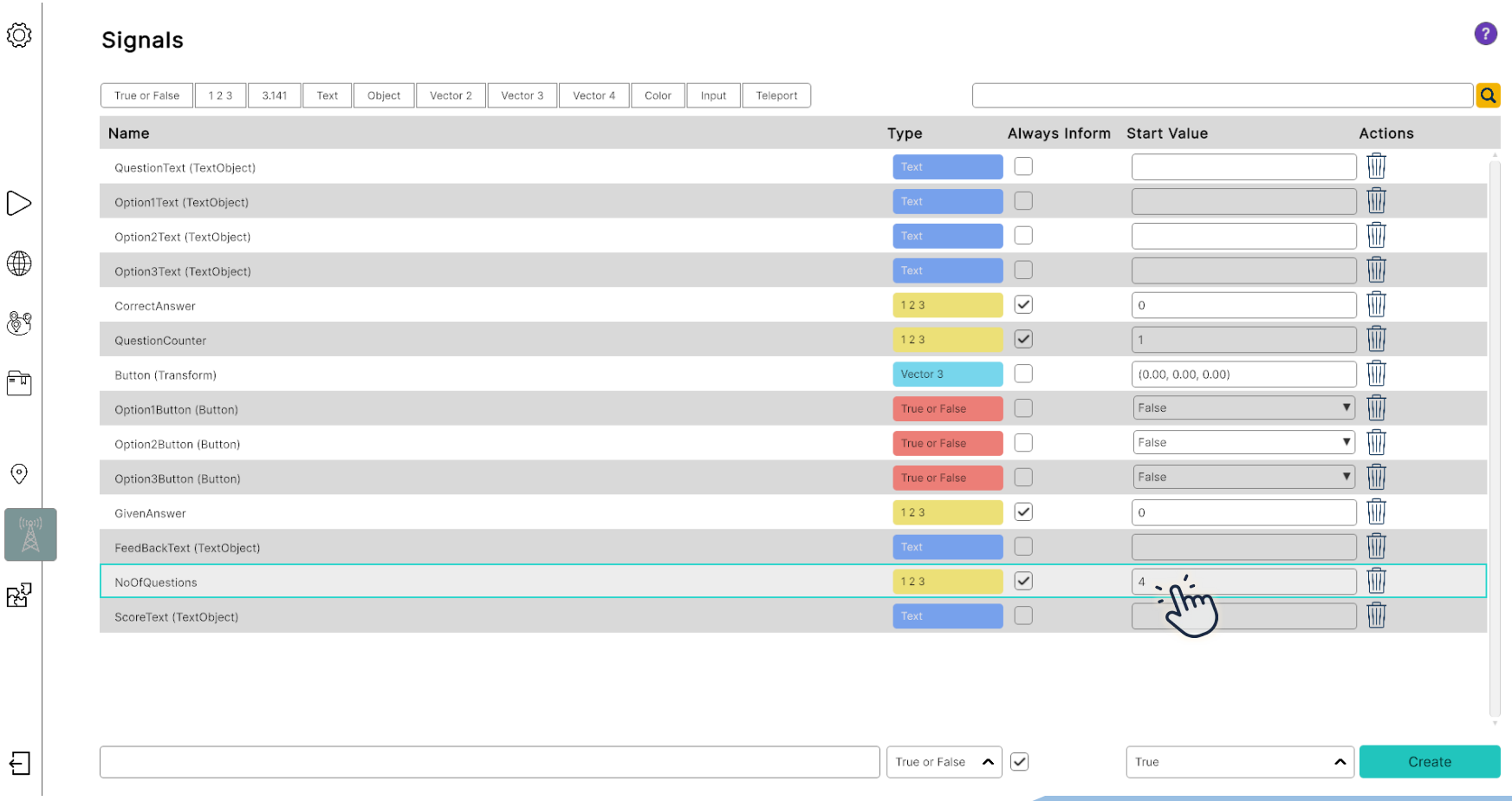


Teacher

How to customise the questions

Write the number of question

that you want in your quiz in “NoOfQuestions”



