

資訊科技教育 教學法系列：
在小學有效運用流動電腦裝置進行電子學習
EI0020180442
第二節



香港中文大學 學習科學與科技中心 (CLST)

資訊科技教育 教學法系列：
在中學有效運用流動電腦裝置進行電子學習
EI0020180442

SECTION 2

•步驟一：將你手機連接 WIFI NETWORK

•步驟二：下載 HP Reveal APP



•步驟三：下載 QR CODE READER APP

例如：QR Code Reader from **Kaywa**



小學 AA 班

第一節：

日期：2019/01/23 (星期三)

時間：18:30 - 21:30

地點：香港中文大學崇基校園信和樓614

第二節：

日期：2019/01/30 (星期三)

時間：18:30 - 21:30

地點：香港中文大學崇基校園信和樓614

導師簡介

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AiTLE 資訊科技教育領袖協會

Associate Executive Committee Members

執行委員會從屬委員

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任教：英文、常識及電腦

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課程目標：

本課程旨在介紹基本的電子學習應用程式和其功能，以有效運用流動電腦裝置進行電子學習。

活動詳情：

1. 概述常用的流動電腦裝置
2. 了解流動電腦裝置用於學與教的基本操作
3. 用戶身份驗證和帳戶管理
4. 運用EdPuzzle進行翻轉課室
5. 運用Google Classroom促進電子學習
6. 運用HP Reveal通過擴增實境 (AR) 增強課堂體驗
7. 運用EduVenture VR進行探究式學習

Objectives:

This course aims at :

equipping teachers with the **necessary knowledge and skills** in the effective and smooth operations of **mobile computer devices** in lessons by introducing the **essential applications and functions** for e-learning.

This course enables participants to:

- (a) understand the **types of popular mobile computer devices** by operating systems (e.g. iOS, Android and Windows)
- (b) understand the operations of the **built-in functions** of mobile computer devices in lessons, e.g. searching and opening an app, connecting to WiFi access point / hotspot, screen mirroring to TV / projector, screen capturing and recording, etc
- (c) understand the major differences of applications **with and without student accounts** and understand the use of **single sign-on (SSO)**
- (d) understand the operation of simple applications to conduct **e-Learning activities without student accounts** e.g Plickers, Kahoot and Quizizz (instant response and assessment), Poll Everywhere (polling and brain-storming);

This course enables participants to:

- (e) understand the operation of **applications with student accounts**, e.g Quizlet (online quiz), Coggle (mind mapping), Class Dojo (classroom community);
- (f) understand the features of some other applications / platforms for **specific purposes**, e.g Google Drive and related applications (**online collaboration**), HP Reveal (**augmented reality**), EdPuzzle (**flipped video**) and Google Classroom (**integrated learning management system**);
- (g) **design and create simple e-Learning activities** using the e-learning applications for specific learning objectives, e.g to enhance students' learning motivation and engagement, to conduct assessment and provide instant feedback, to enhance class interactions, to promote collaborative learning and to facilitate students to master abstract concepts

Session 1

1. Overview of **Mainstream Mobile Computer Devices**
2. Understanding **Basic Operations of Mobile Computer Devices** for Learning and Teaching
3. Using **Google Classroom** to Facilitate e-Learning
4. Conclusion and Discussion of Course Assignment

Session 2

1. Assignments Feedback
2. User Authentication and Account Management
3. Using EdPuzzle for Flipped Classroom Learning
4. Using HP Reveal to Enhance Classroom Experience
5. Using EduVenture® X and EduVenture® VR in Inquiry-based Learning
6. Conclusion and Discussion

1. Assignments Feedback



2. User Authentication and Account Management 用戶身份驗證和帳戶管理



facebook

Google for Education

Office 365



moodle

用戶身份驗證和帳戶管理

用戶身份驗證和帳戶管理

Current Authentication

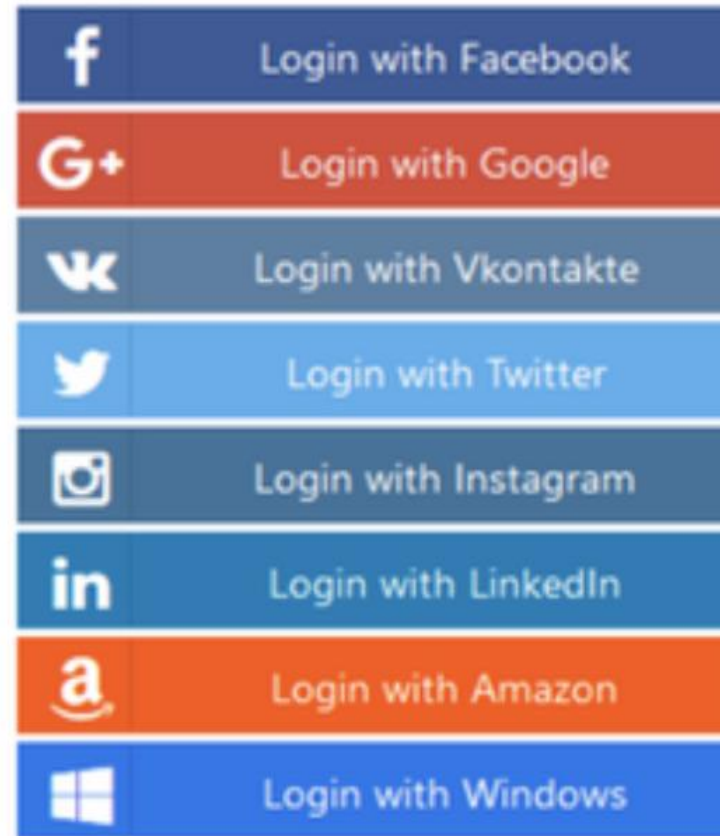
Authenticate to **multiple systems** with Many username and Many password



用戶身份驗證和帳戶管理

Single Sign On

One Credential
Authenticate to
multiple systems with
one username and
one password



用戶身份驗證和帳戶管理

<https://www.hkedcity.net/home/>



The screenshot shows the HkedCity website homepage. At the top, there is a search bar and navigation links for '登入/註冊' (Login/Register), 'English', and a home icon. A '訂閱教城資訊' (Subscribe to HkedCity Information) button is also present. The main navigation menu includes '認識教城' (Get to know HkedCity), '教師' (Teachers), '中學生' (Secondary students), '小學生' (Primary students), '家長' (Parents), and '企業' (Businesses). The central banner features an illustration of a teacher and a student interacting with digital screens, with a large green pencil pointing to a screen displaying 'A B C D'. The text on the banner reads: '「學與教的網絡及評估素養」教師研討會' (Digital and Assessment Literacy for Learning and Teaching Teacher Seminar), followed by the English title and 'Organised by: HkedCity'. To the right, there is a section for a '家長講座' (Parent Lecture) titled '「App世代管教錦囊」' (App Generation Parenting Tips), scheduled for 2019年2月23日 (六). Below the main banner, there are sections for '焦點' (Focus) and '活動' (Activities). The '焦點' section includes a '遊戲世界' (Game World) banner and a 'TV news' logo. The '活動' section features a '23 Feb' date box and a link to the '「學與教的數碼及評估素養」教師研討會' (Digital and Assessment Literacy for Learning and Teaching Teacher Seminar).

香港教育城 HkedCity

認識教城 教師 中學生 小學生 家長 企業

「學與教的網絡及評估素養」
教師研討會

「Digital and Assessment Literacy for Learning and Teaching」
Teacher Seminar

主辦
Organised by: HkedCity

「App世代管教錦囊」家長講座

2019年2月23日 (六)

焦點

活動 更多活動

23 Feb 「學與教的數碼及評估素養」教師研討會

遊戲世界

ARE YOU READY?
PRESS START

TV news

用戶身份驗證和帳戶管理

<https://www.hkedcity.net/home/>

登入/註冊

以電郵地址或教城帳戶登入:

z81-tea004

.....

☐ 保持登入狀態



[忘記密碼](#)

註冊成為會員



或以其他帳戶登入:



或以其他帳戶登入:

