

IMMERSIVE LEARNING PROGRAM

# Final Soccer

Duration  
60 Minutes

IMVR Application Link  
[Download Here](#)

## App Overview

Final Soccer uses VR headsets and trackers to engage players in immersive gameplay. This soccer simulation app focuses on enhancing fitness, coordination, balance, and motivation through physical activity. The app offers four different tracker options and the opportunity to explore six diverse player modes, either as a striker or goalkeeper. Two of these modes support multiplayer options. Set in a vibrant stadium atmosphere, Final Soccer allows students to tailor their experience to their preferences and abilities.



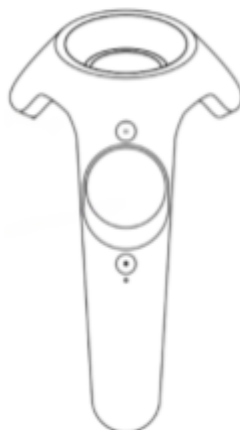
## Objectives

At the IMVR Station, students will engage in hands-on exploration of Final Soccer. Students will wear trackers to deepen their understanding of the role trackers play in adding realism to the app. The Student Digital Notebook will highlight creative and practical uses of trackers in VR and the Final Soccer app.

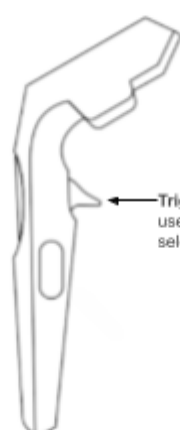
## Basic Controls

### Left Controller

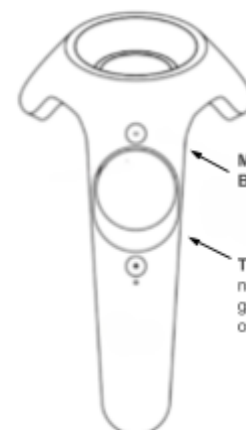
May be used as a tracker.



### Right Controller



Trigger:  
used for menu  
selection.




Menu  
Button

Trackpad:  
navigate  
gaming  
options.



### Resources

**Student Resources:** [Student Digital Notebook - Final Soccer](#) (PPT)

**Safety Poster:**  [Lumination Safety Poster.pdf](#)

**Technical Guide:** [Vive Tracker Set-Up](#) (PDF)

### Top Tips

#### Elements and features of the experience to be aware of.

- Users will need to wear at least one tracker to play Final Soccer. Full-body simulation is possible if wearing three HTC trackers. If schools have no access to trackers, a standard Vive hand controller may be strapped to the leg to act as a tracker. Make sure to select the appropriate option when launching the experience.
- If using two hand controllers, they will appear as goalkeeper gloves in the experience. Pointing the right hand controller and clicking using the trigger will select mode and setting options. Grabbing the balls will activate the different experiences within the app.
- Ensure trackers are paired to IMVR stations. One to three trackers per station may be connected. Trackers are attached to straps. Body and ankle straps are used with the trackers. Wrist straps are not necessary as users will be using hand controllers. Additional straps may need to be purchased.



- On entering the experience, users select one of four tracker options:
  1. Hand controller taped to foot to act as tracker.
  2. One tracker strapped to one ankle.
  3. Two trackers strapped to ankles.
  4. Two ankle trackers and one body strap tracker.

***For the initial experiences of Final Soccer, in the Lumination Learning Lab, the use of one foot tracker is recommended. This is the second tracker option.***

- Players will need to look down to the ground and place a foot into the virtual soccer boot to initiate modes of play.
- The game opens in a soccer stadium. Players reach out to the soccer balls to



select from one of six player modes.