Teacher

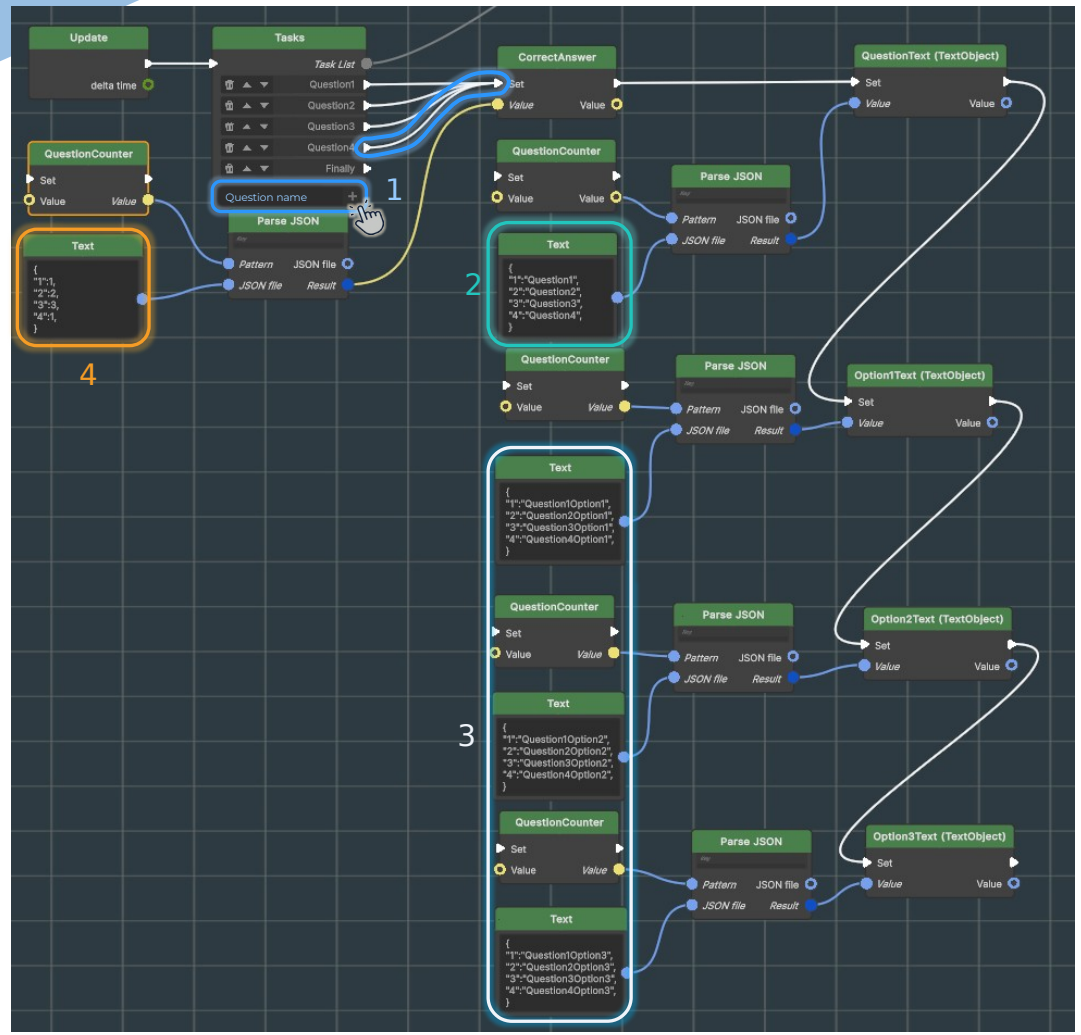
How to customise the questions

Open the logic editor



Teacher

How to customise the questions



1. To add a question: write the question name, click **+**, place the question over “Finally” and link the question to “Set” in the *CorrectAnswer* node
2. Write down the questions
3. Write the three possible answers (only one can be correct)
4. Tell which answer is the correct one (Answer n° : 1, 2 or 3)

For the steps 2, 3 and, 4 you will have to write in this format :

{
“1“:”____”,
“2”:”____”,
“3”:”____”,
...
}

(The left number is the place of the question in the *Tasks* node)