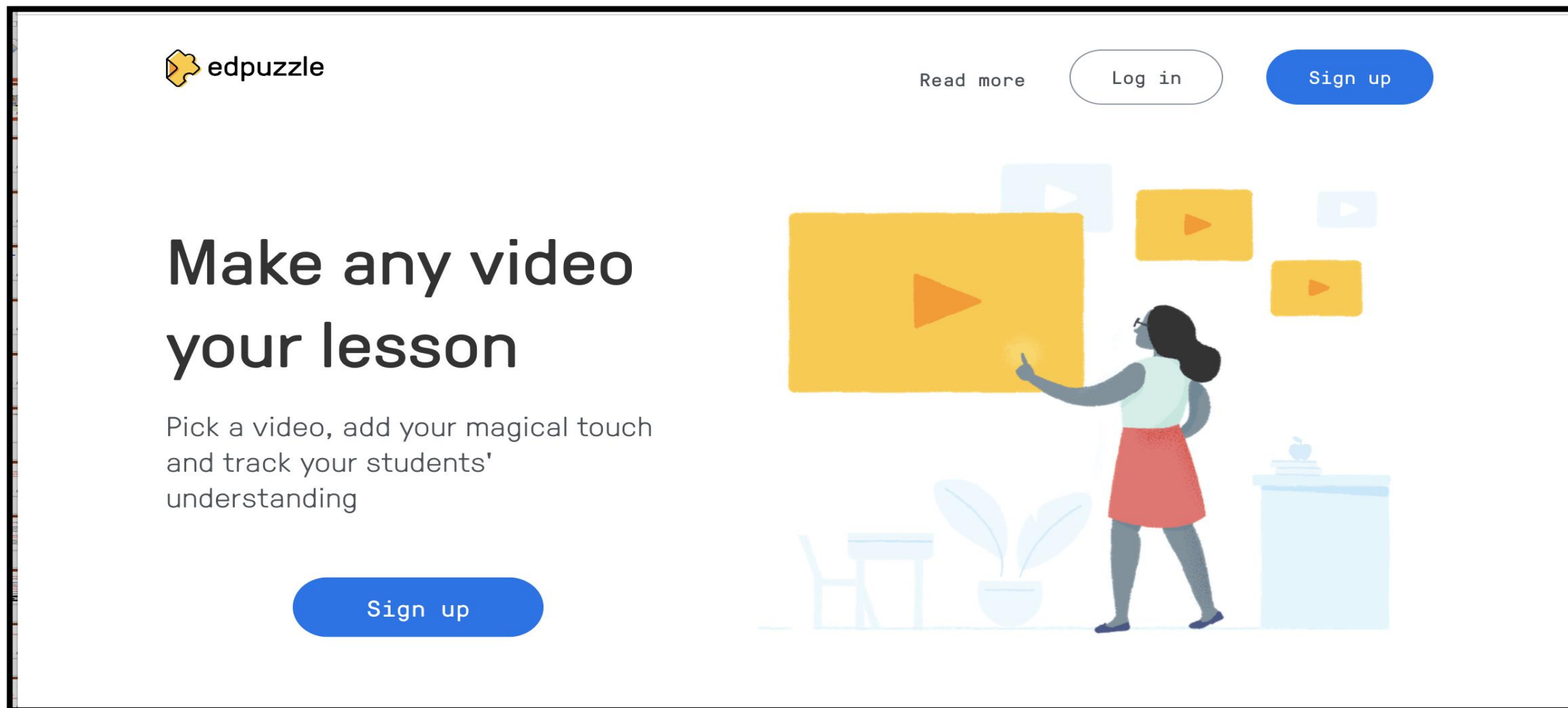


3. 運用EdPuzzle進行翻轉課室



運用EdPuzzle進行翻轉課室

<https://edpuzzle.com/>



The image shows the landing page of the EdPuzzle website. At the top left is the EdPuzzle logo, which consists of a yellow puzzle piece icon followed by the text "edpuzzle". To the right of the logo are three links: "Read more", "Log in", and "Sign up". The "Sign up" button is blue, while the others are white with black text. The main heading is "Make any video your lesson" in a large, bold, black font. Below this heading is a subheading: "Pick a video, add your magical touch and track your students' understanding". At the bottom left is a blue "Sign up" button. On the right side of the page is a large illustration of a teacher, a woman with dark hair wearing a light green shirt and a red skirt, pointing at a large yellow video player icon. There are several smaller yellow video player icons floating around the main one. In the background of the illustration, there is a desk with a chair, a potted plant, and a stack of books with an apple on top.

edpuzzle

Read more Log in Sign up

Make any video your lesson



Pick a video, add your magical touch and track your students' understanding

Sign up

運用EdPuzzle進行翻轉課室

<https://edpuzzle.com/>

Please check your inbox (manhw@ykh.hk) and verify your account. [Resend email](#)

 [Content](#) [Gradebook](#) [My Classes](#) 

[Content](#)

[Home](#)

[Curriculum](#)


[Lok Sin Tong Yu Kan Hing Se...](#)

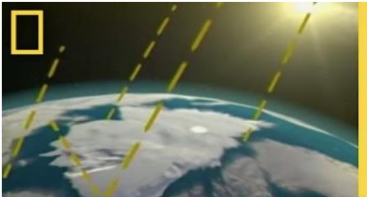
[My Content](#)


[Popular channels](#)


[Edpuzzle](#)

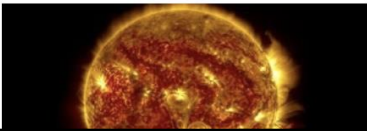
[YouTube](#)


 **YouTube**



03:04
Global Warming 101 | National Geographic


04:29
U.N. releases gloomy report on global warming


06:50
13 Misconceptions About Global Warming



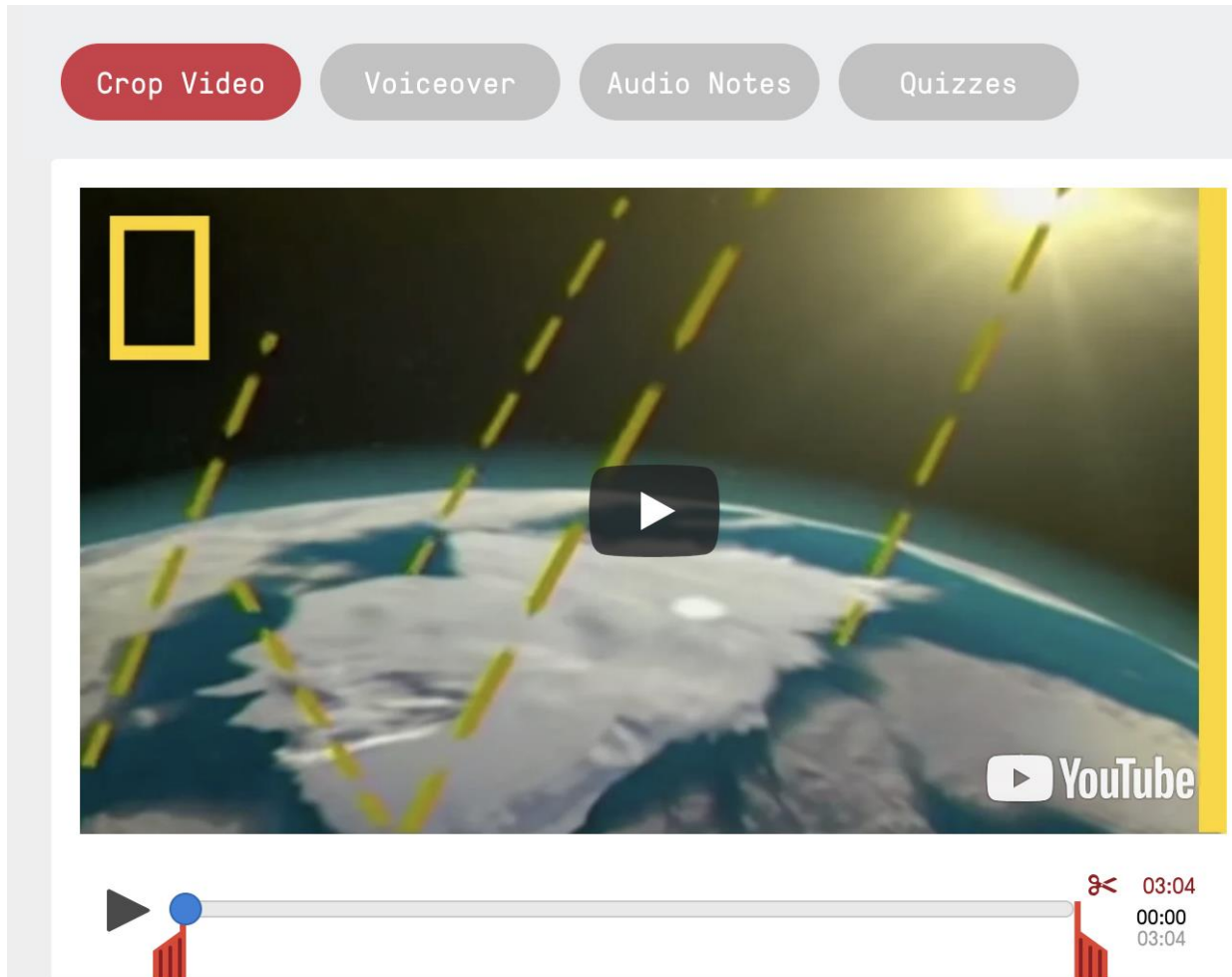






運用EdPuzzle進行翻轉課室

<https://edpuzzle.com/>



Why crop a video?

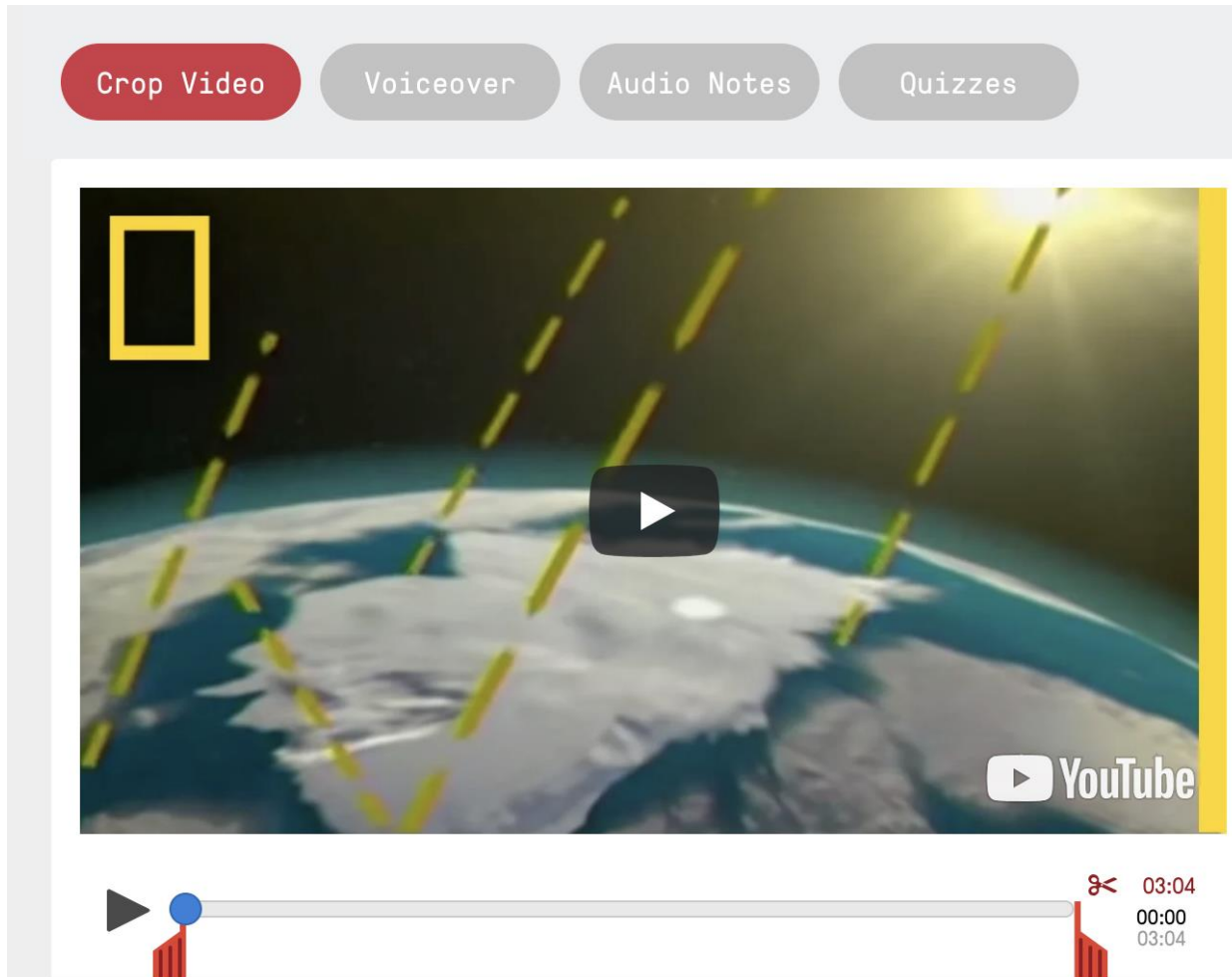
Save yourself and your students' time - crop a video down to just the important stuff.

