



IMMERSIVE LEARNING PROGRAM

The Body VR Essentials

Duration

60 Minutes

IMVR Application Link

[Download Here](#)

App Overview

The Body VR: Journey Inside a Cell offers an interactive dive into the microscopic world of human biology. Users can explore cellular structures and functions in vivid detail, gaining a deeper understanding of how cells operate. The experience's 'Anatomy Viewer' allows users to interact with various body systems which will engage learners of all ages.

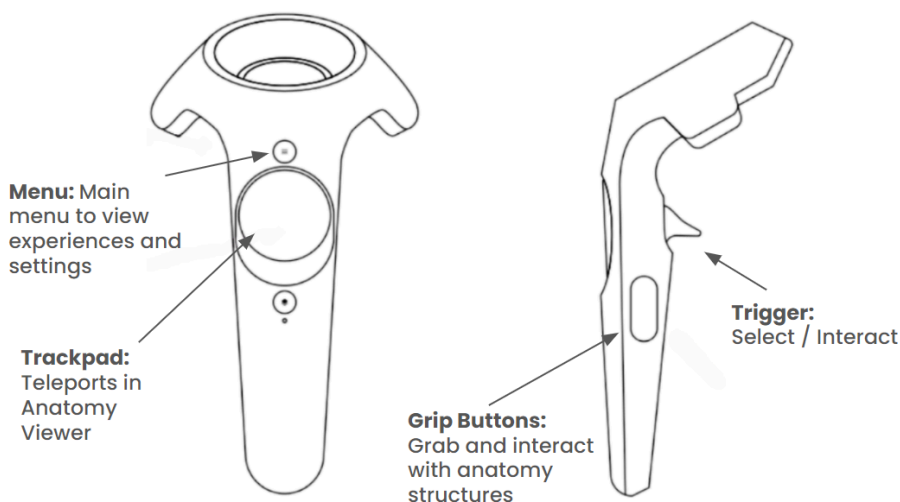


Objectives

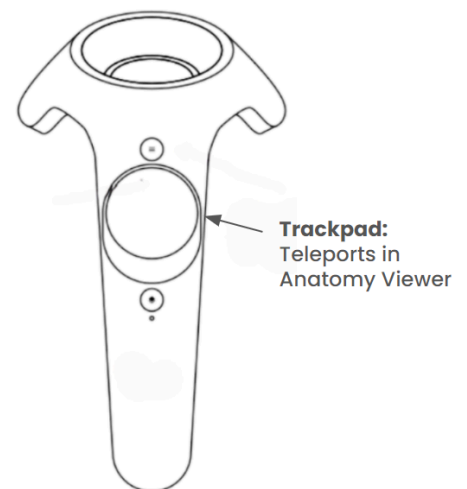
For students to explore the basic functionalities of The Body VR, explore the Body Anatomy function and view sections of the 'Journey Inside a Cell'. Students will also utilise the student digital notebook to learn more about the human body and cell structures.

Basic Controls

Left Controller




Right Controller





Resources

Student Resources: [Body VR Student Digital Notebook](#)

Safety Poster:  Lumination Safety Poster.pdf

Top Tips

Elements and Features of the experience to be aware of:

- **Body Anatomy:** Utilise the green button from the home screen to view the body and its different systems: muscular system, skeletal system,
 - **'Explode'** separates all structures so they can be viewed individually.
 - **Grip buttons** on either controller can be used to grab any body structure and view it from all angles.
- **Level Select:** On the home screen, to the left of the start button, you will find 7 "levels". When all 7 are selected, the experience will take 11 minutes and 21 seconds. You can deselect levels and customise your student's experience before pressing the "start" button.
- If viewing a long journey, students can be seated during the experience as they won't need to interact with elements. The movement of the 'journey' may also make some students motion sick, best to view most relevant sections.

Learning Sequence

Start all students on their [Body VR Student Digital Notebook](#). Provide a basic run through of their tasks and explain that they will be completing the sections of the notebook at their own pace, independently or with a partner.

There are about 40 minutes worth of tasks in this digital notebook, which will require access to the internet for research purposes. Please review and adjust content to best suit your cohort of students.

As students get started, begin calling up the desired number of students/groups to begin their exploration of the IMVR experience.

IMVR Station: The Body VR

Assign students in desired groups (2-3 students is recommended). Each student will be given **5 minutes** to explore The Body VR. Depending on the number of students and IMVR stations, you may choose to allocate a longer explore session per student.

Nominate students to be responsible for the following jobs:

- **Timekeeping:** ensuring each student adheres to the provided time limit.
- **Safety:** ensuring that the safety guidelines are being followed correctly.
- **Headset Switcher:** they will swap the devices and controllers for each student.

When in the experience, students will rely on their group members to guide with the controller buttons and the task at hand, using slide 2 and 3 of the Student Digital Notebook. Students will complete the following actions to familiarise themselves with the functionalities of the experience:



1. From the home page, select 'Body Anatomy'.
2. Explore the different body systems from the left column.
3. Use the grip buttons to grab and view anatomy structures up close.
4. Go back home from the menu button.
5. Under "Level Select", deselect all but one that you would like to experience.
6. Make sure your headset volume is up and listen to the information.

These actions have been specifically designed to expose students to the app's navigation and features. They may freely explore after these steps.

Troubleshooting

- The 'Journey Inside a Cell' experience is narrated, so make sure students have clear sound. The sound can be controlled from the menu section of the experience and from the LeadMe tablet. Ensure sound is coming out of the headset and not the computer.

Lesson Bytes

1. Lesson Byte: Exploring the Cell (Year 8)
2. [Lesson Byte: The Circulatory System in VR](#) (Year 8)

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