Teacher

How to share the project to students

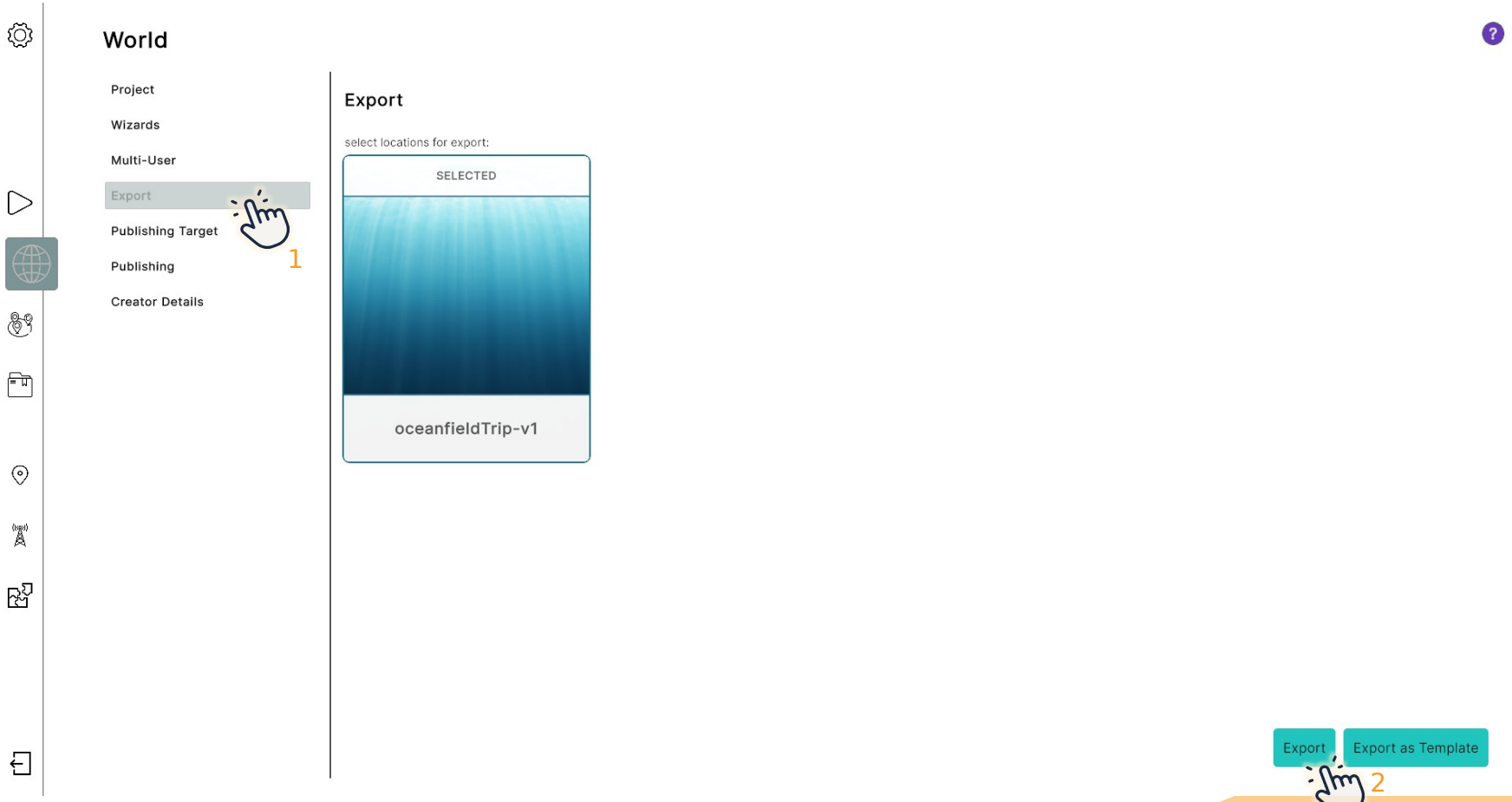
Open the world menu



Teacher

How to share the project to students

Go to **Export tab** and click **Export**



Teacher

