# Guide to Xplorer
# Ocean

(for Windows 10 and Windows 11)

# In this guide

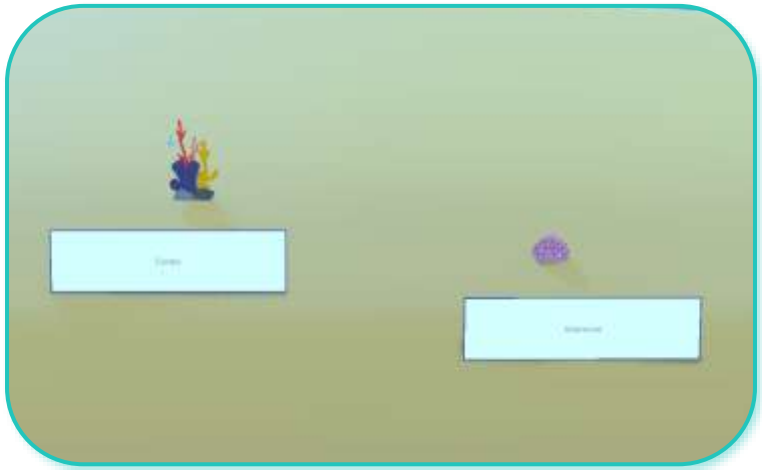

- Overview of the field trip
- Open the project player
- Controls :
  - Change point of view
  - Move and look around
  - Interact


Teachers only

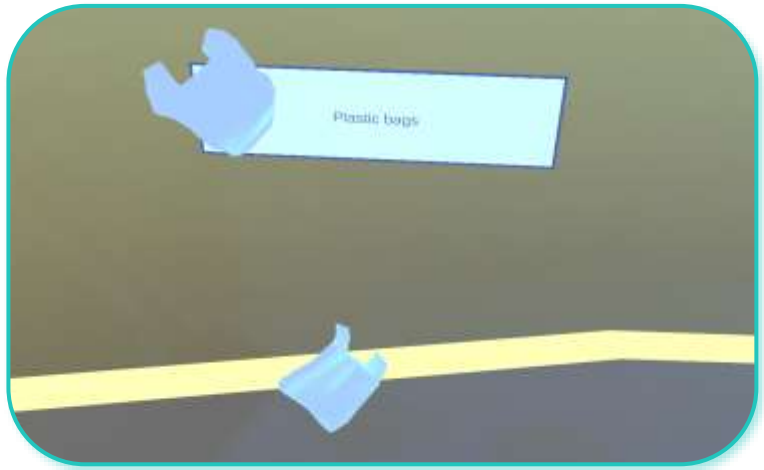

- Open the project builder
- Customise the field trip
- Customise the questions
- Share the project

# Overview of the field trip

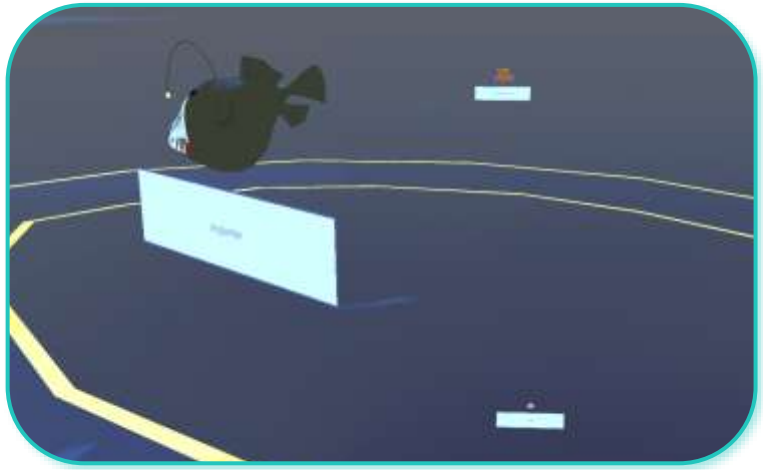
Enter the field trip



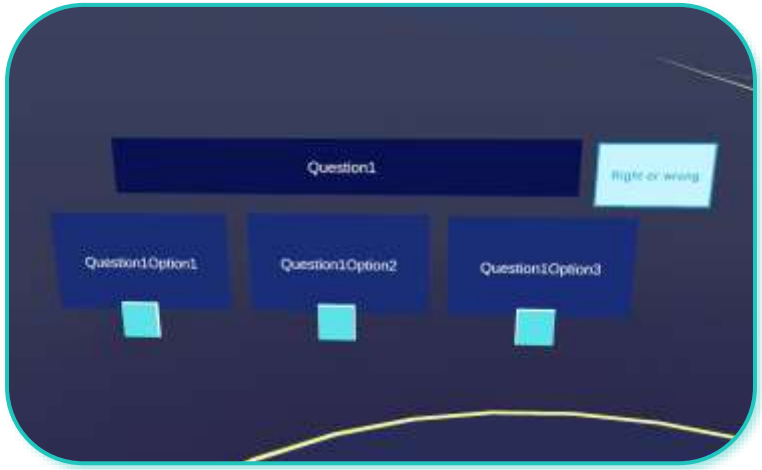
Discover the wildlife and plant life of the ocean



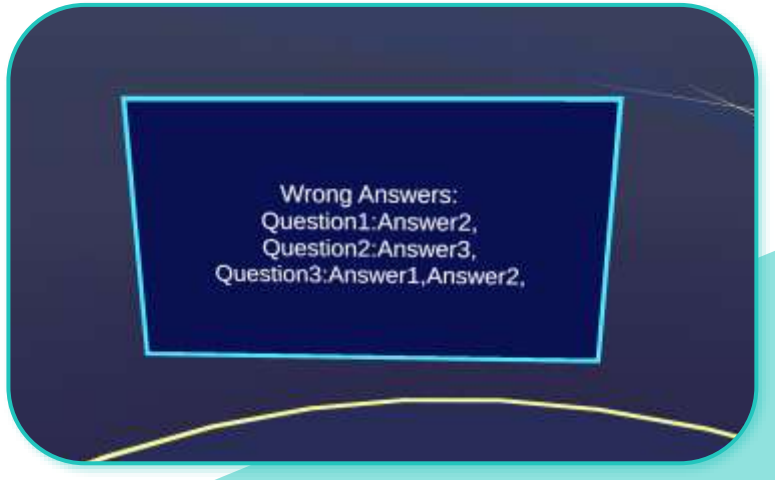

Learn about their threats



Go deeper in the ocean




At the end on the trip, answer the quiz about it.




Take a screenshot of your results and close the window.
You can send your results to your teacher.

