



IMMERSIVE LEARNING PROGRAM

Ocean Rift Essentials

Duration
60 Minutes

IMVR Application Link
[Download Here](#)

App Overview

Ocean Rift offers an immersive experience that transports students into the depths of the ocean. Through vivid underwater environments, students can explore diverse marine life, from dolphins and sharks to ancient ruins and underwater volcanoes. This interactive adventure enhances learning about marine biology and ecosystems in a captivating and engaging way.



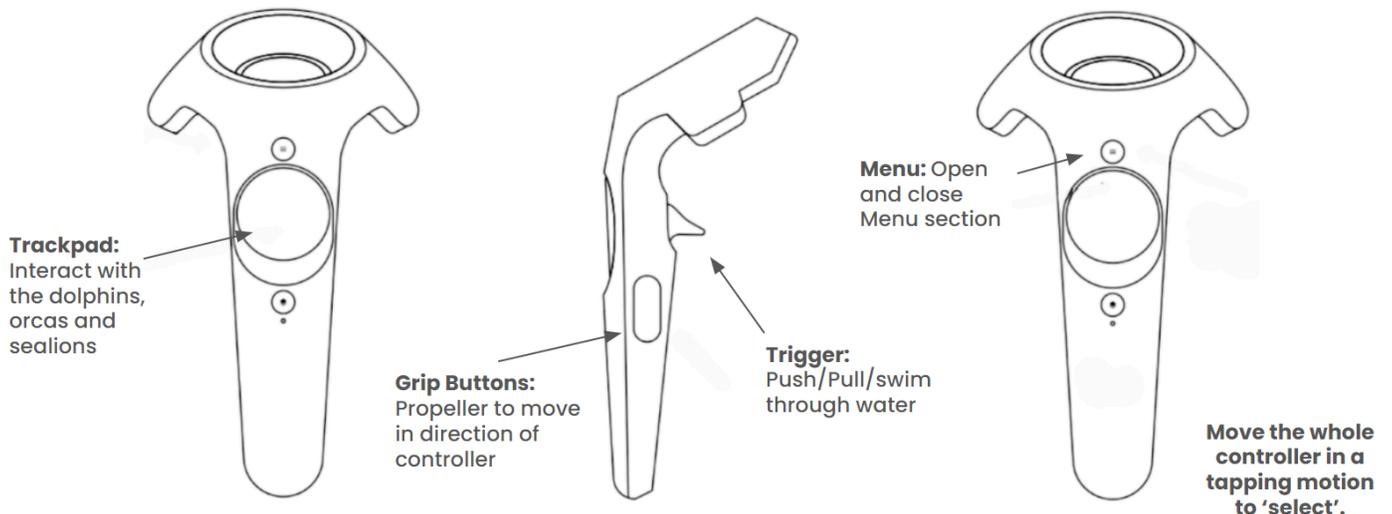
Objectives

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: [Ocean Rift Student Digital Notebook](#)

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

Top Tips

Elements and Features of the experience to be aware of:

- A diagram of the controllers can be found in the menu section.
- Animal facts can be displayed and read out to students if enabled in the menu section. Tap on the 'Animal Facts' box with your controllers until you see 'Text + Audio'. Visit an animal scene. Propel towards the logo on the animal; once selected facts will begin to be read to students.
- If the participant is prone to motion sickness, in the menu section → controller, you can turn on/off the 'Comfort Mode' by tapping your controller on the option.
- Holding down the grip buttons on both controllers propels you through the water faster.
- The dolphin, orca and sea lion scenes allow you to throw hoops out in the water for them to jump through them.

Learning Sequence

Start all students on their [Ocean Rift 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: Ocean Rift

Assign students in desired groups (2-3 students is recommended). Each student will be given **5 minutes** to explore Ocean Rift. 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. Make sure Animal Facts are turned on: tap on 'Menu', then 'Animal Facts' until you see "Text + Audio".
2. Choose your favourite scene/animal to visit. Use the Grip buttons to explore/swim around.
3. Find the icon of your animal and listen to some facts about it as you explore.
4. Visit either the dolphins, orcas or sea lions. Use the trackpad to throw out hoops to see them perform a trick.
5. Visit any other animal of interest in the time you have remaining.

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

Troubleshooting

- No button is used to 'select' options. The whole controller is used to 'tap' on the desired box/option.
- If the experience doesn't let you switch between animal scenes, restart the experience using the LeadMe tablet.

Lesson Bytes

1. [Producers, Consumers, Decomposers](#) (Year 4)
2. [Deep Dive into Marine Life](#) (Year 5)

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