How to share the project to students

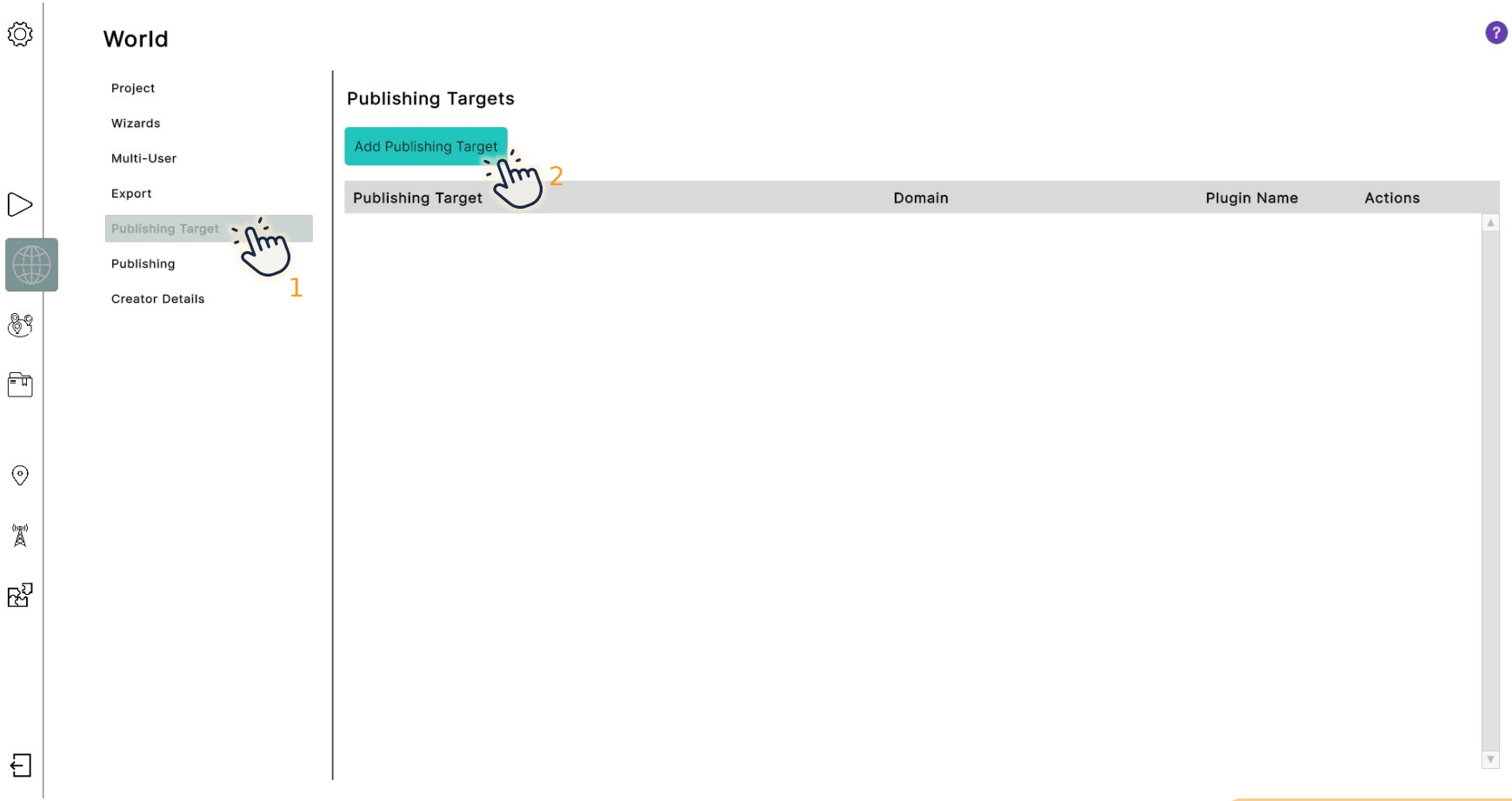
Name your project



Teacher

How to share the project to students

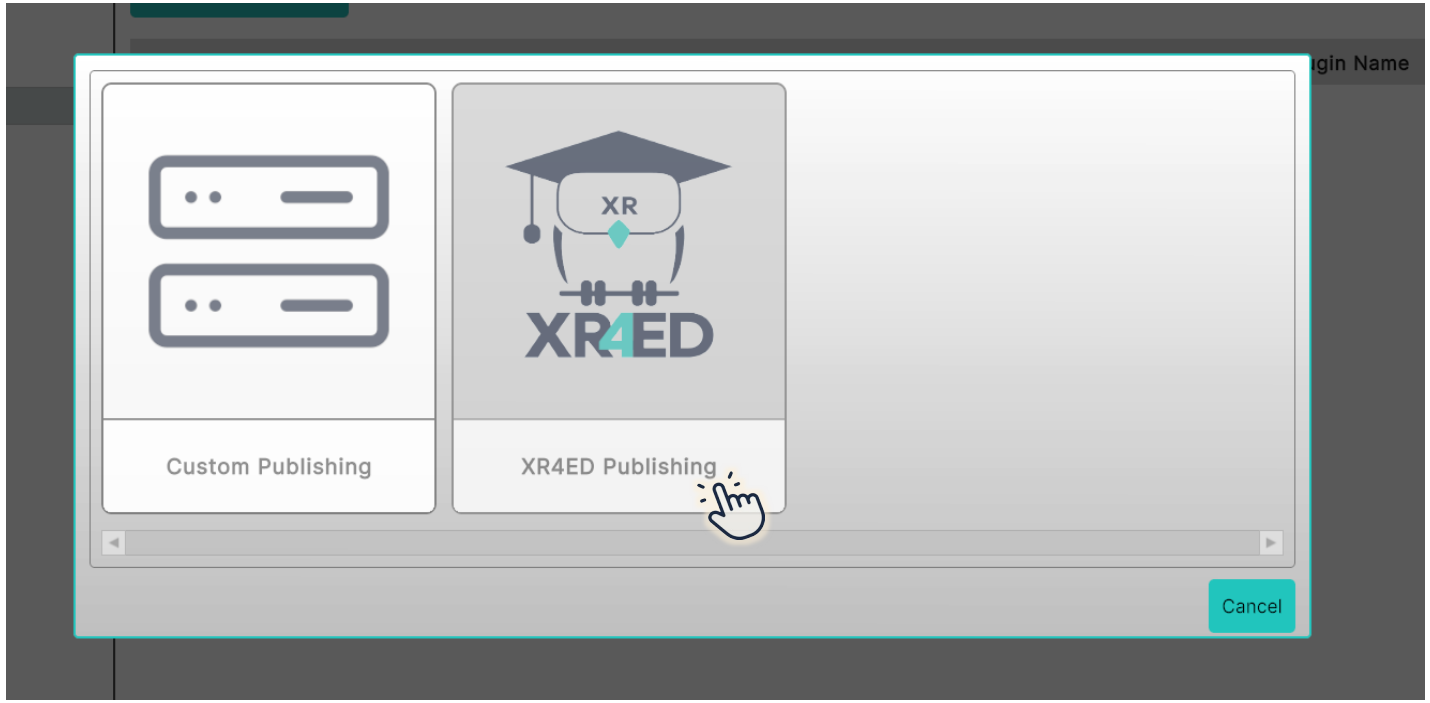
Go to **Publishing Target tab** and click **Add Publishing Target**



Teacher

How to share the project to students

Select **XR4ED Publishing**



Teacher

How to share the project to students

Name your project and the name of the publisher (you)



