



# Team Tactics Tournament:

## Playing Virtual Soccer In Multiplayer Mode

### Learning Area(s)

Health and Physical Education

### Year Level

Year 7 and 8

## Introduction

Students will immerse themselves in the world of soccer through VR and mobile technology in this lesson. They will use the Final Soccer app to enhance their physical fitness, coordination, and teamwork skills. By integrating the Final Kick mobile app, students will experience the dynamic roles of shooter and goalkeeper, fostering a collaborative learning environment. This lesson aims to blend physical activity with technology, encouraging students to explore their abilities and challenge themselves in a fun and engaging way.

## Application

### Final Soccer

Final Soccer uses VR headsets and trackers to engage in immersive gameplay. This is a soccer simulation app designed to enhance fitness, coordination, balance, and motivation through physical activity in a virtual environment. The app allows students to tailor their experience to their preferences and abilities.



## Lesson Overview

### Lesson Objectives

- Enhance physical fitness, coordination, and balance through VR soccer gameplay.
- Promote teamwork and communication among students.

### Resources

#### Mobile App:

- [Final Kick](#) app (Available via [iOS](#) or [Android](#)) - A free mobile soccer app that can interact with Final Soccer VR (needs accounts). Students get



- Develop an understanding of soccer techniques and strategies.
- Encourage creativity and problem-solving through a creation element.

to be a shooter on mobile and the VR player is the goal keeper.

### Materials:

- [Score Recording Template](#) - Students can download a copy of this template to record their team's scores.

### VR Videos:

- [RELIVE RONALDO COMEBACK H...](#)  
(2:13)
- [WATCH SPURS' DRAMATIC WIN ...](#)  
(5:25)
- [RELIVE BALE WONDERGOAL IN 3...](#)  
(1:05)

## Lesson Outline



### Before the Immersive Learning Journey

- Teachers and students should familiarise themselves with the IMVR experience using the [Final Soccer Essentials Guide](#).
- Ensure that mobile devices have [Final Kick](#) installed and set-up with accounts and ready to join the VR experience.
- Ensure all devices and software are ready to be used and updated (IMVR devices, HHVR devices, Final Soccer app, Final Kick mobile app).
- Organise students into small teams of 3 to 4. Each team will have a goalkeeper (in VR) and the other students as shooters (on mobile).
- Prepare a brief introduction to basic soccer techniques and strategies.

### Notes on multiplayer mode:




- Ensure networking infrastructure is in place to facilitate communication and data exchange between VR and mobile devices over the internet.



- Establish class management processes to support cross-platform multiplayer gaming, including monitoring player feedback, addressing technical issues, and fostering a positive and inclusive gaming environment.



### During the Immersive Learning Journey

- **IMVR Station:**
  - Assign teams to an IMVR station. Each IMVR station may have 3 to 4 students each. One student will be on the IMVR headset and the rest will be using a mobile device to join the multiplayer mode. One or two students should be assigned to record scores. Here's a [sample template for recording scores via Canva](#).
    - Connecting VR and mobile devices:
      1. Open the latest updated version of the game on both devices.
      2. In Final Soccer, go to Multiplayer and note the match code.
      3. On Final Kick, select Play/Final Soccer and enter the match code from step 2.
    - Encourage students to observe any tactics they use during their session:
      - How can they improve their shooting skills?
      - How can they improve their goalkeeping skills?
  - **HHVR Station:**
    - Using HHVR and mobile devices, students might watch the following VR videos for inspiration and ideas:
      -  RELIVE RONALDO COMEBACK HAT-TRICK IN 360° (2:13)
      -  WATCH SPURS' DRAMATIC WIN IN 360° (5:25)
      -  RELIVE BALE WONDERGOAL IN 360°: REAL MADRID... (1:05)
    - Provide some guiding questions on how students can



discuss the soccer matches they've just watched on VR.

Here are some examples:

- What patterns or common strategies can you identify in successful goals?
- How did communication among team members contribute to the goal?
- How did the player's body language and positioning influence the outcome?
- What could the defending team have done differently to prevent the goal?
- How did the pace and tempo of the game change after the goal was scored?

- **Research and Reflection Station:**

- Using their laptop and a digital or physical notebook, ask students to research soccer techniques and write their best tips for soccer players.
- Students may also write a short reflection on their performance in VR. They can take notes on what strategies worked best and areas for improvement.

- **Creation Station:**

- Students create a mini soccer drill using Final Soccer VR and/or Final Kick mobile app. They can design a way students can create a small soccer tournament.



### After the Immersive Learning Journey

Ask the teams to share their scores from their score sheet. As a class, you might consider tallying who scored the most goals and who saved the most goals.

Teachers might also consider facilitating a discussion with students using the following guiding questions:

- How can analysing past games help you improve your performance in future matches?
- What are some key differences between playing Final Soccer in VR and Mobile modes.
- What challenges did you face during the VR soccer game, and how



did you overcome them?

- In what ways can you apply the techniques you learned today to real-life soccer games?