



## Users Manual



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## 1. Product Overview

Nuguna VR Edu is an all-in-one learning application that is aimed to educate students about science as well as provide vocational training using virtual simulations. The contents of Nuguna VR Edu can be used using Virtual Reality devices as well as computers and tablets. We utilize the power of WebGL to create accurate simulations to enhance the understanding of particular subjects. Our goal is to make high quality educational content available to everyone.

### 1.1. Getting Started

In this section, we'll cover the fundamental steps to get started with Nuguna VR Edu. This includes system requirements, changing language, logging in and navigating the system.

### 1.2 System Requirements

Before you can begin using Nuguna VR Edu, it's important to ensure that your computer or device meets the necessary system requirements. These requirements are essential to guarantee the software runs smoothly and efficiently. The specific system requirements may vary depending on the version of the software, but typically include:

Operating System: Windows, macOS, Linux

Processor: Intel i3

Memory (RAM): 4GB

Storage: 1 GB

Graphics: Internal Graphics Card

Internet Connection: Yes

## 2. Accessing Nuguna VR Edu

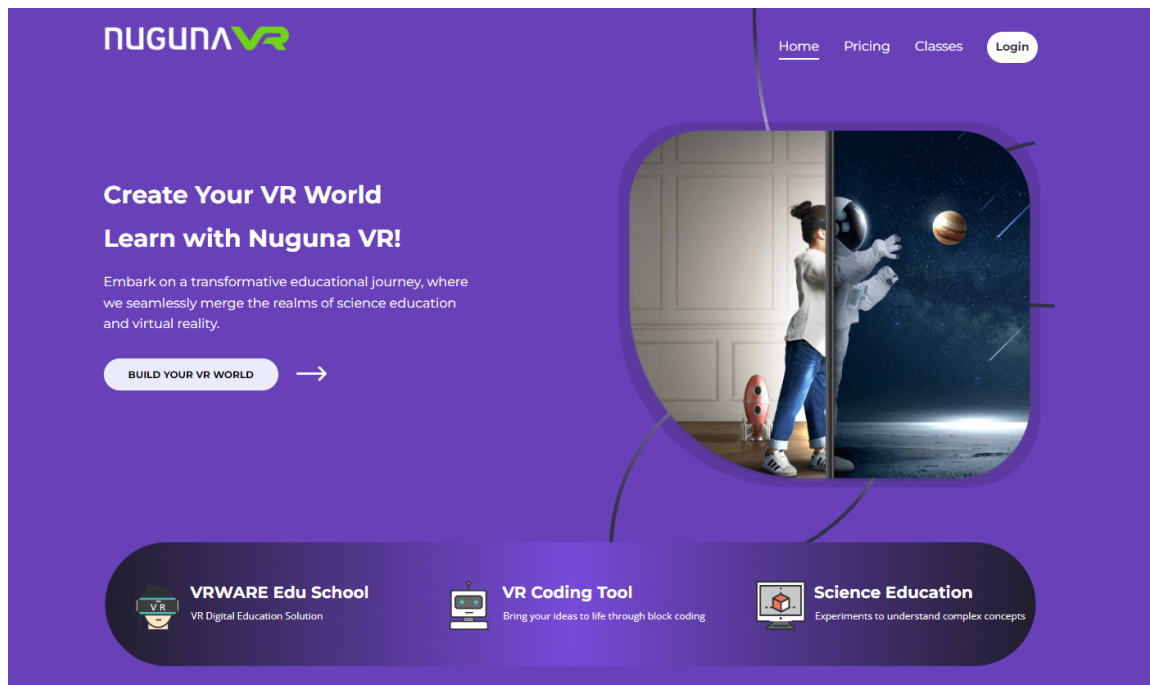
To access the system from a web browser, follow these simple steps:

- a. Open your preferred web browser (e.g., Google Chrome, Mozilla Firefox, Safari, or Microsoft Edge).
- b. In the address bar, type or paste the URL: <https://training.contentsda.kr>
- c. Press "Enter" or click "Go."
- d. You should now be on the homepage.

### 3. Exploring the Homepage

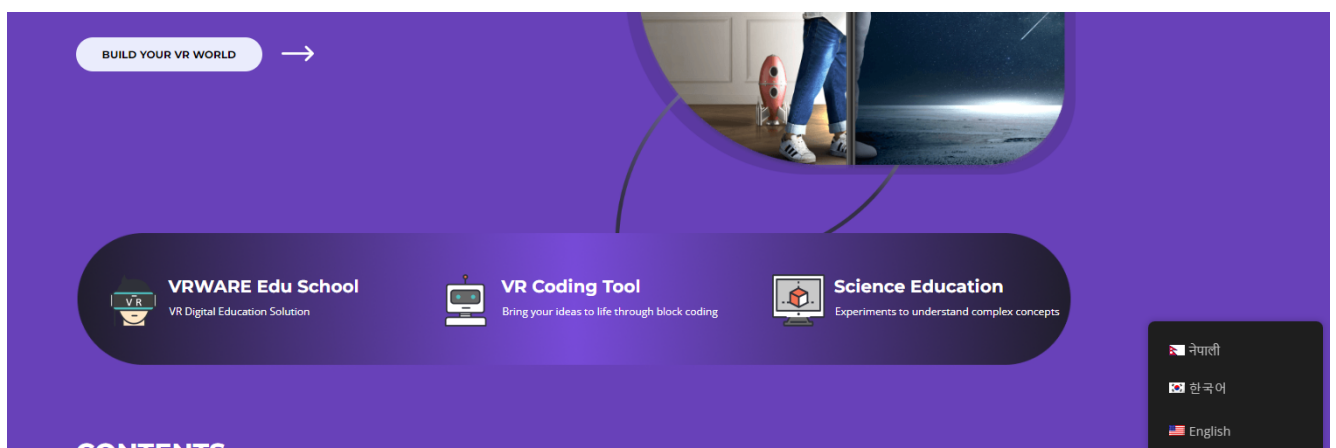
Upon arriving at the Nuguna VR Edu homepage, you will find a variety of information and features. Here's a brief overview of what you can expect:

- Home: Explore the features and learn about Nuguna VR Edu
- Pricing: You can check the pricing from this page
- Classes Sections: You can find the list of content here.
- Login: You can use this section to login and start using free services.



### 4. Translating to Nepali / Korean language

- Hover on the English button on the button right of the page.
- Click on your desired language. Example: नेपाली
- The website will now show Nepali language.



## 5. Register as a Student

- Click **Login** from the navigation menu
- Click the **Join Now** button



**NUGUNA VR**

Username or Email Address

Password

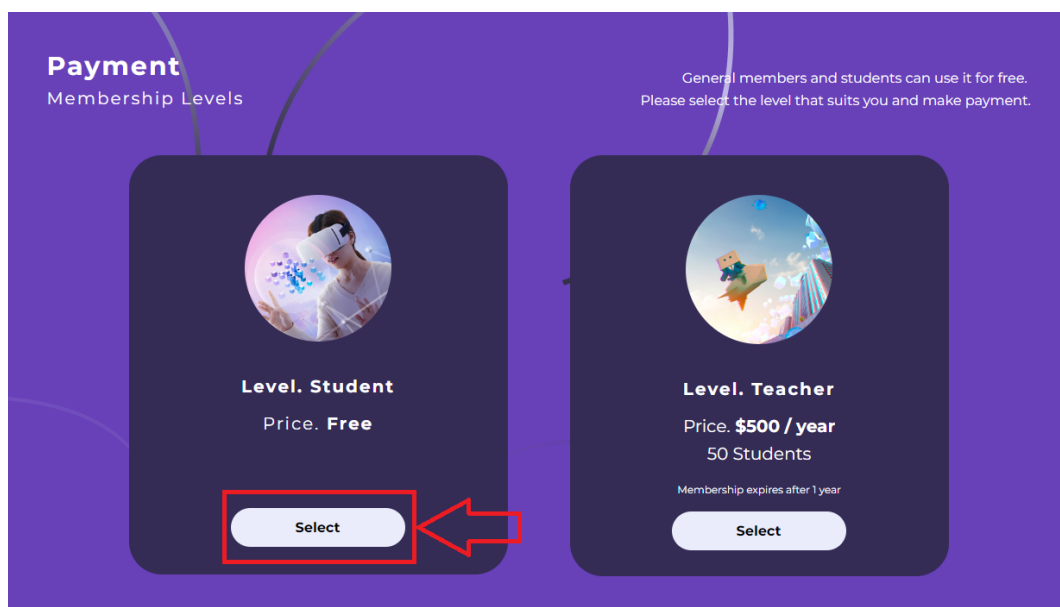
Remember Me

Log In

Lost Password?

Join Now

- Click on the Select button from Free membership level



**Payment**  
Membership Levels

General members and students can use it for free.  
Please select the level that suits you and make payment.

**Level. Student**  
Price. **Free**

Select

**Level. Teacher**  
Price. **\$500 / year**  
50 Students  
Membership expires after 1 year

Select

d. Complete the registration by filling up the registration form.

**NUGUNAVR**

**Membership Level** change

You have selected the **Free** membership level.

The price for membership is **\$0.00** now.

Do you have a discount code? [Click here to enter your discount code](#)

**Account Information** Already have an account? Log in here

Username

Password

Confirm Password

Email Address



## 6. Login to the system

- Click on the Login button from the navigation bar.
- Enter username/email and password and click on the Log In button