Students

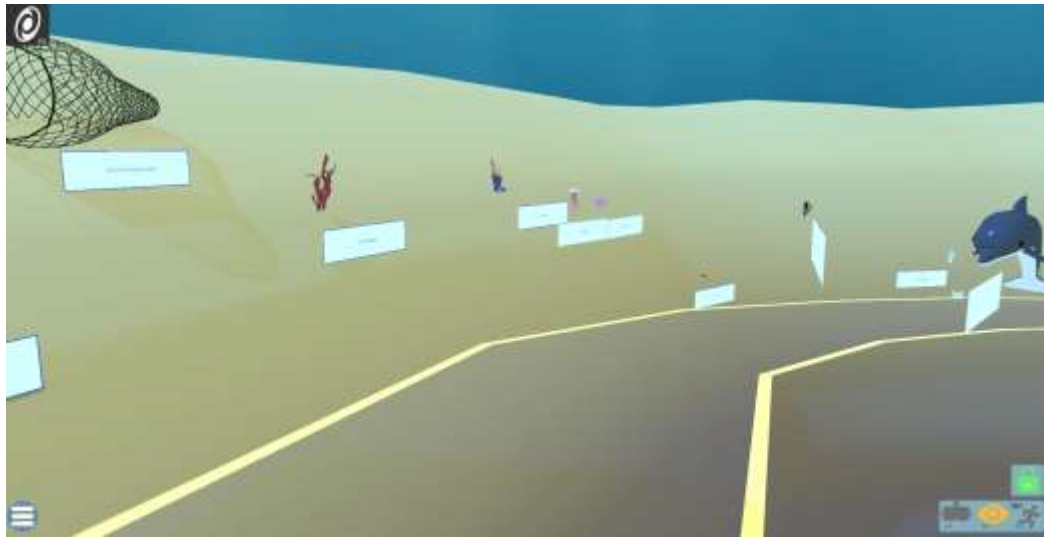
# How to open the project player

- **Download** and **install** the Portal Hopper : https://www.portalhopper.com/xr4ed/
- Find your teacher's ocean field trip on the **marketplace :** https://xr4ed.cellock.com/product/list
- **Purchase**, **download** and **open** the .vrml file of the field trip

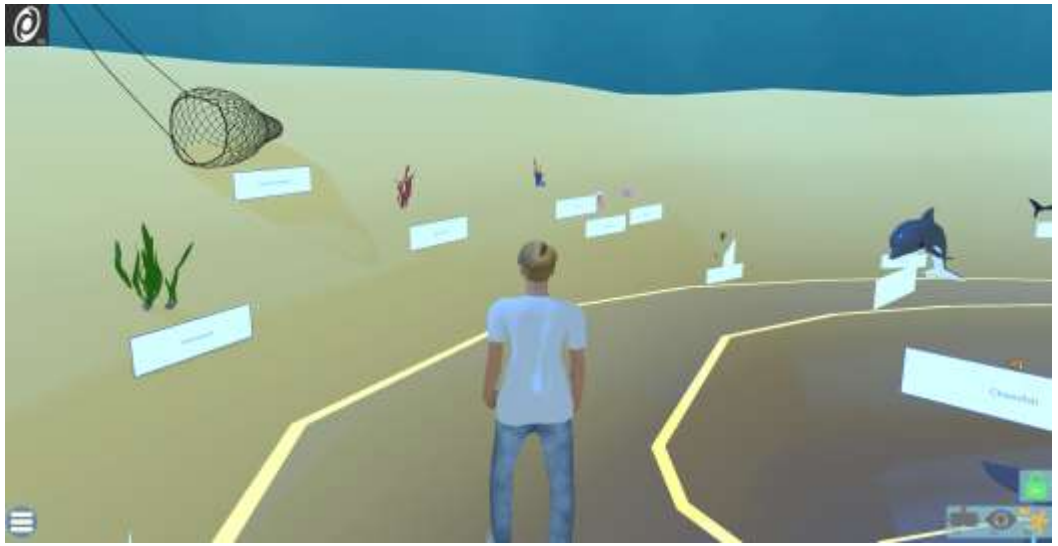
Students

# Controls in Portal Hopper

## Change the view



First person POV – Press F2

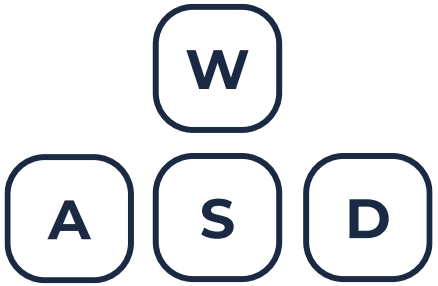


Third person POV – Press F3

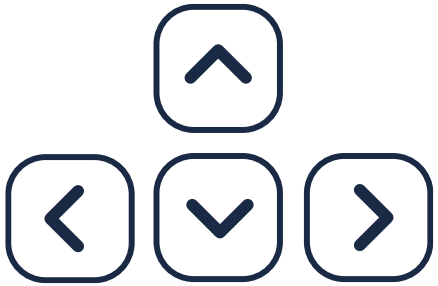
Students

# Controls in Portal Hopper

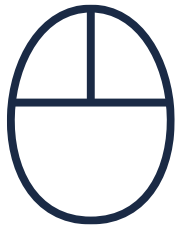
## Move and look around




Walk around



Run



Look around

Students

# Controls in Portal Hopper

## Interactions

Left click on the yellow squares to interact

You can right click to re-center your mouse in the middle of the screen.