Click Save and then Ok until you're back to the Publishing Target tab

Teacher

How to share the project to students

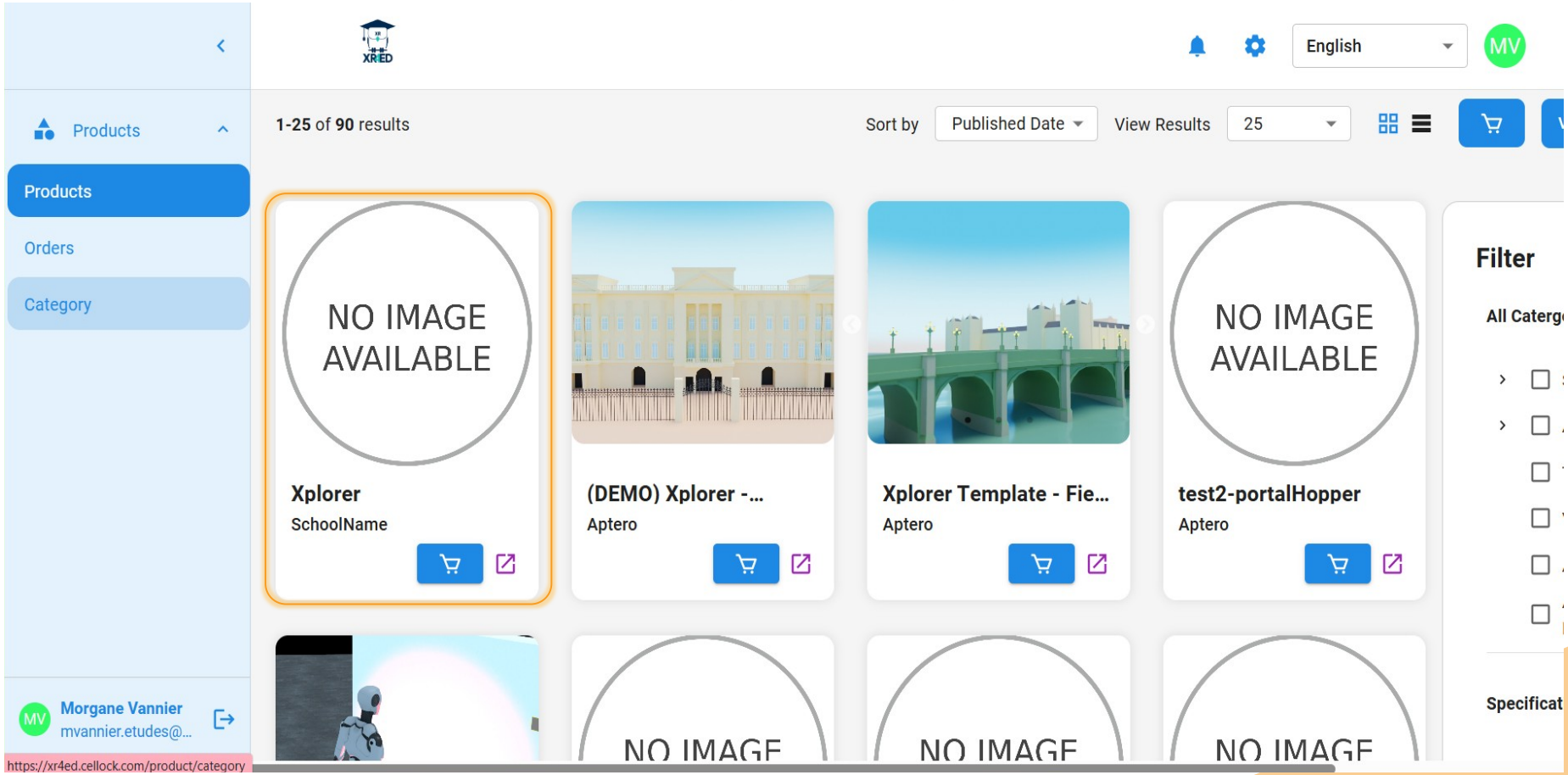
Go to **Publishing tab** and click select your **Export**, select your **Publishing Target** and click **Publish**