**NUGUNAVR**

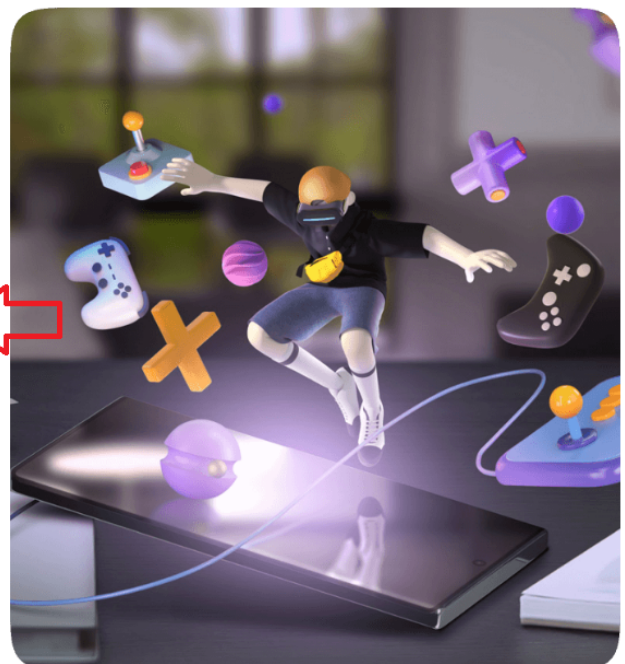
Username or Email Address

Password

Remember Me

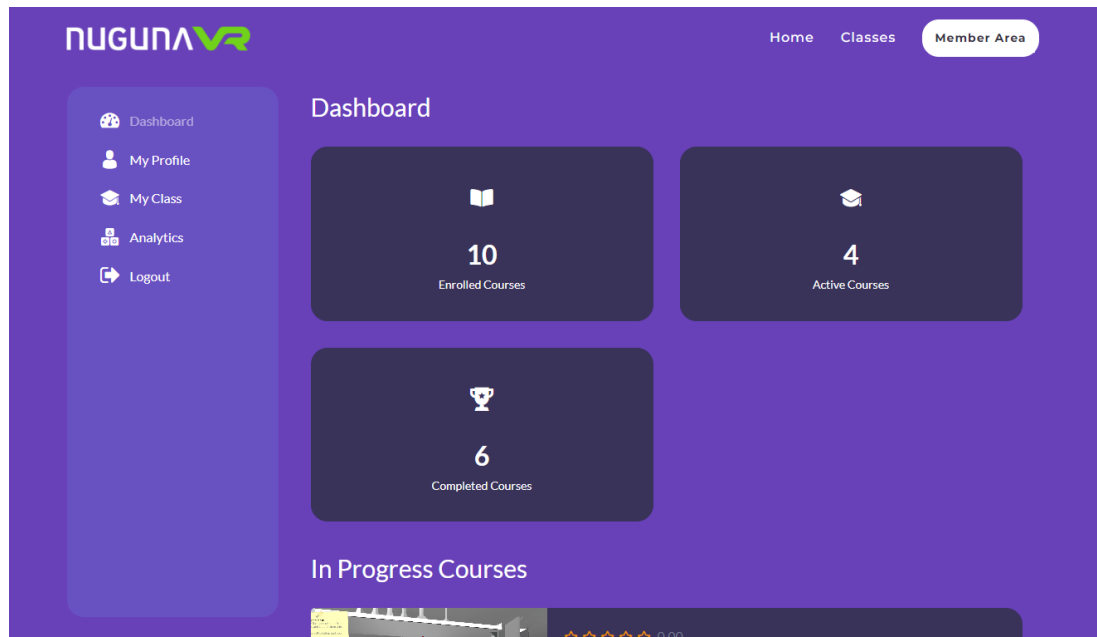
**Log In**

[Lost Password?](#)