Why record voiceover?

Explain a concept the way you would in class - in your own style or maybe in another language.

運用EdPuzzle進行翻轉課室

<https://edpuzzle.com/>



Why record audio notes?

Get your students' attention - pause the video for an introductory comment, to explain a concept in more detail, or just to make sure they're not sleeping.

Why add quizzes during the video?

Make sure they understand - include formative assessment to check for student comprehension and review results in Gradebook.

運用EdPuzzle進行翻轉課室

<https://edpuzzle.com/>

Assign to a class

Public links

Start Date

Today

12:00 AM

Due Date

No due date

--:--

+ Add new class

Now create your first class

Later, you will invite your students



Prevent Skipping

Later

Assign

Assign to a class

Public links

Public link

Share this link with colleagues

<https://edpuzzle.com/media/5c4eaddb622b0c>

Copy link

Embedded code

Embed this video on your LMS

Medium size

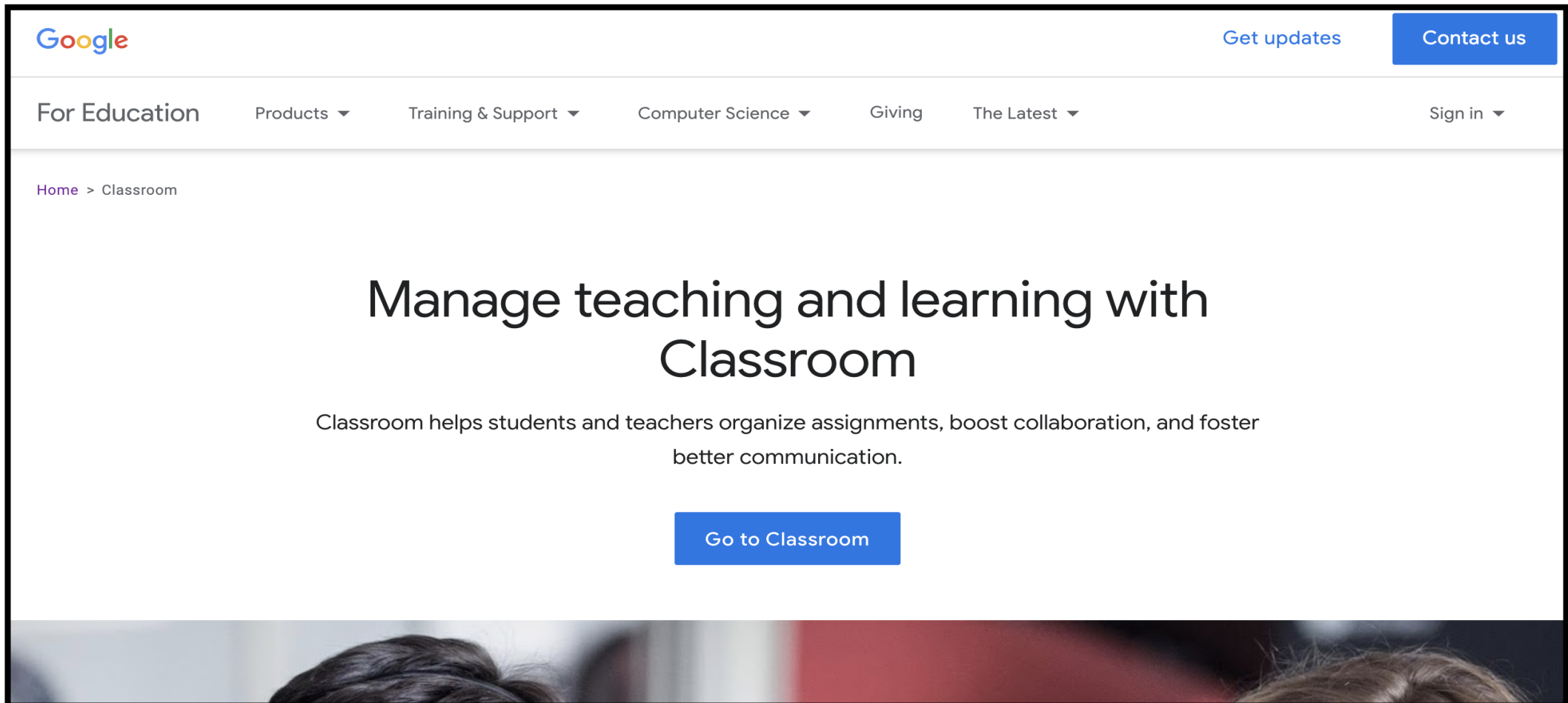
`<iframe width="470" height="402" src="https://edpuzzle.com/media/5c4eaddb622b0c" >`

Copy link

4. 運用Google Classroom促進電子學習

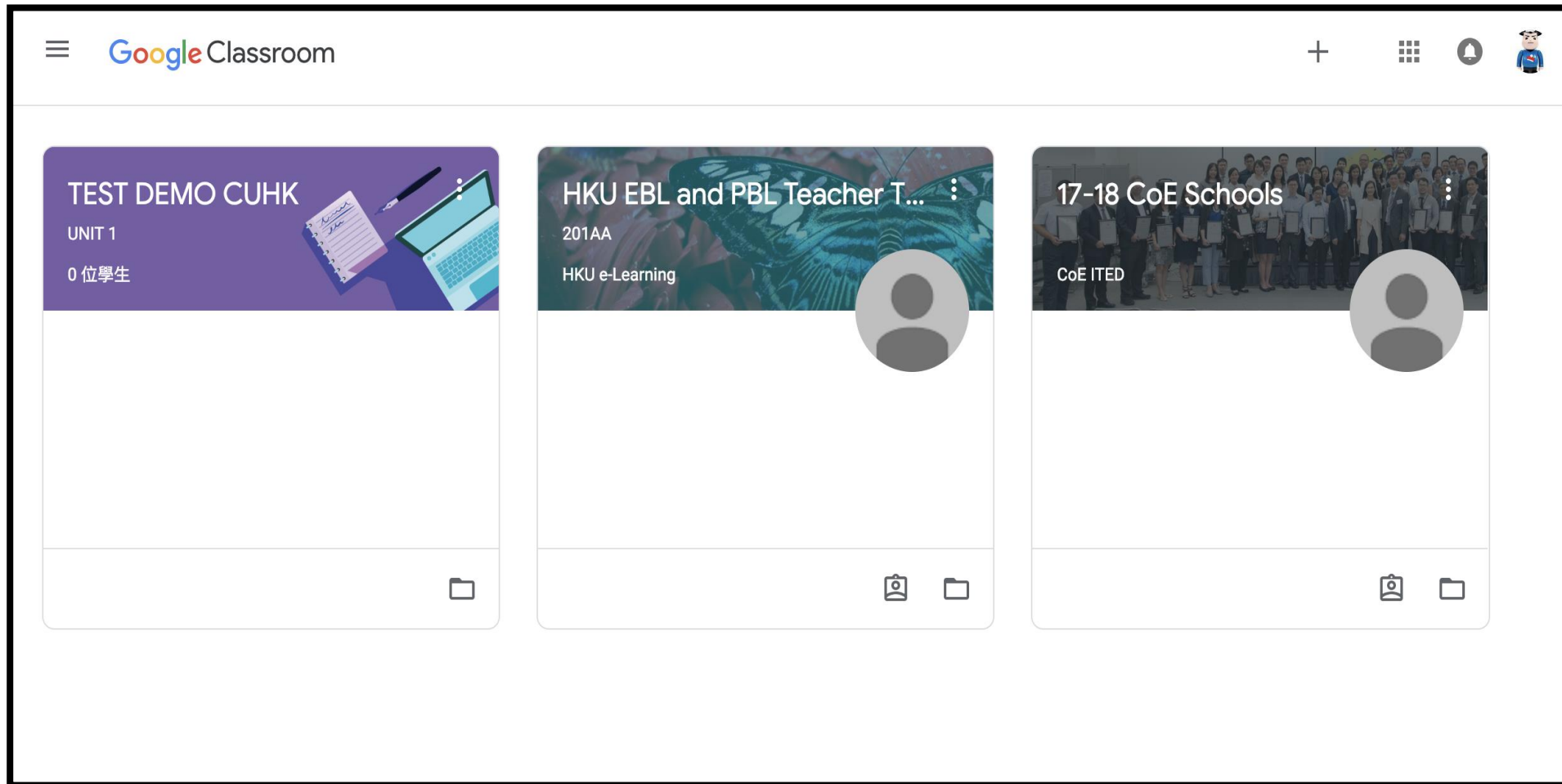
運用Google Classroom促進電子學習

<https://classroom.google.com/>



運用Google Classroom促進電子學習

<https://classroom.google.com/>



運用Google Classroom促進電子學習

Quiz : Google Form

← Blank Quiz ☆ 所有變更都已儲存到雲端硬碟

問題 回覆 總分： 0

Blank Quiz

表單說明

Untitled Question

☐ Option 1

☐ 新增選項 或 新增「其他」

☒ 選擇題

☒ 答案 (0 分)