- **Simulator Mode**- The user becomes a goalkeeper and will practise catching balls.
  - **Shooter Mode** - The user becomes a striker and will practise kicking balls into the goal.
  - **Arcade Mode** - The user catches balls as a goalkeeper in a game format. This mode needs to be unlocked by saving 5 balls in simulator mode. Story Mode - This simulates a soccer match but needs to be unlocked by saving 10 balls in Arcade mode.
  - **Multiplayer Mode** - This enables the user in VR to play a penalty shootout against other users on tablets or mobile devices using the [Final Kick](#) app ([iOS](#) or [Android](#)). Please note that the Final Kick app needs an account + initial training set-up before being allowed to join the VR app.
  - **Vive vs Vive Mode** - This enables users on IMVR devices to play against each other if they were on the same network. This will require additional set-up.
- Remind students to focus on maintaining a sense of balance and coordination. Tell students to be aware of their surroundings, both in the app and in the physical space. Consider available headroom, as jumping may be involved.

### Learning Sequence

Using a presentation screen, show students the video –

▶ VIVE TALK – How to Boost Athletic Performance with VR

Discuss one or more of the following questions after viewing the video:

- 1) What are the potential benefits of using Virtual Reality (VR) technology in sports training and athletic performance enhancement?
- 2) How does VR technology simulate real-world environments and scenarios for athletes?
- 3) In what ways can VR contribute to an athlete's mental preparation and visualisation techniques before competitions?
- 4) How might VR training be more efficient or effective compared to traditional training methods?
- 5) What implications could the integration of VR in sports training have for the future of athletic performance and coaching strategies?

Ask students to add their responses to these questions on the [Student Digital Notebook – Final Soccer Digital Notebook](#). They may complete these questions



individually or with a partner.

### IMVR STATION: Final Soccer

Assign students in desired groups (2-3 students is recommended). Each student will be given 5 minutes to use Final Soccer either on 'Simulator' or 'Shooter' mode. Depending on the number of students and IMVR stations, you may choose to allocate a longer explore session per student.

Each student will take turns with the following roles:

- **Athlete-in-Training:** This is the student using the headset and practising their kicking or goalkeeping skills.
- **Coach:** This student will monitor the time and take notes for the Athlete-in-Training. They will record the performance in the digital notebook.

The students will be asked to complete the following tasks in VR as an Athlete-in-Training:

1. Once the experience is launched, select a tracker option (hand controller, one ankle tracker, two ankle trackers, or two ankle trackers + one body tracker).
2. Inside the experience, look on the ground and place the foot with the tracker into the soccer boot.
3. Ask students to select a mode - 'Shooter' (kicking practice) or 'Simulator' (goalkeeping practice). Other modes need to be unlocked.
4. In Simulator mode: Stop the shooter from scoring any goals. The more goals saved, the better. In Shooter mode: You need to score as many goals as possible.
5. You can attempt as many trials as you like within five minutes.
6. Once your 5 minutes is up, switch roles with your partner.
7. Copy your own records from your partner in your digital notebook.

The students will be asked to complete the following tasks as a coach:

1. Help your partner into the VR set-up. Make sure the trackers go on first, followed by the hand controllers, then the VR headset.
2. Start the timer (5 minutes or whatever the teacher decides) as soon as your partner (Athlete-in-Training) starts the VR experience either in Simulator or Shooter mode.
3. Record your partner's scores (goals saved or goals made) in the table found in Slide 17 of your digital notebook.
4. Make sure to keep your partner safe within the VR safe zone with no hazards. Do not stand or sit next to them.
5. Once the timer is up, help them out of the VR gear by taking the hand controllers first, then the headset, then the trackers.
6. Exchange roles or pass to another team if everyone's had a turn.
7. Return to your desk and continue completing your digital notebook.

Once all students have had a turn on the IMVR and/or at the end of the session, ask students to share their experiences as a class. Check who has the highest goals saved

and/or made. Ask about what they found challenging with the task. Find out what they have liked about the experience.

### Troubleshooting

- Ensure Final Soccer trackers are attached and paired if not loading.
- In Settings, the app has language options (English, Spanish, French, German, Italian, Portuguese, Chinese, Korean, Japanese).
- Height, Graphics Quality, Shooter Power and Movement Assistance are available in Settings to support the user experience.

### Lesson Bytes

1. [Soccermetry: Exploring Geometry in Soccer](#) (Year 8-9)
2. [Team Tactics Tournament: Playing Virtual Soccer In Multiplayer Mode](#) (Year 7-8)

*\*For more Lesson Bytes, please visit our [Lumination Education Centre](#).*