Teacher

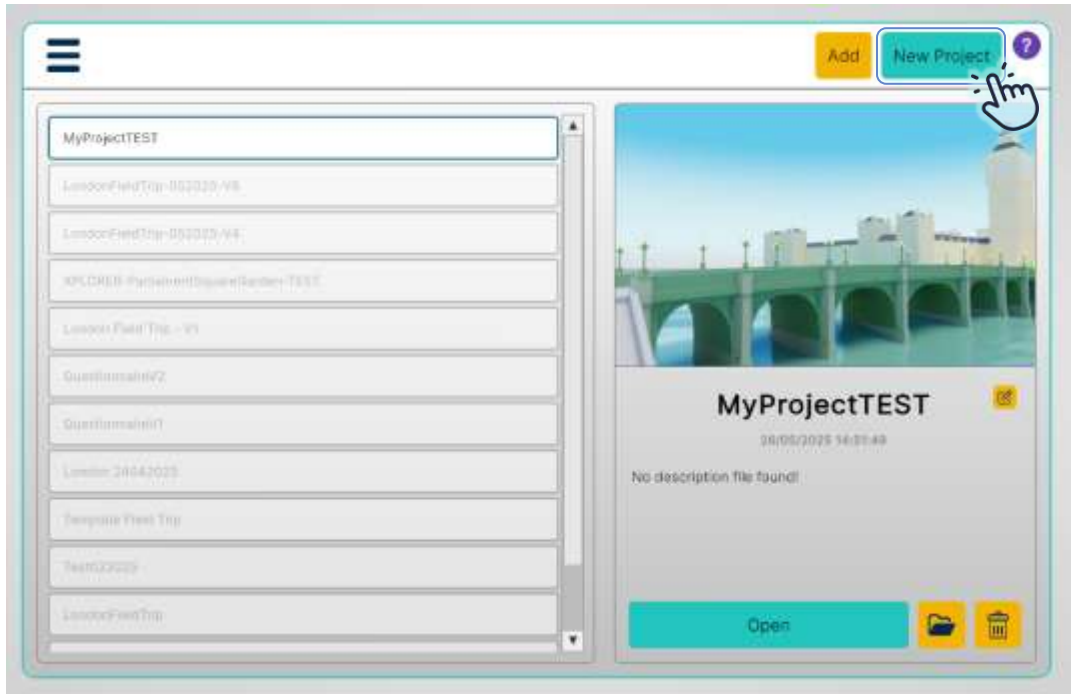
# How to open the project builder

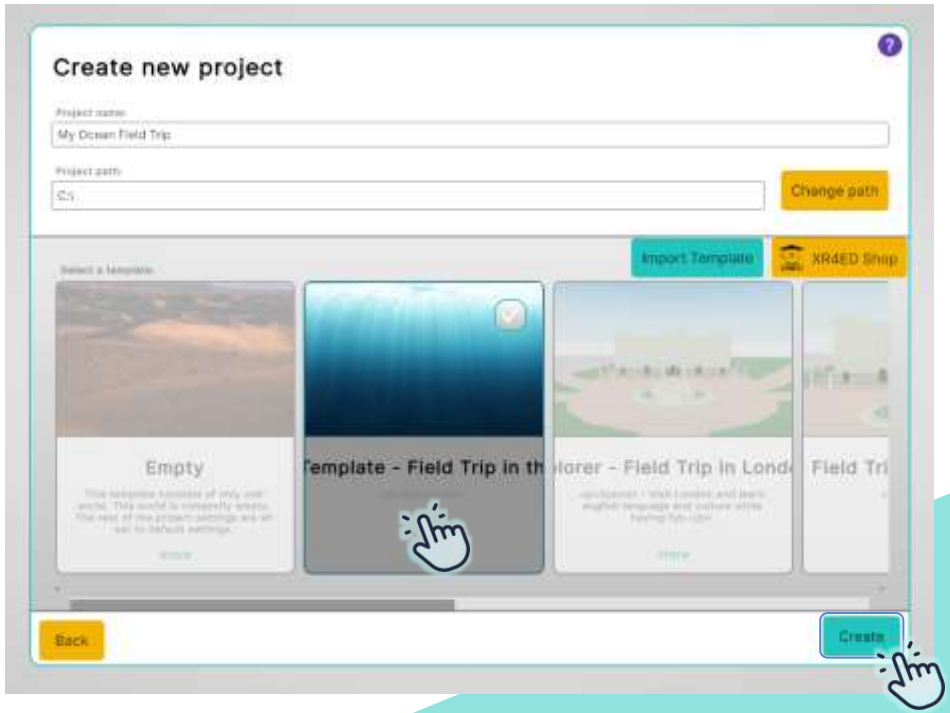
- Create a Cellock account : https://xr4ed.cellock.com/product/list
- **Download** and **install** the World Builder and the Portal Hopper : https://www.portalhopper.com/xr4ed/
- Purchase Xplorer template : https://xr4ed.cellock.com/product/xplorer-template-field-trip-in-the-ocean-588?guid=436b003b-8a60-4113-b9a5-d5f31d8125f3

Teacher

# How to open the project builder

- Open the World Builder and login with your Cellock account
- Click on “**New Project**”
- Name your project, choose its path, **select the template** and click "**Create**"
  (the templates sometimes take some time before appearing, do not worry)



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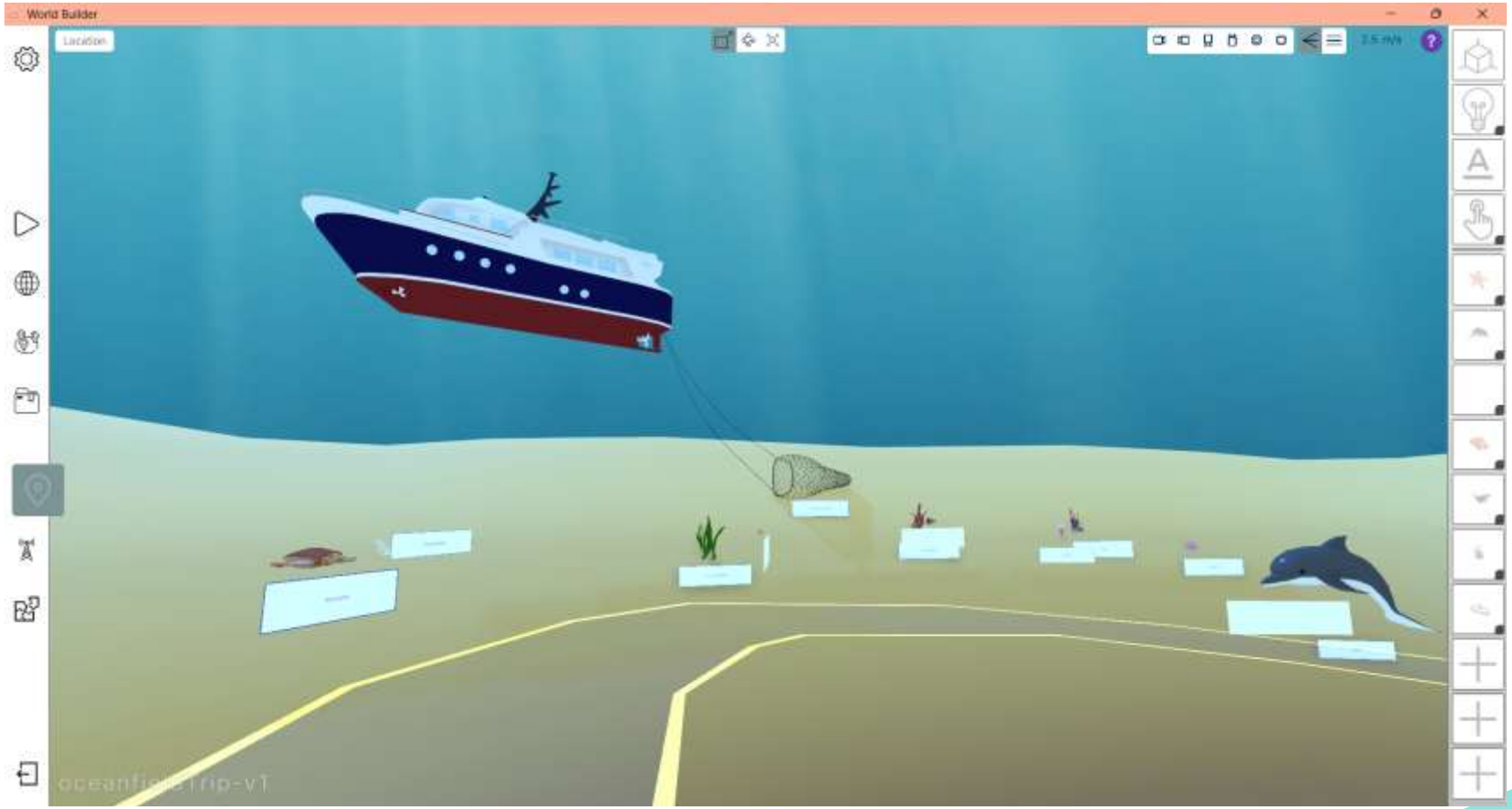
# How to open the project builder