必填 ☐

運用Google Classroom促進電子學習

- Google Drive

<https://www.google.com/drive/>



- Google Docs

<https://www.google.com/docs/about/>



Google Docs

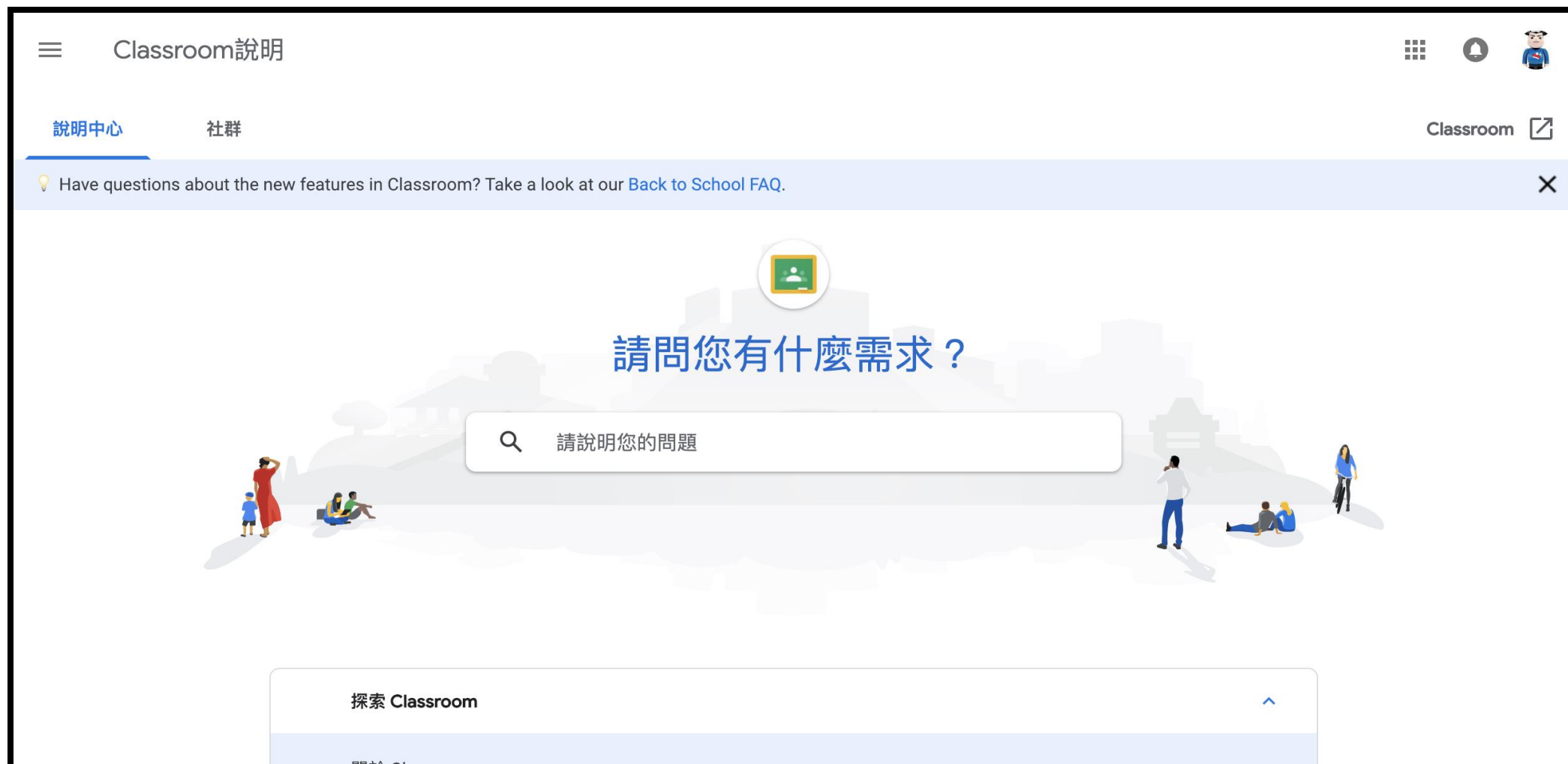
- Google Forms

<https://www.google.com/forms/about/>



運用Google Classroom促進電子學習

<https://support.google.com/edu/classroom#topic=6020277>



5. 運用HP Reveal通過擴增實境 (AR) 增強課堂體驗

<https://www.hpreveal.com/>



The banner features a background image of a city skyline with a semi-transparent dark blue overlay. In the top right corner, the words "Products" and "Contact Us" are visible in white. The HP logo is on the left, followed by the word "REVEAL" in large, spaced-out white capital letters. Below this, the text "A new Extended Reality Platform from HP" is centered, followed by the tagline "Adding value to printed content through visual interactivity". In the foreground, a smartphone on the left displays a 3D architectural model of a city skyline. On the right, a product box for "HeadPhones" is shown with a circular blue icon containing a white fingerprint graphic.

Products Contact Us

hp REVEAL

A new Extended Reality Platform from HP

Adding value to printed content through visual interactivity

HeadPhones

HeadPhones

擴增實境 (Augmented Reality)



Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



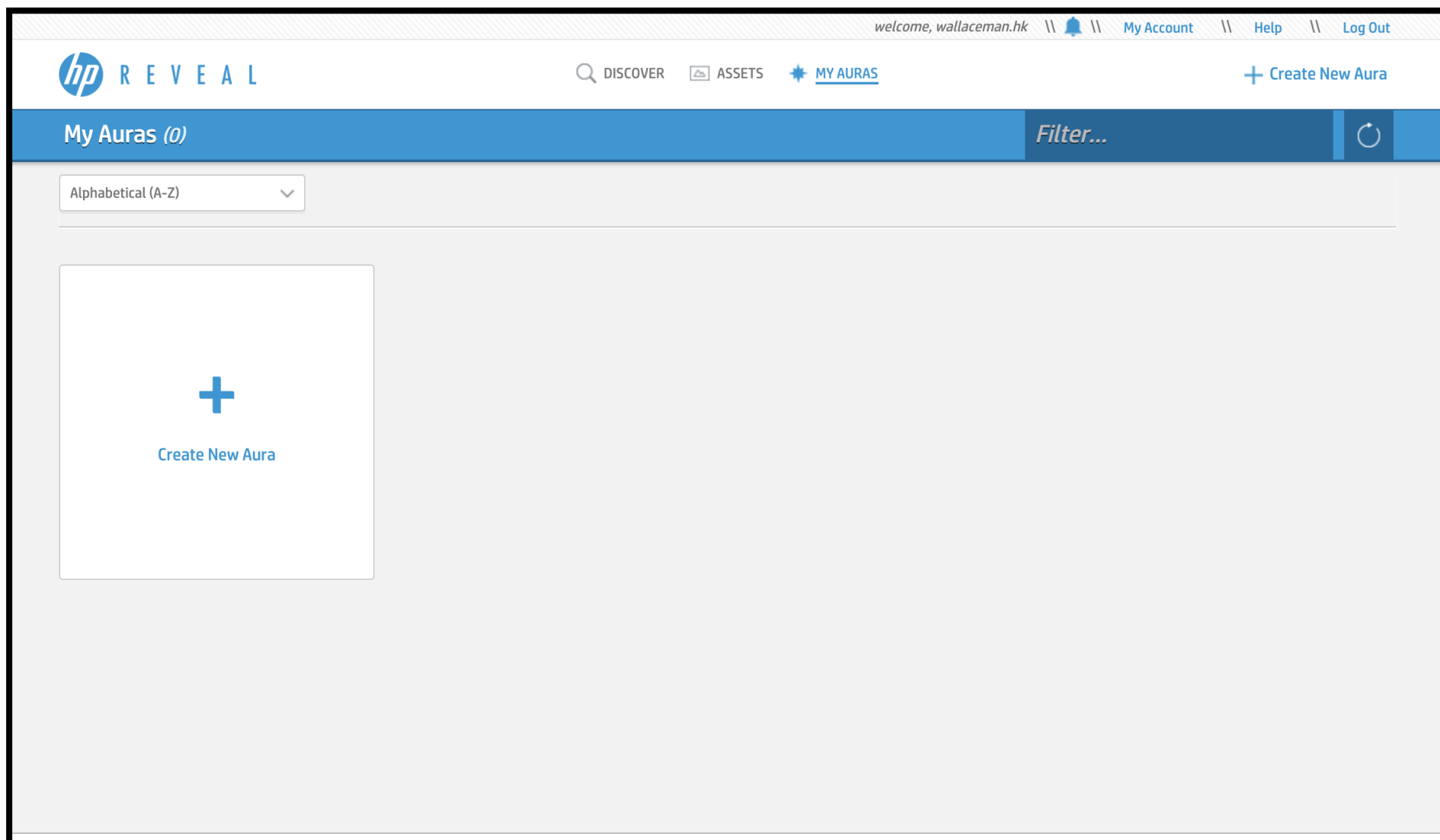
擴增實境 (Augmented Reality)



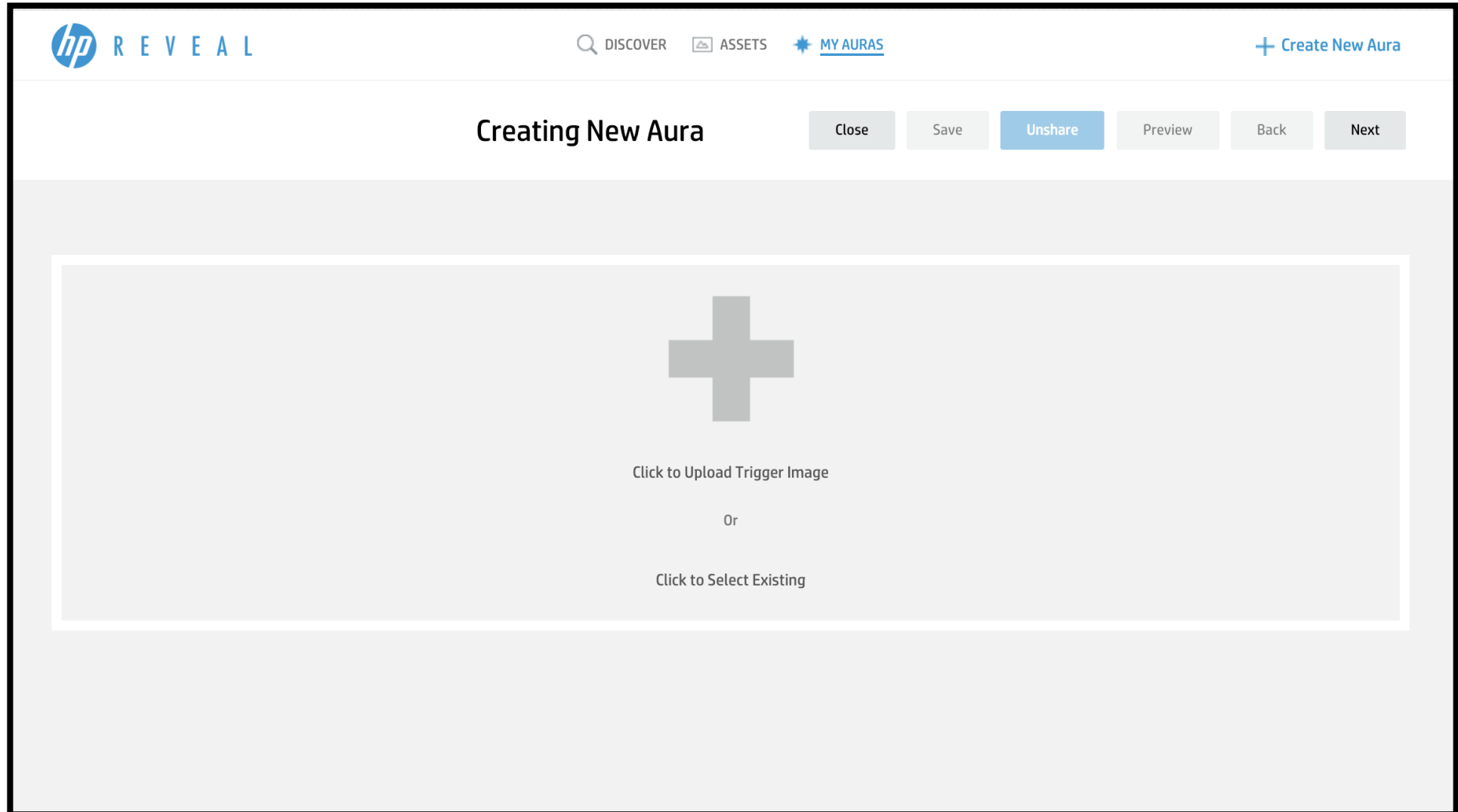
Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