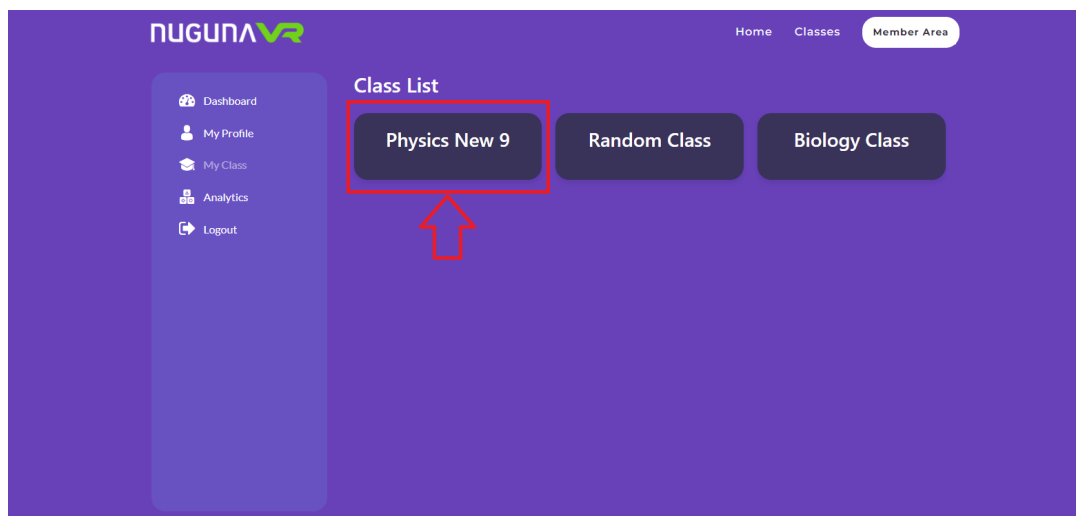


## 7. Student Dashboard

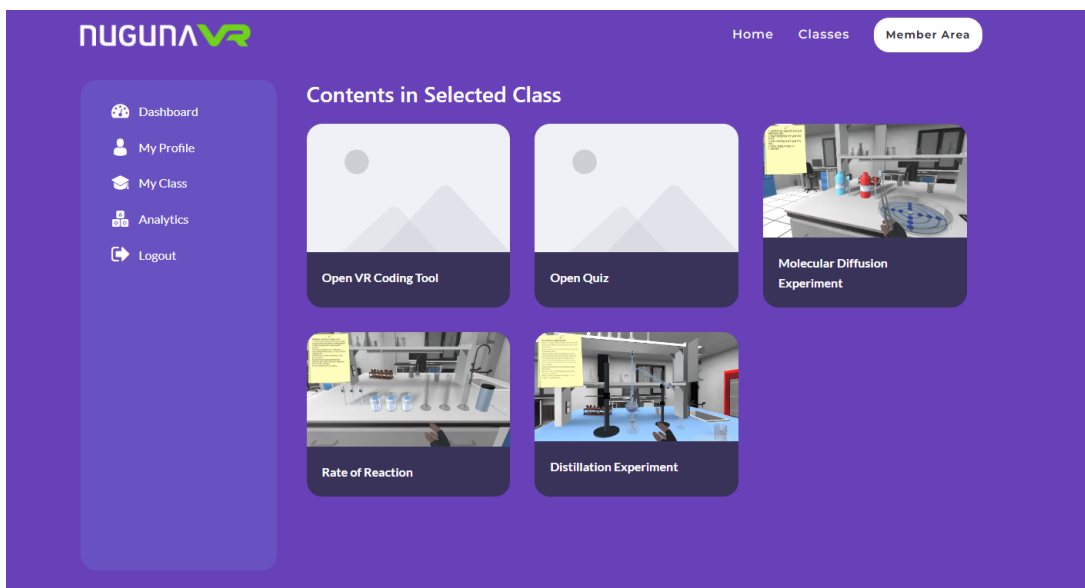
- a. The left sidebar contains
  - i. **My Profile** - This is the settings page of your account
  - ii. **My Class** - This is the list of classes you currently taking.
  - iii. **Analytics** - This page contains your quiz and assignment results
  - iv. **Logout**



- b. My Class contains the list of classes you are taking.



- c. You can access the contents of the class by clicking on it.

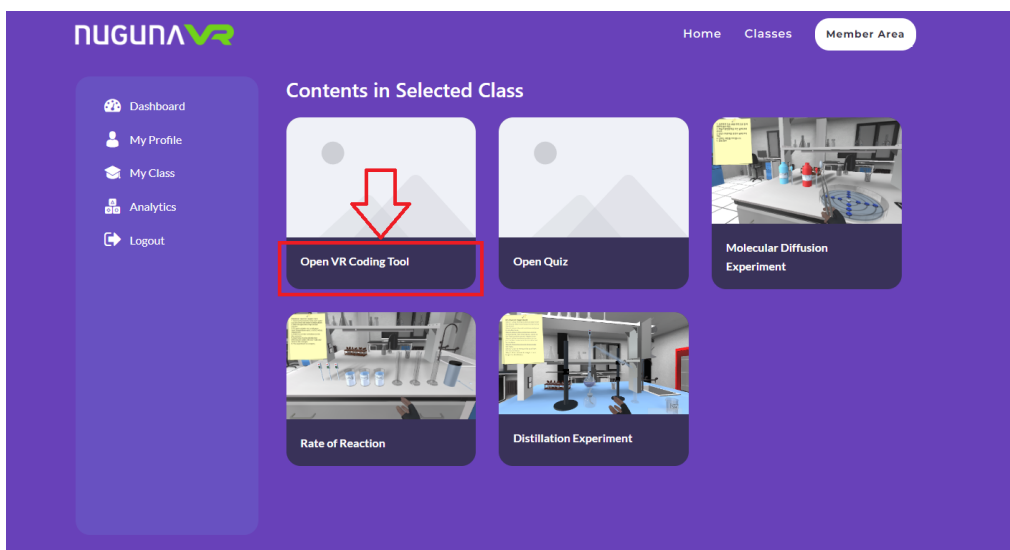


d. These are types of contents in the class

- i. **VR Coding Tool** - A 3D VR app builder with block-based coding system
- ii. **Quiz** - A multiple choice question quiz prepared by the teacher
- iii. **Webgl / Cardboard Science Experiment** - An interactive way to learn science experiments by doing it. It supports browser and cardboard VR