(what you should see after clicking on “Create”)

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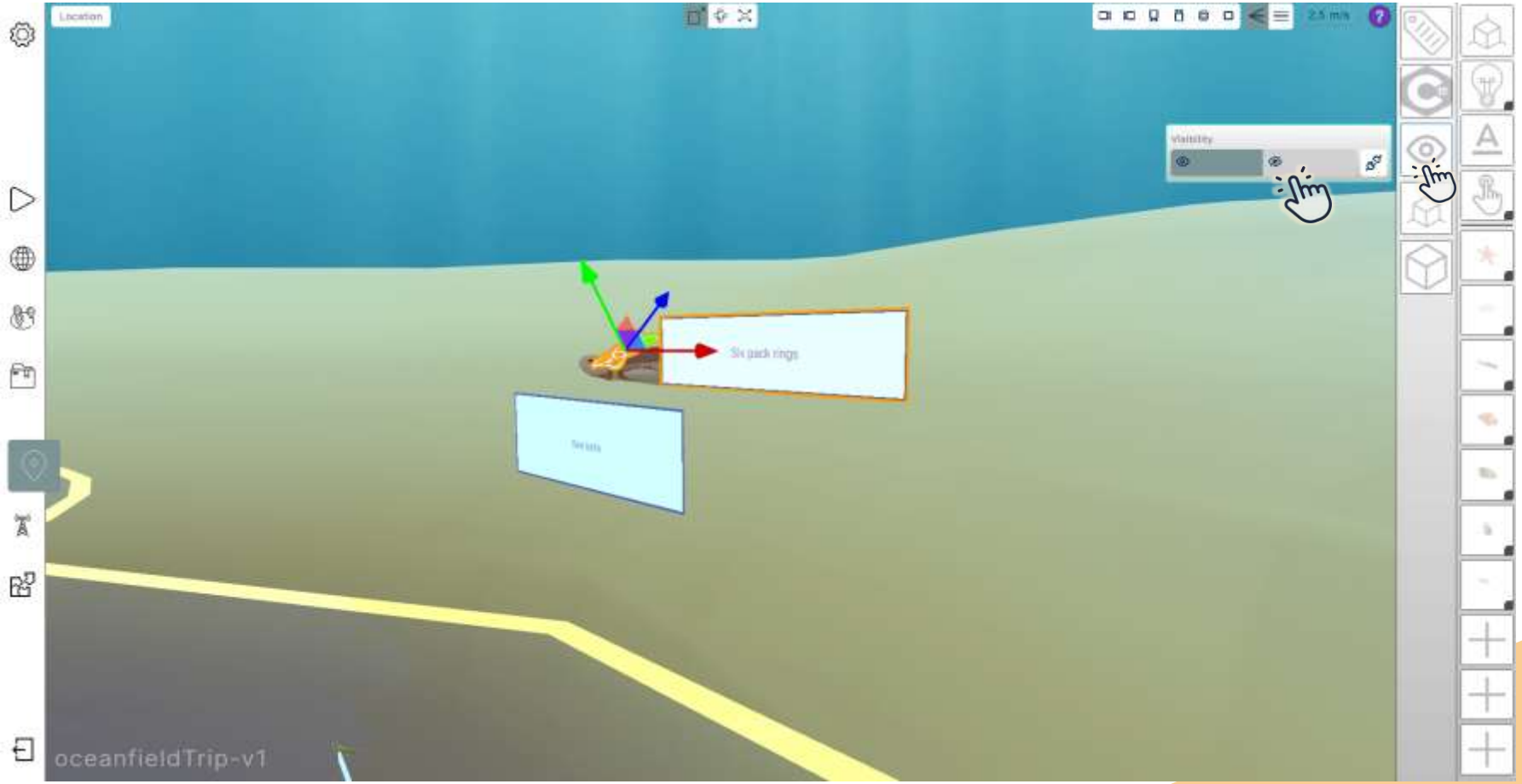
# How to customise the field trip

## Hide an object

Select an object, click on the eye icon on the right and hide it.



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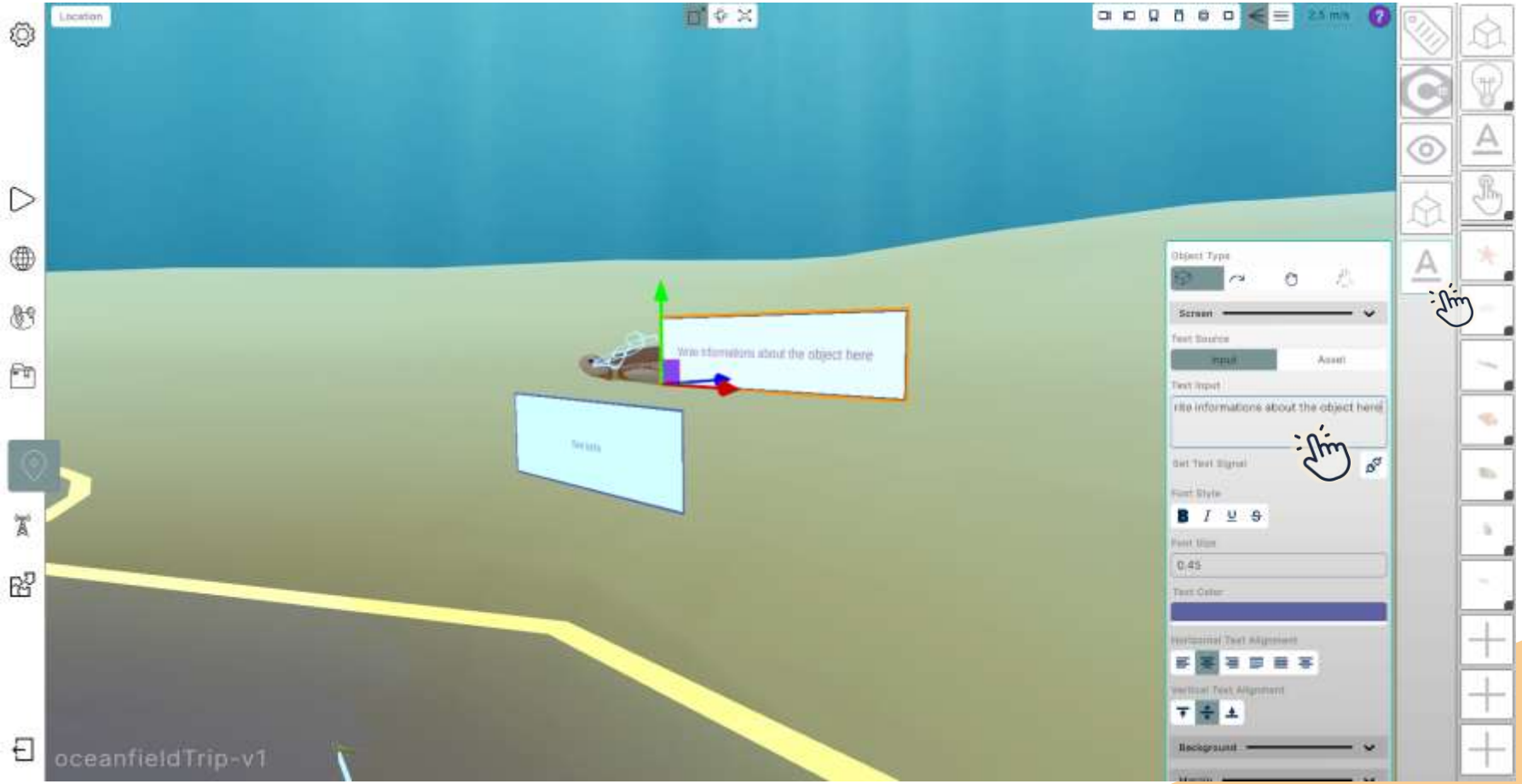
# How to customise the field trip