擴增實境 (Augmented Reality)



擴增實境 (Augmented Reality)



運用Google Applications 促進 VR 電子學習

- Google Maps

<https://www.google.com/maps>



- Google Earth

<https://www.google.com/intl/zh-HK/earth/>



- Google Street View

<https://www.google.com/streetview/>



3. 運用Google Applications 促進 VR 電子學習

- Google Art and Culture

<https://artsandculture.google.com/>



- Google Expedition

<https://edu.google.com/products/vr-ar/expeditions/>



Google Expeditions



6. 運用EduVenture & EduVenture VR進行探究式學習

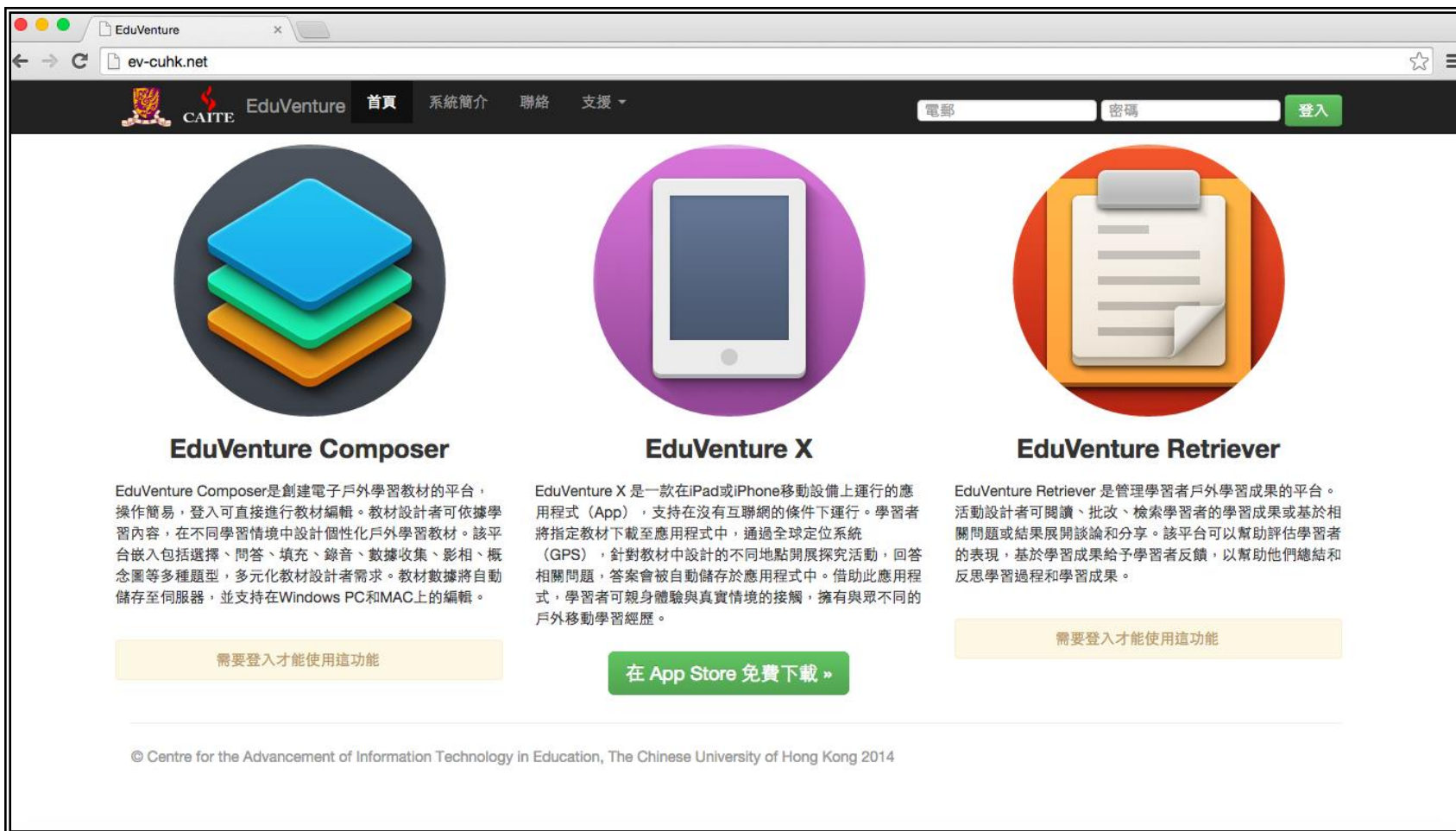
(A) 認識 Eduventure 基本操作介面

步驟一：登入編寫軟件系統

<http://ev-cuhk.net/>

登入身份: Wallace Man (EduVenture 共享社群)

[帳號/密碼設定](#) | [登出](#)



The screenshot displays the EduVenture website with a navigation bar at the top containing the CAITE logo, the site name 'EduVenture', and links for '首頁', '系統簡介', '聯絡', and '支援'. A login section on the right includes input fields for '電郵' (Email) and '密碼' (Password), and a green '登入' (Login) button.

The main content area features three large circular icons representing different tools:

- EduVenture Composer**: Represented by a stack of three colored squares (blue, green, orange). The description states it is a platform for creating electronic outdoor learning materials, allowing for easy editing and content design. It includes various question types like multiple choice, fill-in-the-blanks, audio, and video. A yellow box at the bottom indicates '需要登入才能使用這功能' (Need login to use this function).
- EduVenture X**: Represented by a tablet icon. The description mentions it is an app for iPad or iPhone that supports offline use. It uses GPS for location-based activities. A green button at the bottom says '在 App Store 免費下載' (Download for free on the App Store).
- EduVenture Retriever**: Represented by a clipboard icon. The description explains it is a platform for managing outdoor learning outcomes, allowing for review, editing, and sharing. A yellow box at the bottom indicates '需要登入才能使用這功能' (Need login to use this function).

The footer contains the copyright information: '© Centre for the Advancement of Information Technology in Education, The Chinese University of Hong Kong 2014'. On the right side of the footer, there are logos for CUHK and E-Learning.

步驟二：登入編寫軟件系統

編寫軟件



EduVenture Composer

EduVenture Composer是創建電子戶外學習教材的平台，操作簡易，登入可直接進行教材編輯。教材設計者可依據學習內容，在不同學習情境中設計個性化戶外學習教材。該平台嵌入包括選擇、問答、填充、錄音、數據收集、影相、概念圖等多種題型，多元化教材設計者需求。教材數據將自動儲存至伺服器，並支持在Windows PC和MAC上的編輯。

[進入 EduVenture Composer »](#)

進行活動



EduVenture X

EduVenture X 是一款在iPad或iPhone移動設備上運行的應用程式（App），支持在沒有互聯網的條件下運行。學習者將指定教材下載至應用程式中，通過全球定位系統（GPS），針對教材中設計的不同地點開展探究活動，回答相關問題，答案會被自動儲存於應用程式中。借助此應用程式，學習者可親身體驗與真實情境的接觸，擁有與眾不同的戶外移動學習經歷。

[在 App Store 免費下載 »](#)

活動檢討



EduVenture Retriever

EduVenture Retriever 是管理學習者戶外學習成果的平台。活動設計者可閱讀、批改、檢索學習者的學習成果或基於相關問題或結果展開談論和分享。該平台可以幫助評估學習者表現，基於學習成果給予學習者反饋，以幫助他們總結和反思學習過程和學習成果。

[進入 EduVenture Retriever »](#)

步驟三：登入編寫教件系統

編寫教件



EduVenture Composer

EduVenture Composer是創建電子戶外學習教材的平台，操作簡易，登入可直接進行教材編輯。教材設計者可依據學習內容，在不同學習情境中設計個性化戶外學習教材。該平台嵌入包括選擇、問答、填充、錄音、數據收集、影相、概念圖等多種題型，多元化教材設計者需求。教材數據將自動儲存至伺服器，並支持在Windows PC和MAC上的編輯。

[進入 EduVenture Composer »](#)

Learning and Technologies (CLST)
The University of Hong Kong



步驟四：認識編寫軟件系統工作環境



步驟五：創建新考察教件

創建新考察

考察名稱 1

考察描述 2

考察用語言 繁體中文

是否共享 限本校使用

代表顏色 3

4

學習領域(KLA) 請選擇

學科 7

考察封面圖片(必須上載) 5

請選加入圖片方式

圖片: 未有檔案

目前為發佈模式，其他人能看見本考察地圖 6

轉為不發佈

✖ ✓

1 輸入考察名稱

2 輸入考察描述

3 選擇考察語言/共享/顏色

4 選擇考察範圍

5 上載考察封面圖片

6 選擇考察是否發佈

7 選擇考察所屬 KLA/ 學科



步驟七：加入熱點 及 編輯熱點 及 加入題目

Edventure X Lesson

正在編輯

熱點

考察熱點列表

- 港鐵大學火車站
- 未圓湖
- 眾志堂
- 崇基學院牟路思
- 利希慎音樂廳
- 崇基禮拜堂
- 中大教育學院

● 未定位 ● 沒內容 ● 就緒

編輯熱點

名稱: 港鐵大學火車站

已定好位置

顏色: [Color Selection]

半徑: [Slider]

熱點類別: 正常顯示

熱點內容

- 景點七：港鐵大學火
- 問題一
- 問題二
- 問題三

請選擇內容題型

- 圖文描述
簡單文字及圖片描述
- 聲音導航
Mp3音效檔播放
- 短片介紹
Mov播放(暫未開放)
- 文字選擇題
選擇最正確文字答案
- 圖片選擇題
選擇最正確圖片答案
- 文字多項選擇
選擇多個文字答案
- 圖片多項選擇
選擇多個圖片答案