## 8. VR Coding Tool

a. Click on Open VR Coding Tool

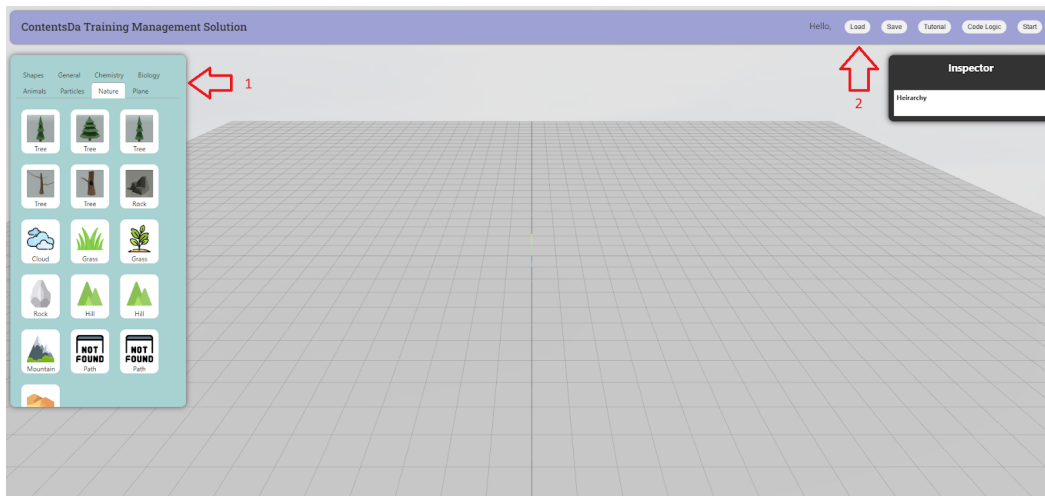


b. On the **left sidebar**, you can find a list of **3D models** you can add to your scene. Clicking on the item adds it to your scene.

c. You can find the **navigation bar** at the top. You can **save** your project using this bar. You can access the **tutorial** section and **block coding** from this bar.

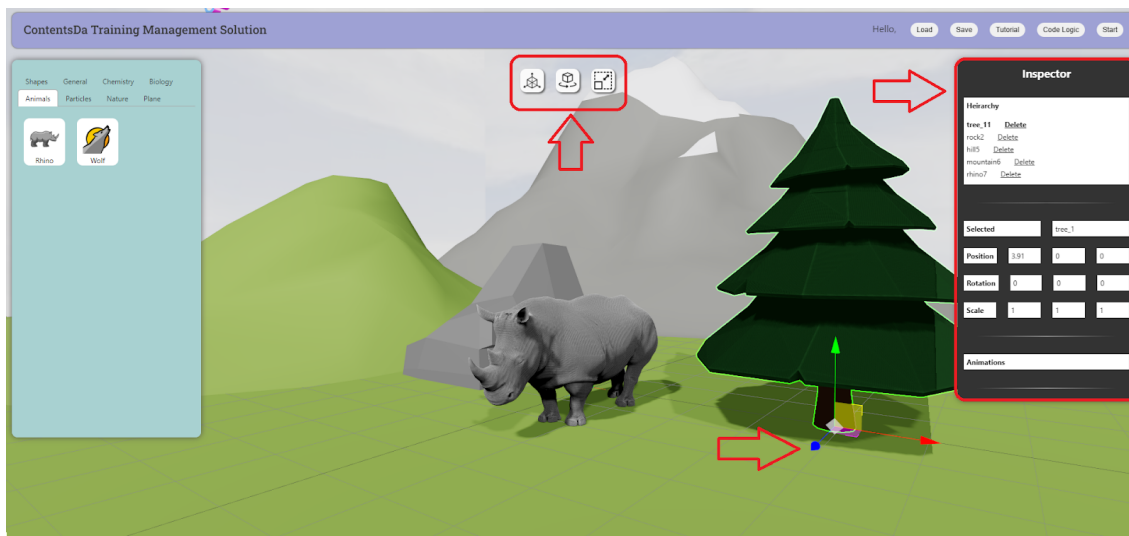


d. Click Save button to save your project.