## Edit the text

Select the text, click on the text icon on the right and write in *Text Input*.



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# How to customise the questions

## Open the signal manager

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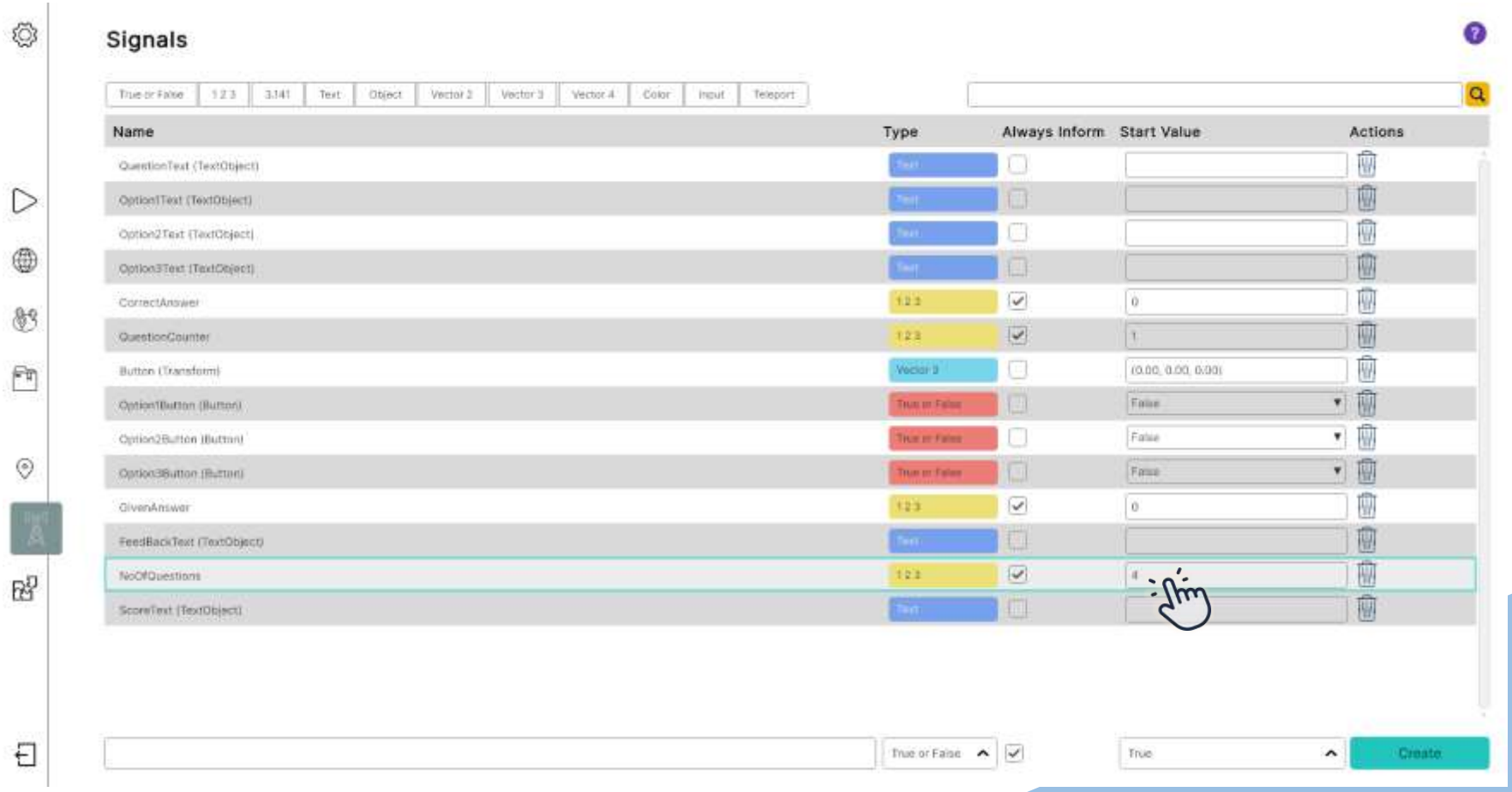
# How to customise the questions

## Write the number of question

that you want in your quiz in “NoOfQuestions”



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# How to customise the questions