步驟八：加入熱點



1 加入熱點

步驟九：編輯熱點

Eduventure X Lesson

編輯熱點

名稱

已定好位置  

顏色 

半徑

熱點類別

熱點內容   

 景點七：港鐵大學火1

 問題一

 問題二

 問題三



2 輸入熱點位置

3 選擇熱點顏色

4 輸入熱點問題

步驟十：編輯熱點 題目題型



5 選擇熱點問題題型

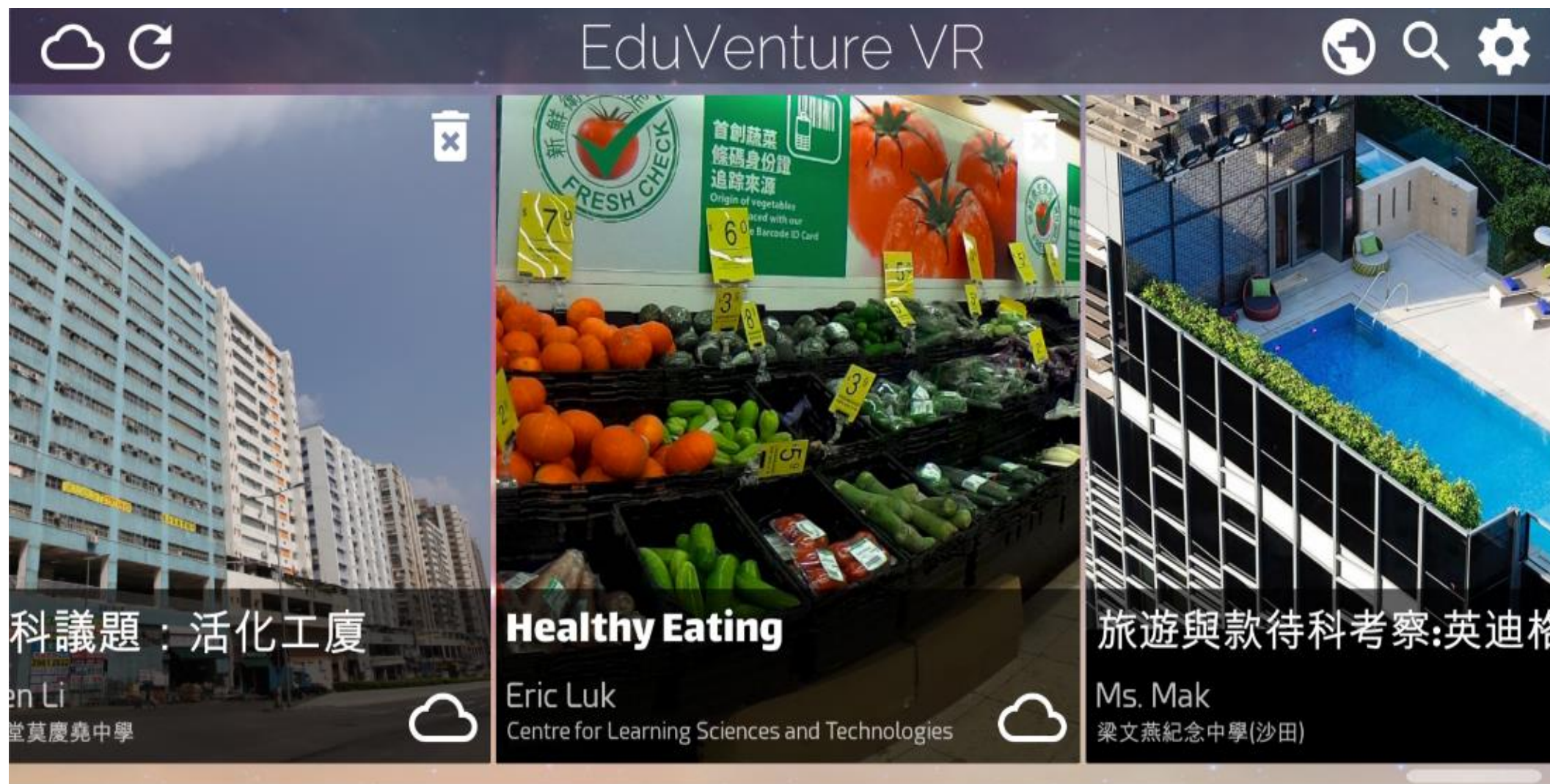
(B) . EduVenture VR

- EduVenture VR (EVVR) is an online platform to carry out Virtual Reality (VR) learning. Using the EVVR **composer**, teachers can **distribute VR content** and **construct a VR field trip** for students.
- They can also add interactive elements inside to enhance students' learning motivation. With mobile devices and tray glasses on hand, students can experience outdoor learning in VR style, which makes teaching and learning more interesting and flexible.

EduVenture VR

- EduVenture VR (EVVR), developed by CLST, CUHK, adopts Virtual Reality (VR) to carry out teaching and learning. VR technology generates a 3D virtual world and simulates student' s presence in the environment.
- Students can have better chances to explore the world using VR technology. <http://vr.ev-cuhk.net/>.

EduVenture VR



Entering EduVenture VR


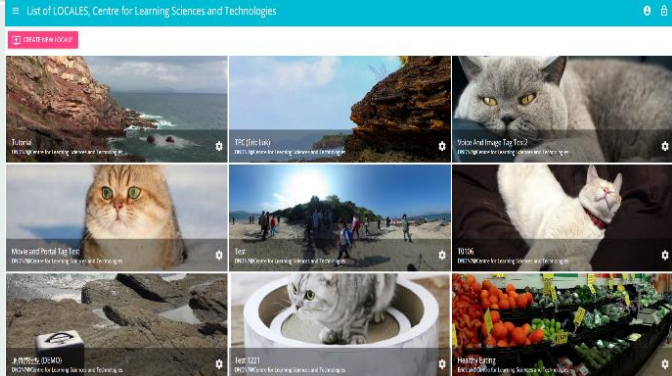
Open the browser and enter the URL: <http://vr.ev-cuhk.net>

Step	Procedures	User Interface
1	Press the button to enter the EVVR Composer	
2	Go to iTunes (iOS) / Play Store (Android) to download the EVVR App	

EduVenture VR Composer


Using the EVVR Composer, teachers can distribute VR content and create their own teaching materials.

In order to identify the owner of the VR content, teachers will be given a username and password to login.

Step	Procedures	User Interface
1	Input username and password, then press "OK" .	
2	Upon successful login, teachers should be able to see a list of VR contents in the main menu.	

Control Panel


How to Edit User Account Information

Step	Procedures
1	Press  at the top, then select "My Info" (name and email).
2	Input the new name, email or password, then press "OK" .
3	Press "Cancel" to discard everything and return to main menu.
UI	<div><p>User Information</p><p>School Name Centre for Learning Sciences and Technologies</p><p>Last Login Time 2017-03-02 16:40:48</p><div><p>Display Name <small>Name shown on LOCALEs</small> DNDN7</p><p>Email <small>Can be used as login name</small> anc@ccc.com</p></div><p>CANCEL OK</p></div>



Control Panel

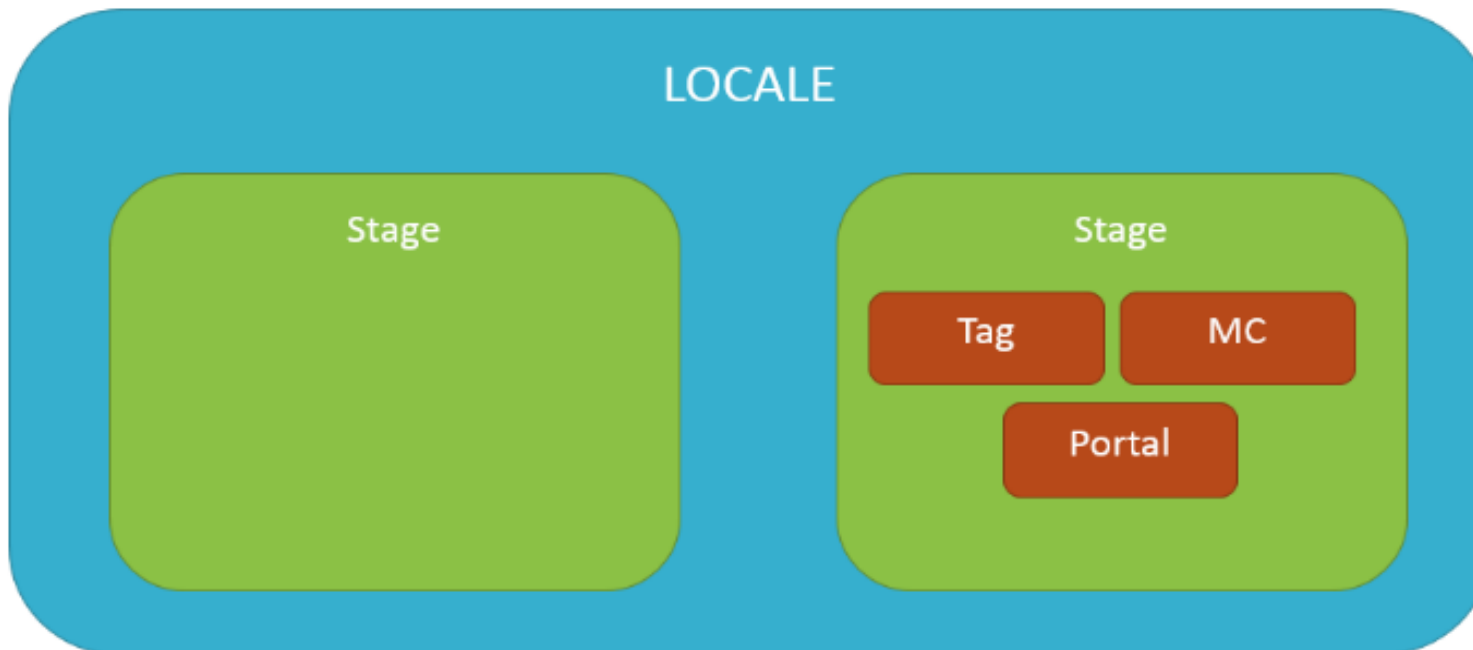
Similarly, teachers can also change their password.

Step	Procedures
1	Press  at the top, then select "Change Password" .
2	Input the old password and new password, then press "OK" .
3	Press "Cancel" to discard everything and return to main menu.
UI	<div><p>Change Password</p><div><div>Old Password</div><div>Your original password</div><div></div></div><div><div>New Password</div><div>New password should contain letters and digits</div><div></div></div><div><div>Re-enter New Password</div><div>Re-enter the same password</div><div></div></div></div> <div><div>CANCEL</div><div>OK</div></div>




Locales

- “Locale”, place or locality, especially with reference to events or **circumstances** connected with it
- “Locale” is referring to the VR **learning materials**. Each locale is made up of a series of **stages**;
- Each stage can either be a **360 movie** or a **360 image**. These stages can combine together to produce a VR learning experience.