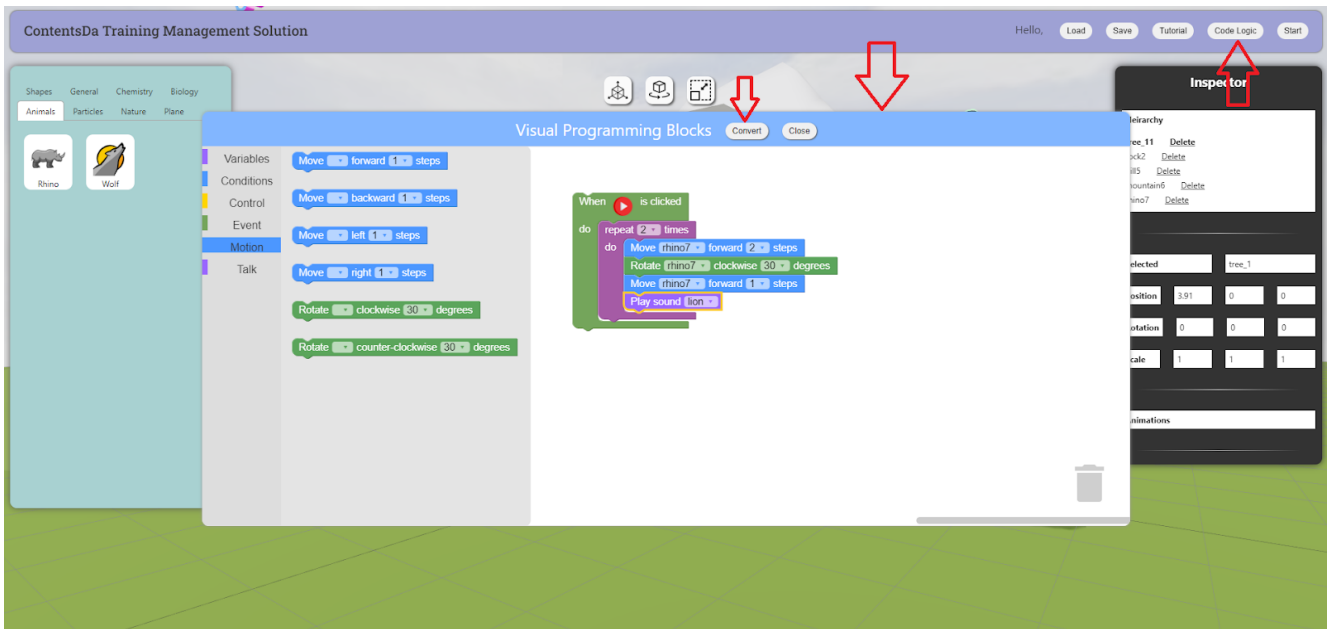
## 8.1 Understanding the 3D Builder

1. Basic controls are listed below:
  - a. Left mouse click and drag to move the camera.
  - b. Mouse scroll wheel to zoom in and out.
  - c. Right mouse click and drag to rotate the camera.



2. Click an object to select it.
3. Switch between **rotate, scale or move tool** using the three buttons at the center top of the screen.
4. Click and drag the arrows on the selected object to move it.
5. Check the inspector to get more information about the selected object.

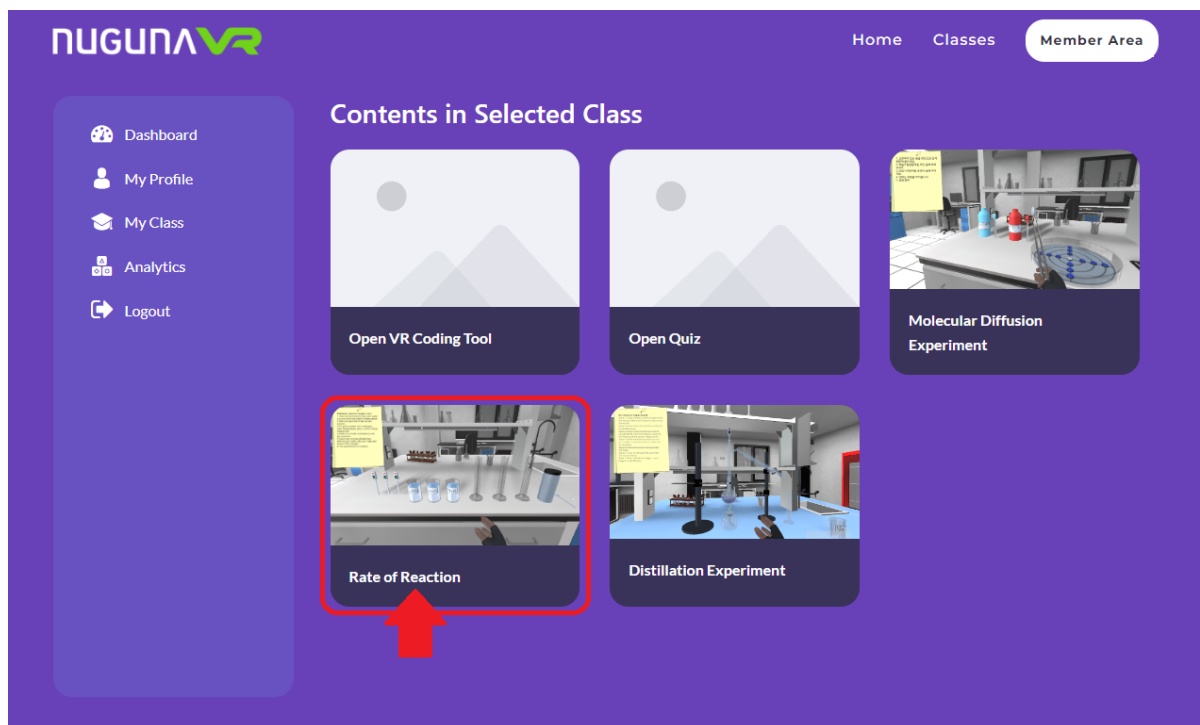
## 8.2. Understanding Block Coding System



1. Click on the **Code Logic** button on the navigation bar to open code builder.
2. Drag and drop from various logics to build the logic of your game.
3. Click the “Convert” button to save your logic.

## 9. WebGL / Cardboard VR Science Experiments

- a. Click on the WebGL content from the contents list in class.