## Open the logic editor

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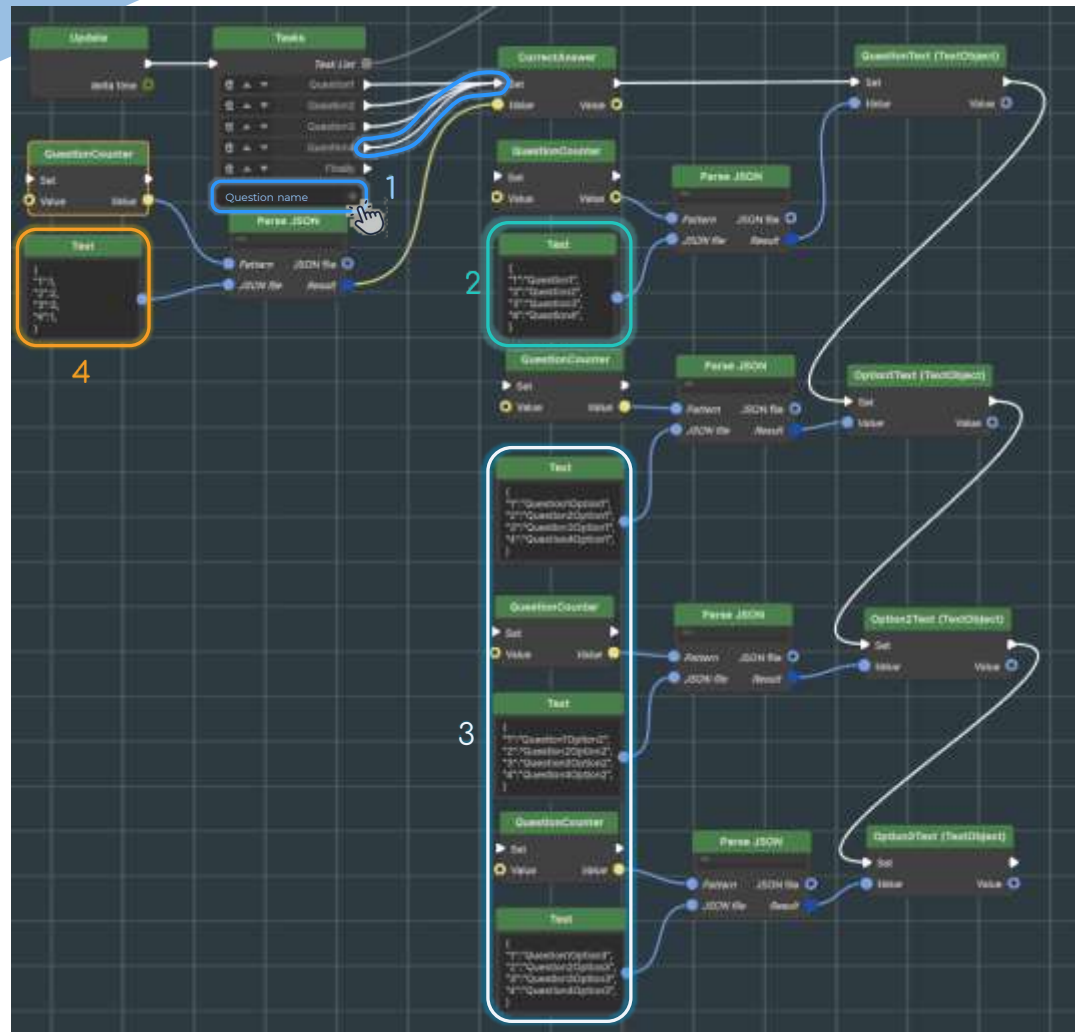
# How to customise the questions




1. To add a question: write the question name, click **+**, place the question over “Finally” and link the question to “Set” in the *CorrectAnswer* node
2. Write down the questions
3. Write the three possible answers (only one can be correct)
4. Tell which answer is the correct one (Answer n° : 1, 2 or 3)

For the steps 2, 3 and, 4 you will have to write in this format :

*{*
*“1”:”____”,*
*“2”:”____”,*
*“3”:”____”,*
*...*
*}*

(The left number is the place of the question in the *Tasks* node)

Teacher

# How to share the project to students

## Open the world menu

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# How to share the project to students

## Go to **Export tab** and click **Export**

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# How to share the project to students

## Name your project

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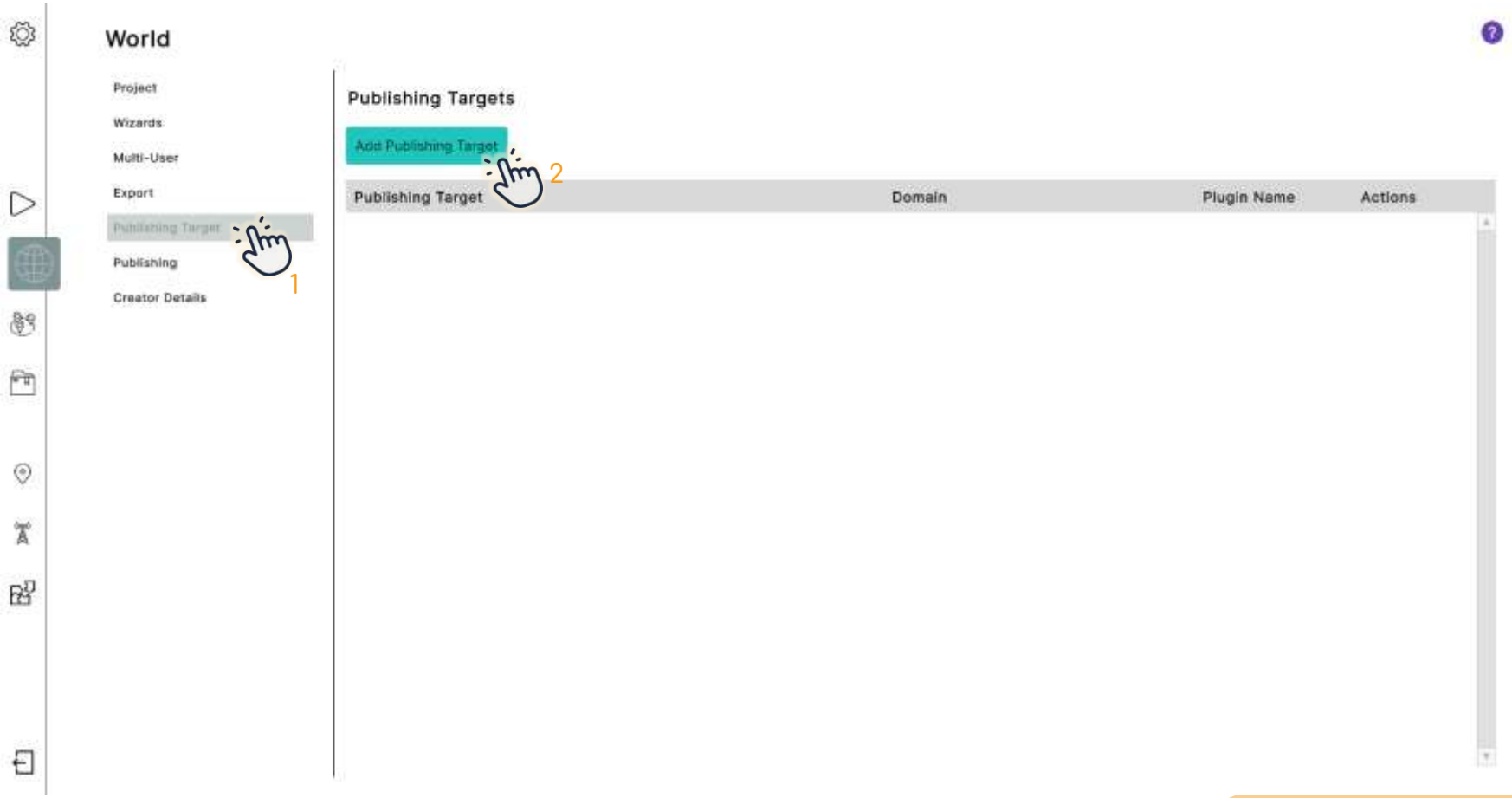
# How to share the project to students

Go to **Publishing Target tab** and click **Add Publishing Target**



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# How to share the project to students

## Select **XR4ED Publishing**

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# How to share the project to students