Teacher

How to share the project to students

You can now go to https://xr4ed.cellock.com/product/list
and see your project

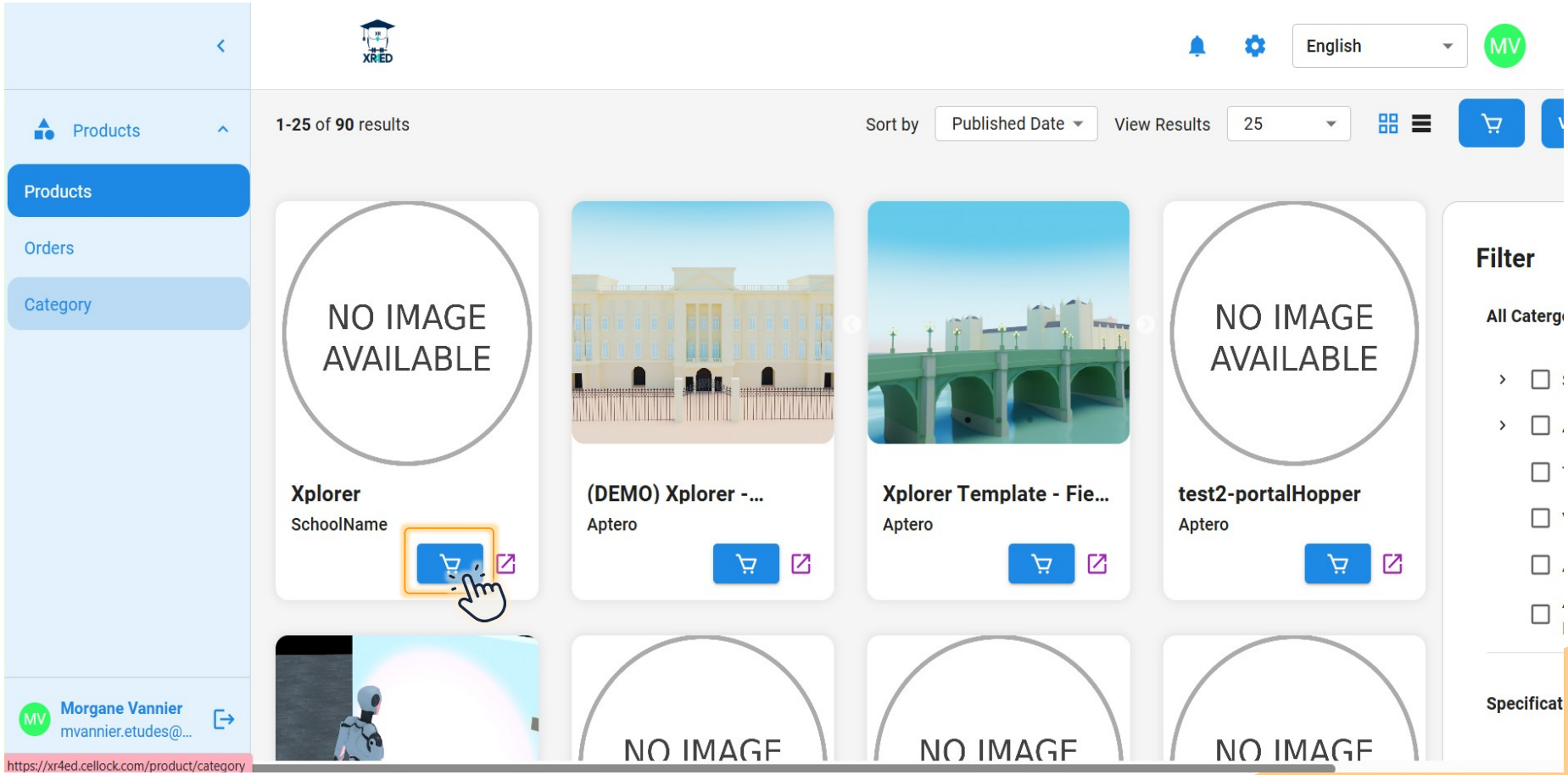


Teacher

How to share the project to students

(To avoid students to create an account on Cellock)

Purchase your project

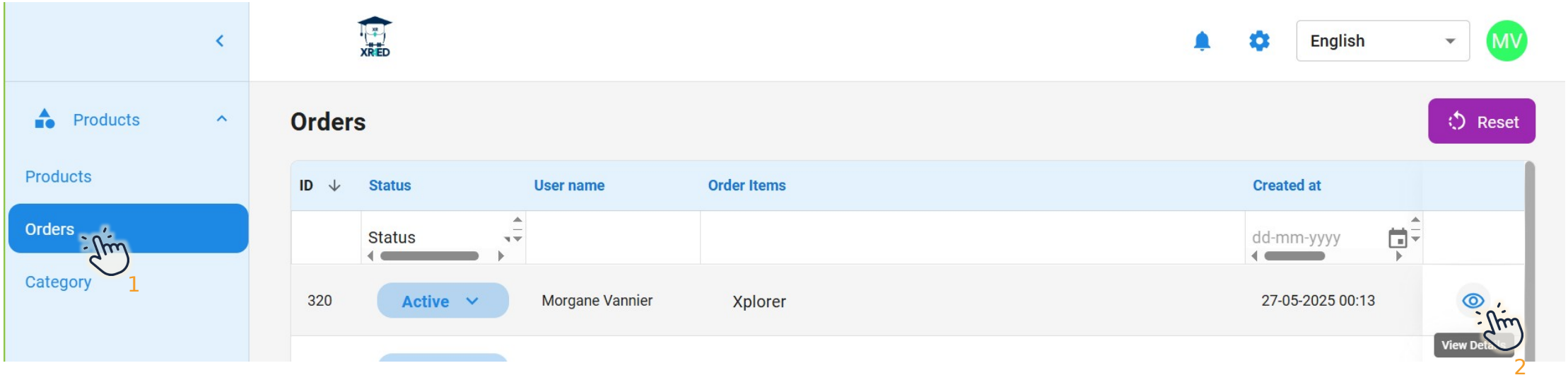


Teacher

How to share the project to students

(To avoid students to create an account on Cellock)

In the **Orders tab**, click on the **eye icon** of your order and then download the order.



Share the .vrml file that you download to your student.

(If they have the Portal Hopper installed, they will just have to open the .vrml file to see the project)

Thank you for testing

Contact us: cedric@aptero.co