b. Click Enroll Now to start your class

**Rate of Reaction**

**Free**

**Enroll now**

Free access this course

5 Total Enrolled

January 15, 2024 Last Updated

A course by

ctms

Tags

Chemistry Science

English

c. Click on Virtual Training and Start WebGL to start the experiment

**Rate of Reaction**

**Course Progress**

0/0 0% Complete

**Complete Course**

You enrolled in this course on **January 16, 2024**

6 Total Enrolled

January 15, 2024 Last Updated

A course by

ctms

Tags

Chemistry Science

English

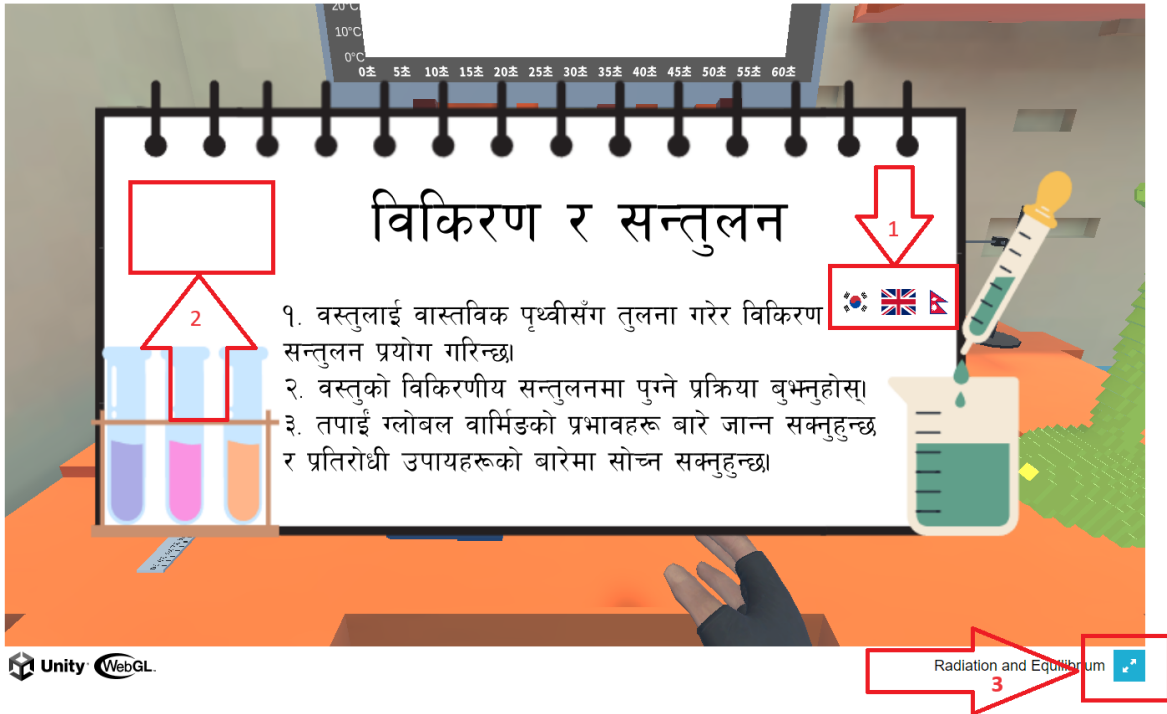
Course Info Announcements **Virtual Training**

**Start WebGL**

## 10. How to use WebGL Science Experiment

### Introduction

WebGL enables interactive 3D simulations for experiments, showcasing molecular structures and reactions in real-time. Experiments using WebGL allow students to explore principles like wave interference, gravity simulations, and electromagnetism in a web-based, immersive environment.



To use Nuguna VR Edu science experiments, open the link as instruction in the Getting Started section. Then follow the instructions below:

1. Change language by clicking on the flags
2. Click the white area to start the experiment
3. Click the icon on the bottom right to enter Full Screen

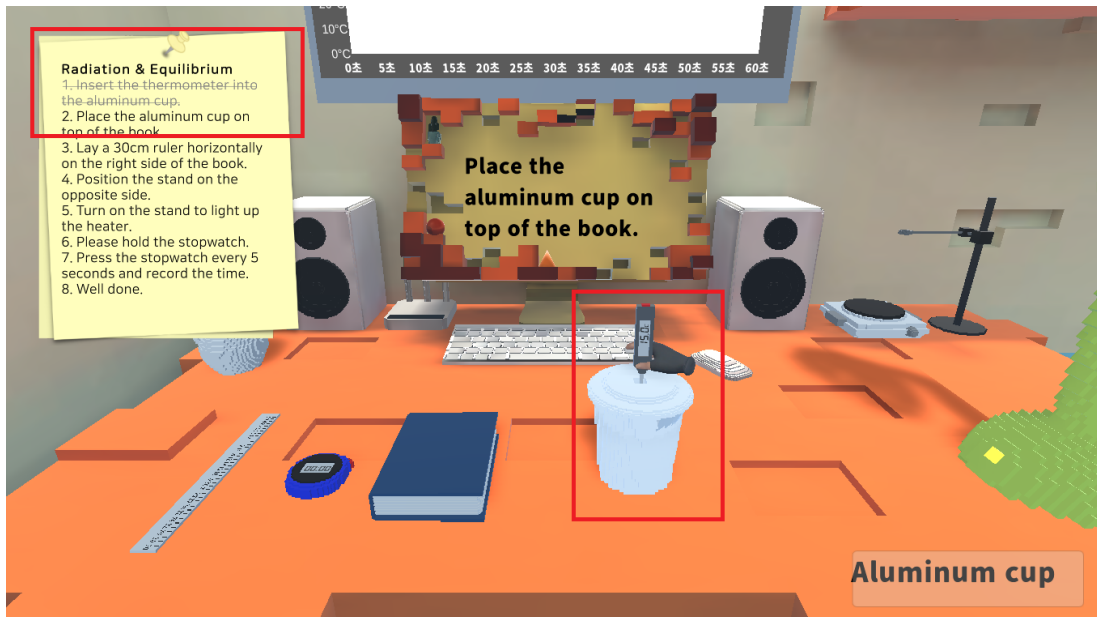
## Using the WebGL Science Experiment



1. Click on drag to turn the camera and look around.
2. Follow the checklist of instructions that appear on the top right corner.
3. Click and hold on the objects to hold them.