## Name your project and the name of the publisher (you)

Click Save and then Ok until you're back to the Publishing Target tab

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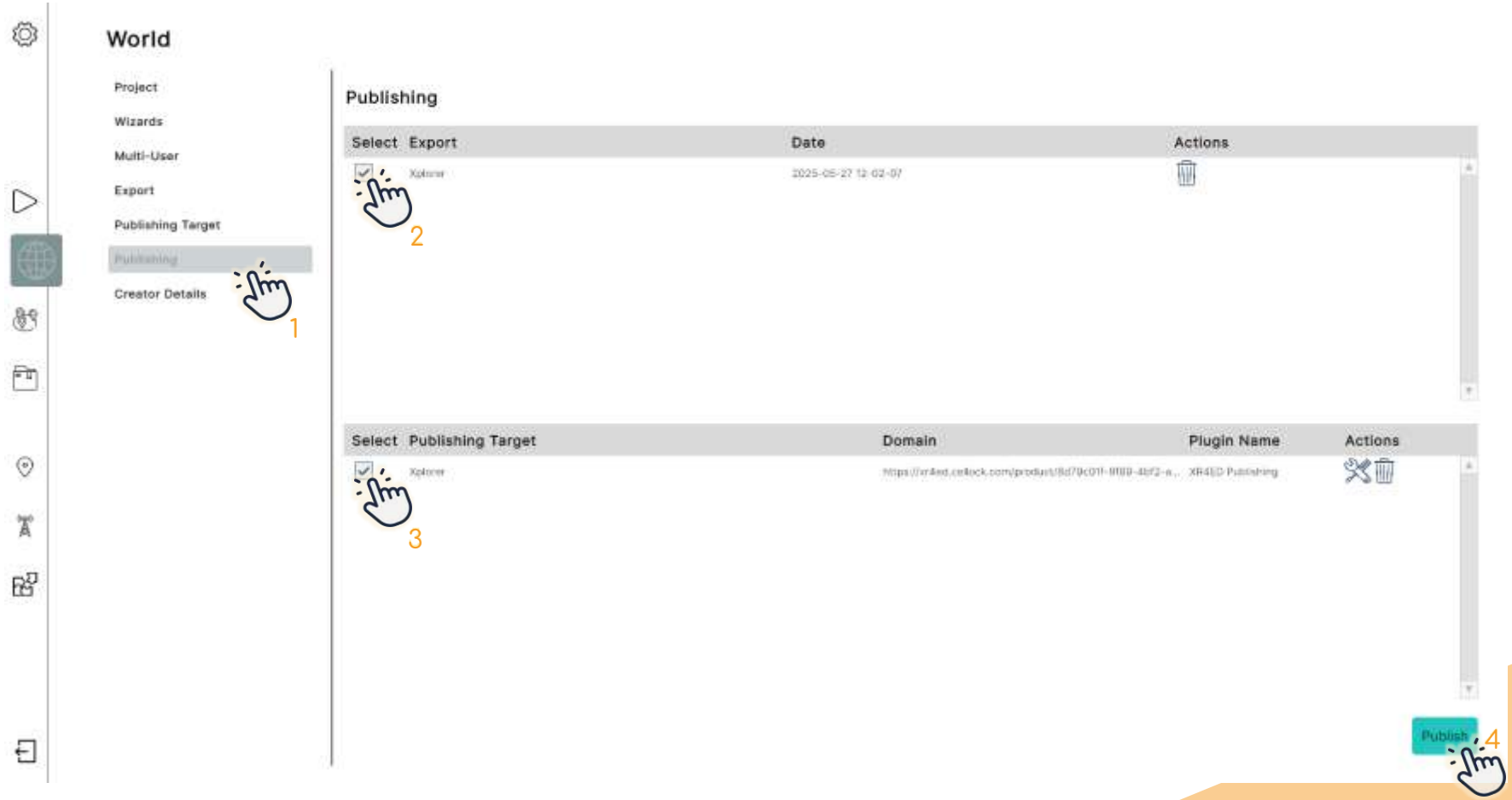
# How to share the project to students

Go to **Publishing tab** and click select your **Export**, select your **Publishing Target** and click **Publish**



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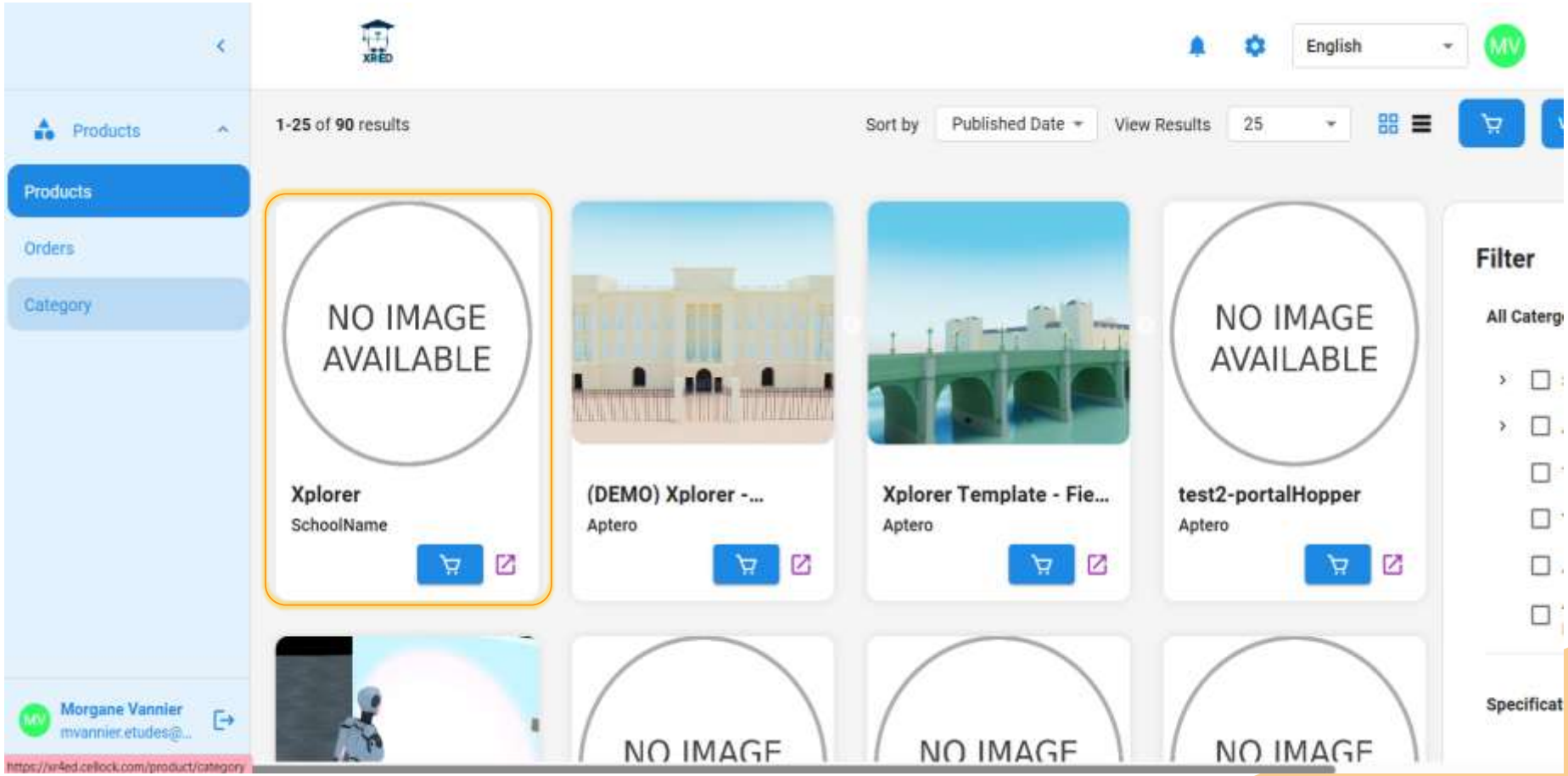
# How to share the project to students