How to Create a Locale

Step	Procedures	User Interface
1	Press “Create New Locale” at the top.	
2	Enter the locale’s name and description. Be creative!	<div><div><p>LOCALE Name</p><p>Try to be creative</p></div><div><p>LOCALE description</p><p>Try to be creative</p></div></div>
3	Upload the locale’s cover image (jpg, jpeg, png, gif).	<div><p>Cover Image. Accepts: jpg,png,jpeg,gif</p><p>UPLOAD</p></div>

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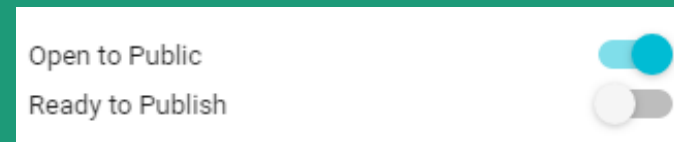


How to Create a Locale

4 Indicate these 2 settings.




“Open to Public”:
Can all users view the locale?

“Ready to Publish”:
Is the locale ready to be used by public?




Upon successful creation of locale, a new locale (with the owner's name, the locale's name and the locale's cover image) should appear in the main menu.

How to Edit a Locale




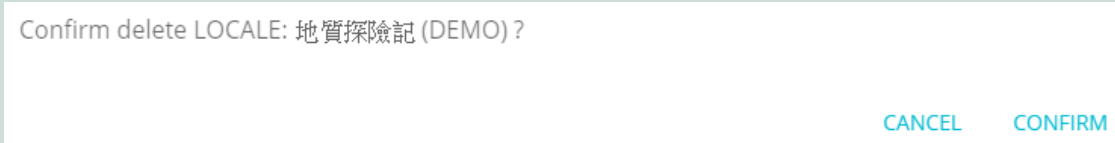
Step	Procedures	User Interface
1	Press the setting button  at the right bottom corner.	
2	Press "View/Edit Detail" .	
3	Edit the locale' s name, description, public and publish settings. Press "OK" to confirm and "Cancel" to return.	



How to Edit a Locale

Step	Procedures	User Interface
UI	<div><div>Edit LOCALE: Tutorial</div><div><div><div>LOCALE Name</div><div>Tutorial</div></div><div><div>LOCALE description</div><div>Tutorial</div></div></div><div><div>IMG_8187.JPG</div><div></div><div>Size: 3 MB</div></div><div><div>Open to Public</div><div>Ready to Publish</div><div><input checked="" type="checkbox"/></div></div><div><div>CANCEL</div><div>OK</div></div></div>	



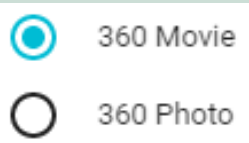
How to Delete a Locale

Step	Procedures	User Interface
1	Press the setting button at the right bottom corner. 	
2	Press “Delete”.	
3	Press “Cancel” to return and “Confirm” to delete.	
UI		

Stages

- Stages are the **building blocks** of a locale.
- A stage can be a **360 movie** or a **360 image**.
- Inside a stage, teachers can add interactive elements such as **tags, MCs and portals**.



How to Create a Stage

Step	Procedures	User Interface
1	Press "Create New Stage" .	
2	Enter the stage's name.	
3	Indicate 360 Movie / Photo (Default: 360 Movie).	




Upon successful creation, **the new stage** will appear on the left navigation bar.

How to Create a Stage

- The left navigation bar shows all the stages in sequence
- The right hand side allows teachers to upload their 360 movie / image



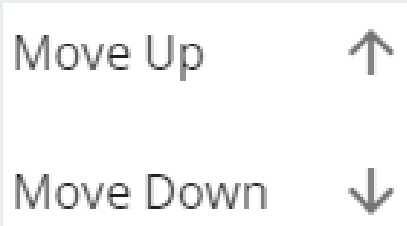
Icon	Meaning
 Stage 1 ▾	360 Movie
 Stage 2 ▾	360 Image

Upload 360 Movie / Image for a Stage





Step	Procedures	User Interface
1	Press "Upload" . Movie: mov, mp4, m4v, avi Image: jpg, jpeg, png, gif	
2	Wait until 100% .	
3	Upon successful upload, teachers should be able to see the thumbnail and the timeline for the VR content.	
UI		

Edit a Stage

- Teachers can further edit the display sequence of stages using the left navigation bar.



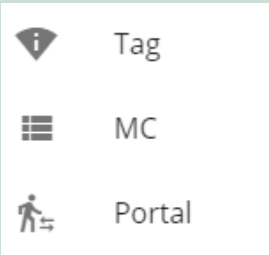
Step	Procedures	User Interface
1	Press the  button.	
2	Press “Move Up” / “Down”.	

Delete a Stage

Step	Procedures	User Interface
1	Press the  button.	
2	Press "Delete" .	
3	Press "Cancel" to return and "Confirm" to delete.	
UI		





Playback Elements

- Teachers can add interactive elements in the VR world.
- They include tags, MCs and portals.

Step	Procedures	User Interface
1	Drag the timeline to indicate when the element should appear.	
2	Press "Element At This Moment"	
3	Choose the element: "Tag" , "MC" or "Portal"	



How to Create a Tag

- Tag can display information such as text, voice or enlarged image.

Step	Procedures	User Interface
1	Enter the display text.	
2	Choose the tag type.	
2a	For voice, upload an mp3. Toggle autoplay or not (Default: Off).	
2b	For image, upload these formats: jpg, jpeg, png, gif.	


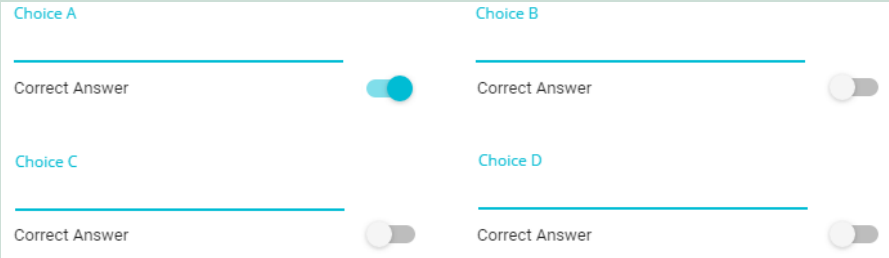

How to Create a Tag

- Tag can display information such as text, voice or enlarged image.

Step	Procedures	User Interface
3	Drag the pin to indicate where the tag should appear.	
4	Drag the timeline to indicate how long the tag should appear.	

Create a MC



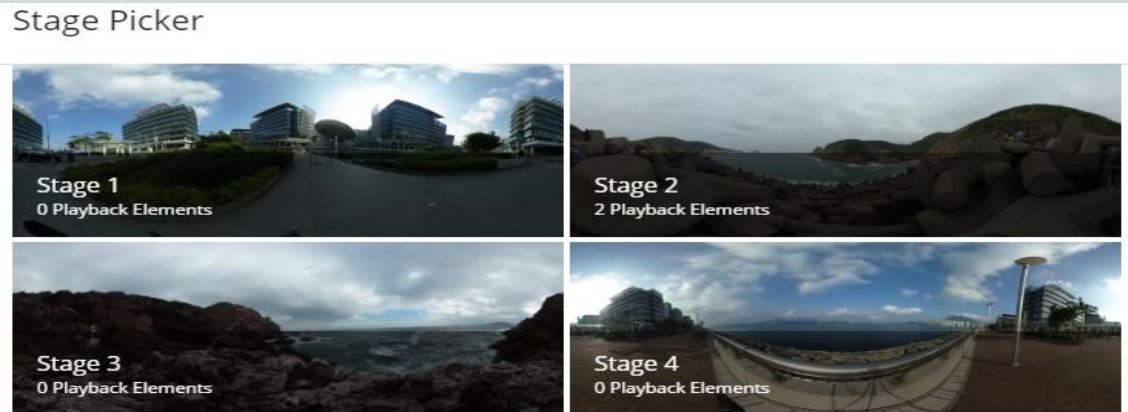
- Each MC has 4 choices and at least 1 correct answer.
- Teachers can limit how many times the students can attempt a MC.

Step	Procedures	User Interface
1	Enter the question.	
2	Enter the 4 choices and toggle at least 1 correct answer.	
UI		
3	Adjust how many times the students can answer this MC.	



Create a Portal

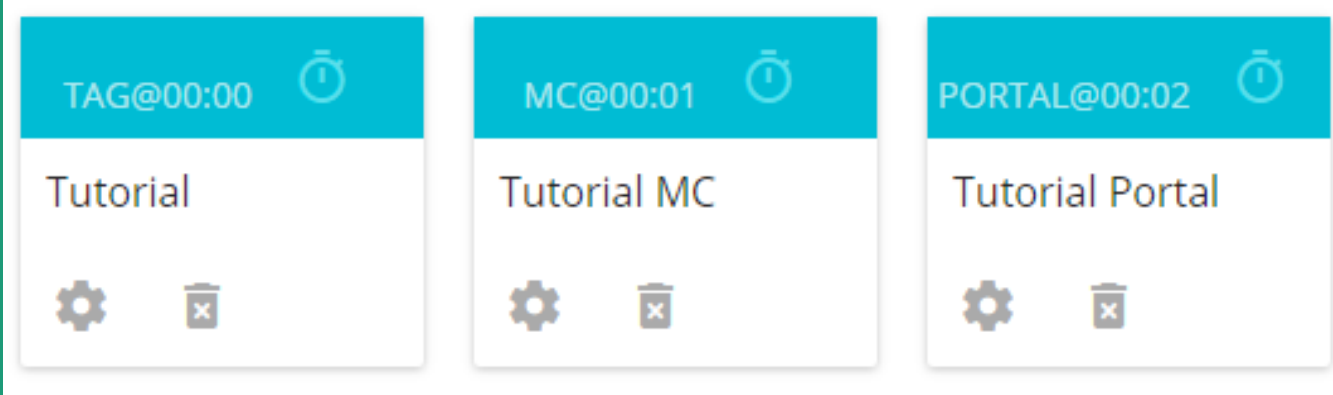


- Portal is the transfer gateway to other stages.
- Teachers can set at most select 4 destination stages for a portal.

