

VR Attendant Script & Helpful Hints

- Prior to the participant coming
 - Change the Settings (see all)> Power> Change sleep timer to 4 hours.
 - Setup the guardian.
 - Start up the app and then cast. Check to see if the cast is working.
- Welcome the participant into the space. (sample script: Hi! I'm (name) and I am the (title) at Moore Library. I understand that you have signed up to participate in the (experience name) experience.
- Observe if they have any issues that may prevent them from participating (i.e. large glasses, large bun, etc.). If they do advise them, the experience may not be comfortable for them.
- Make them aware that you will be casting their experience to guide them through their experience. Ask them if they have any questions or concerns about casting.
- Review health and safety measures (sample script: You may experience motion sickness while using a virtual reality headset. Take breaks to prevent motion sickness or fatigue. Stay inside of the designated play area boundaries. Only one person should be inside of the play area and this area should be cleared of personal belongings, chairs, etc. Use the wrist straps attached to the Oculus Quest controllers.)
- Ask the participant if they are allergic to silicone. (If yes, provide the reusable cotton mask).
- Clean silicone face shield and wrist guards in front of the patron.
- Review the buttons on the right and left controllers.
- Let the participant explore the controller.
- Once the participant is ready to go into VR, take the controllers and provide them the headset. If they are wearing glasses, tell them to put the glasses in the headset, prior to putting on the headset. Advise the participant to put the VR headset on like a baseball cap. Let them know that they may tighten the headset using the knob at the back.
- If you need to assist the participant and you will need to touch the participant, inform them before touching them.
- If the participant is having a difficult time in the experience, try to verbally guide them through.
- When the experience has ended, tell the participant that you are going to take the controllers.
- Then tell the participant that you are going to loosen the headset and touch their head to release the velcro.
- Pack the controllers and headset into the case. Notice if the headset or controllers are blinking red. If they are, you may need to change the batteries.
- Ask the participant about what they thought of the experience (The reason for this is to just keep them for 5 minutes to ensure no dizziness or nausea.)