You can now go to https://xr4ed.cellock.com/product/list
and see your project



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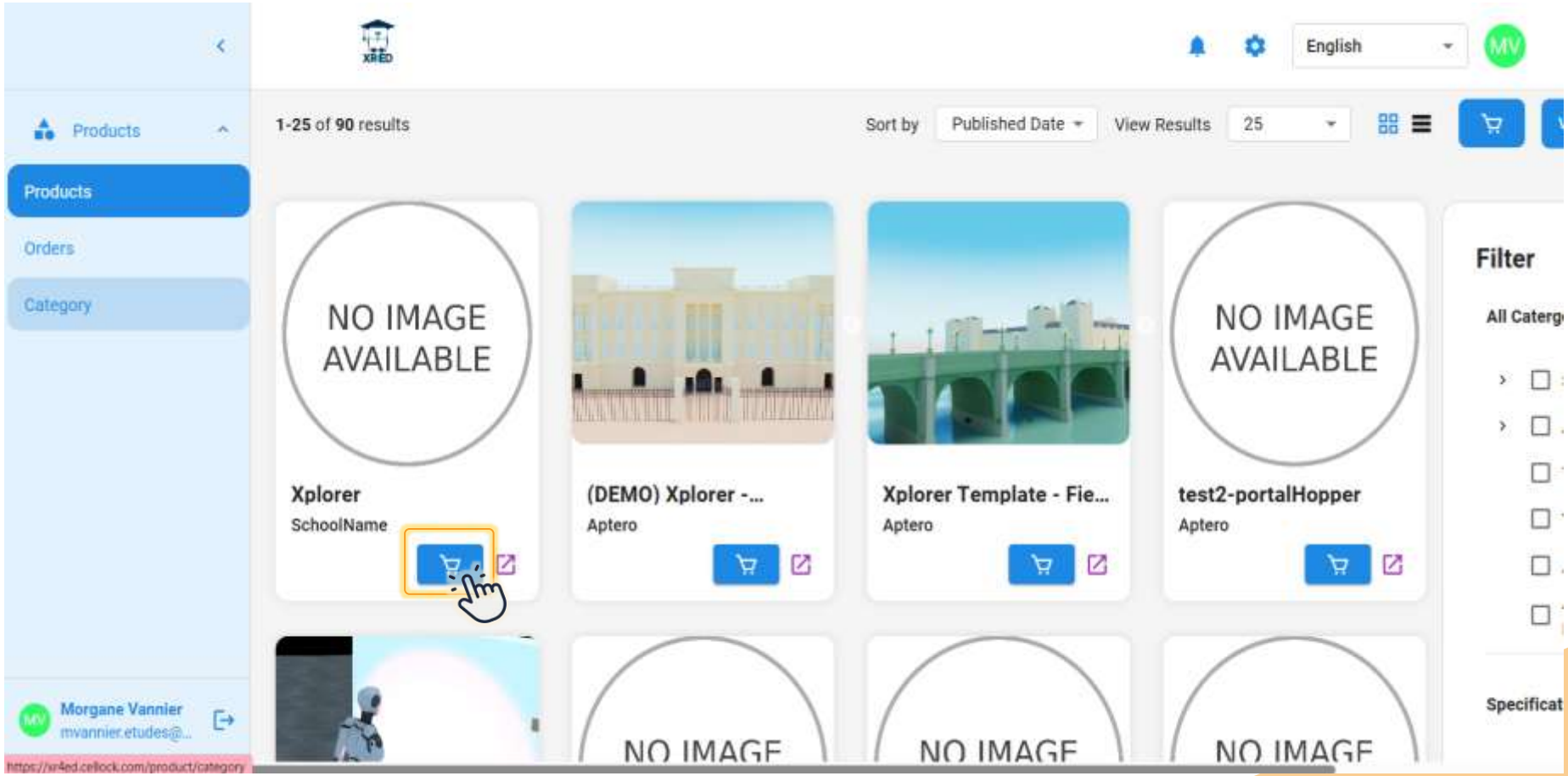
# How to share the project to students

(To avoid students to create an account on Cellock)

## Purchase your project



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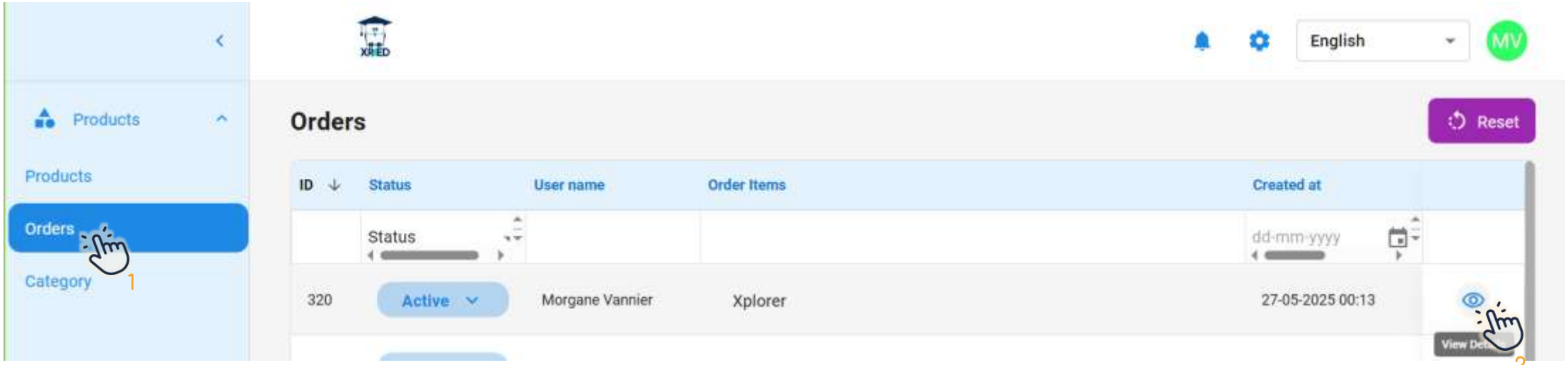
# How to share the project to students

(To avoid students to create an account on Cellock)

In the **Orders tab**, click on the **eye icon** of your order and then download the order.




**Share the .vrml file that you download to your student.**

(If they have the Portal Hopper installed, they will just have to open the .vrml file to see the project)

# Thank you for testing

Contact us: cedric@aptero.co