Step	Procedures	User Interface
1	Enter the display text, e.g., “To Stage 2”	
2	Pick the destination stages.	
UI		



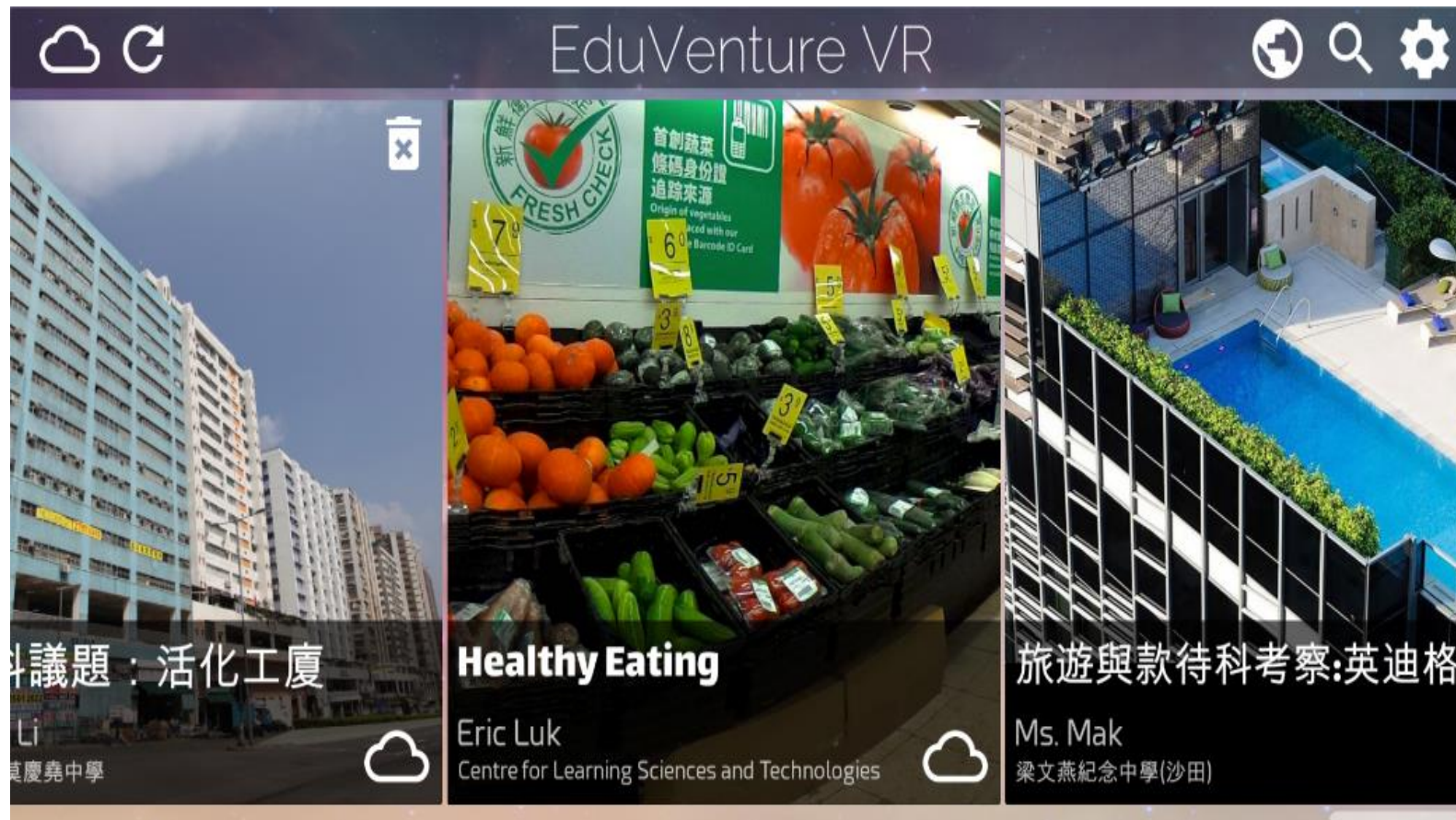
Review the Playback Elements

- Teachers can review the playback elements they added in the bottom panel.

UI		
Step	Procedures	
1	Press  to edit the element.	Press  to delete the element.

EduVenture VR App

After installing the EVVR App, students should be able to see the locales that are set public and ready to publish in the composer.










ies (CLST)
Hong Kong




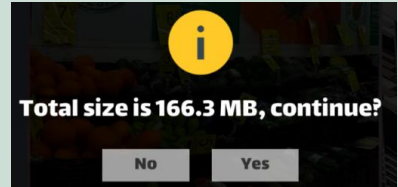
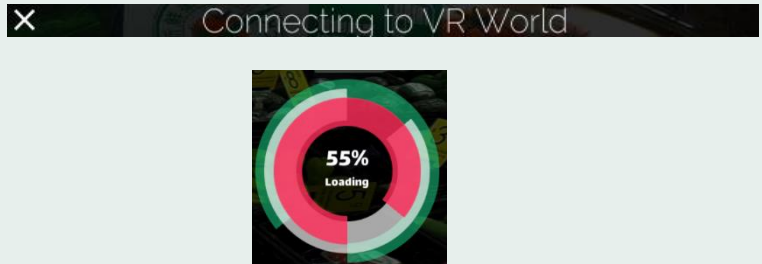
Control Panel



No.	Icons	Functions
1a		Display the online locales (Can switch to 1b)
1b		Display the downloaded locales (Can switch to 1a)
2		Refresh the locale menu
3a		Display all public locales (Can switch to 3b)
3b		Display private locales only (Can switch to 3a)
4		Search a particular locale
5		Configure game settings



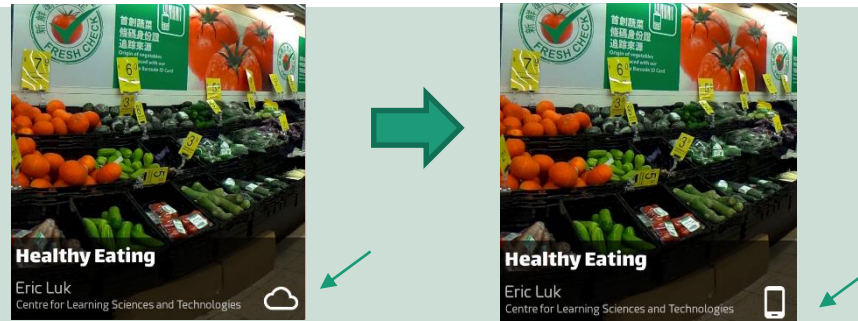
Download a Locale

Step	Procedures	User Interface
1	Press the locale to download	
UI		
2	Press "Yes" to download and press "No" to return.	
3	Press X to stop downloading if necessary. Otherwise, wait until 100% downloaded.	

Download a Locale

4 Upon successful downloading, the students can start the locale!
Note that the icon at the right bottom corner changes.

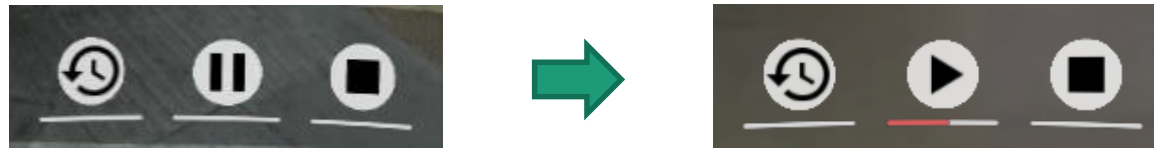
UI



Inside the VR World

How to Reverse/Play/Stop the VR content


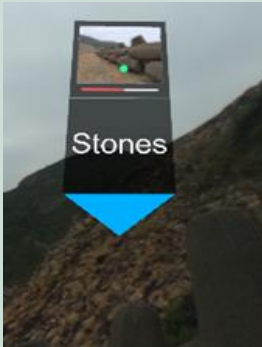
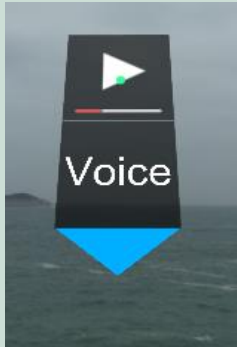
When the students look **downwards**, a control panel will pop up.



- There are 3 actions: **reverse, pause/resume and stop the 360 movie / image.**
- To perform these in the VR world, simply move the pointer to the button for 2 seconds.

How to Respond to a Tag


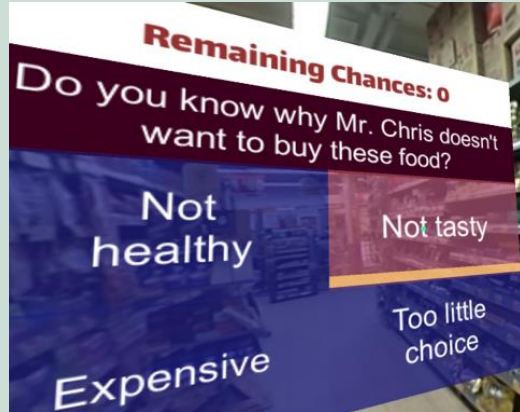
Either text, image or voice tag will be displayed (according to the composer's database).

Type	None	Image	Voice
UI			
Step	Procedures		
1	N/A	Point to the thumbnail image for 2 seconds.	Point to the play button for 2 seconds.
2	N/A	An enlarged image will come out eventually.	The sound will be played eventually.




How to Respond to a MC

The number of chances, the MC question and the 4 choices will now be displayed (according to the composer's database).

Step	Procedures	
1	Move the pointer to the answer.	
2	Correct	Wrong
UI		

How to Respond to a Portal


Students can teleport to other stages through portal. The portal title and destination stages will now be displayed (according to the composer's database).

Step	Procedures
1	Move the pointer to the destination stage and wait for 2 seconds. The portal will then teleport to the destination stage.
UI	



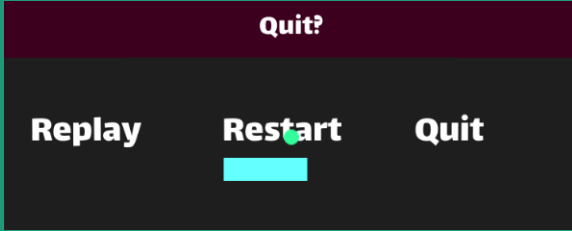
How to Continue to Next Stage

- After finishing a stage, a “Continue Panel” will pop up.
- The student can either replay, continue or quit, by moving the pointer to the option.

UI	
Actions	Meaning
Replay	Replay the current stage.
Continue	Go on to next stage.
Quit	Return to the main menu.

Quit Panel

- After finishing all stages, a “Quit Panel” will pop up.
- The student can either replay, restart or quit, by moving the pointer to the option

UI	
Actions	Meaning
Replay	Replay the current stage.
Restart	Restart from the first stage.
Quit	Return to the main menu.

7. 總結