4. While hold one object, click on the second object to interact the two objects



5. The completed tasks will be checked off from the list as shown in the figure.
6. Complete the tasks to complete the experiment.

## 11. Upgrading to a Teacher Account

Home Classes Member Area

Profile Password **Billing** Social Profile

Dashboard  
**My Profile**  
My Class  
Analytics  
Logout

### My Memberships

Level	Billing	Expiration
Free Change   Cancel	Free.	—

View Membership

### Past Invoices

Date	Level	Amount	Status
September 6, 2023	Free	\$0.00	Paid


- a. Go to **Dashboard**.
- b. Click **My Profile**
- c. Click **Billing**
- d. Click **Change** in **My Membership**

- e. Select Teacher Basic from the list.

## Membership Levels

Level	Price	
Free	Free.	<a href="#">Your Level</a>
Teachers Basic	<b>\$500.00</b> now. Membership expires after 1 Year.	<a href="#">Select</a>

[← Return to Your Account](#)



- f. Enter your **Billing Information** and **Payment Information** and complete the payment to upgrade your account.

## Payment Information We Accept Visa, Mastercard, American

*Express, and Discover*

Card Type

 \*

Card Number

 \*

Expiration Date

 / \*

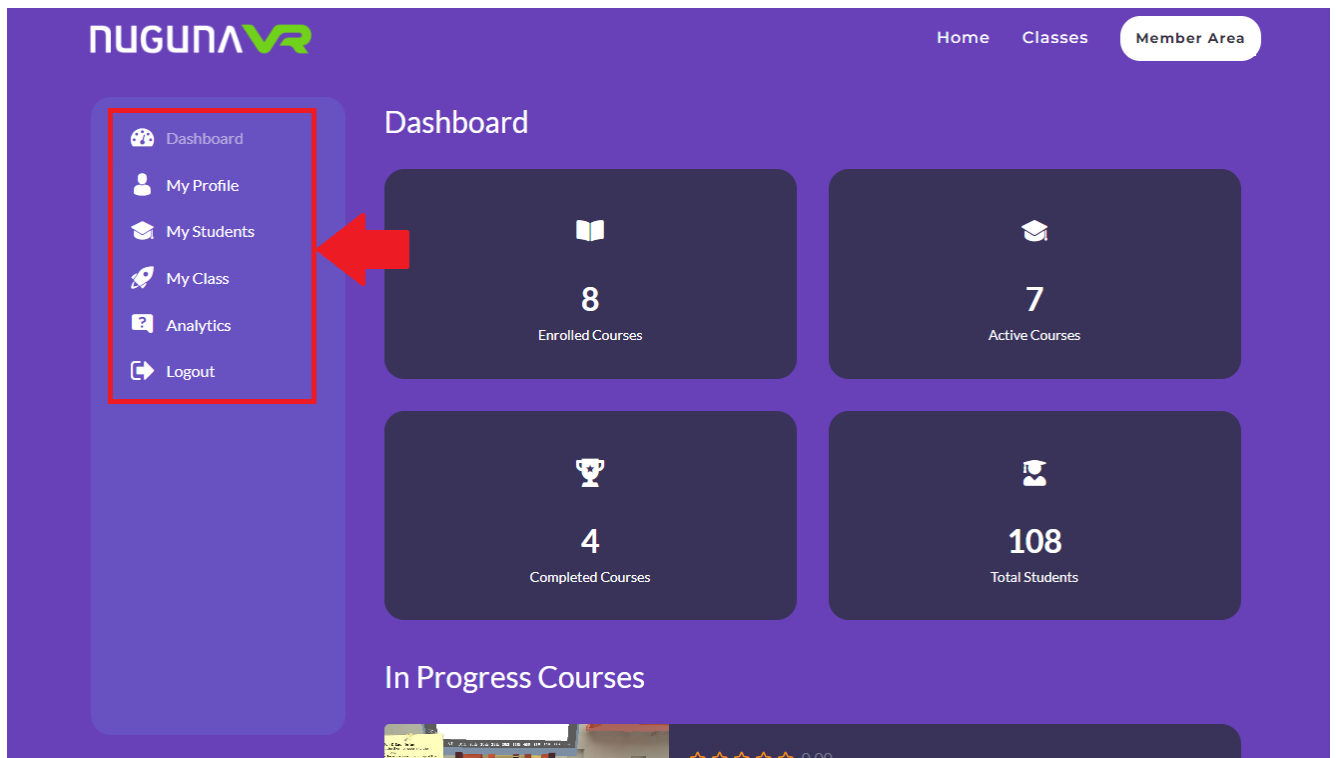
CVV

 (what's this?)

Discount Code

 [Apply](#)

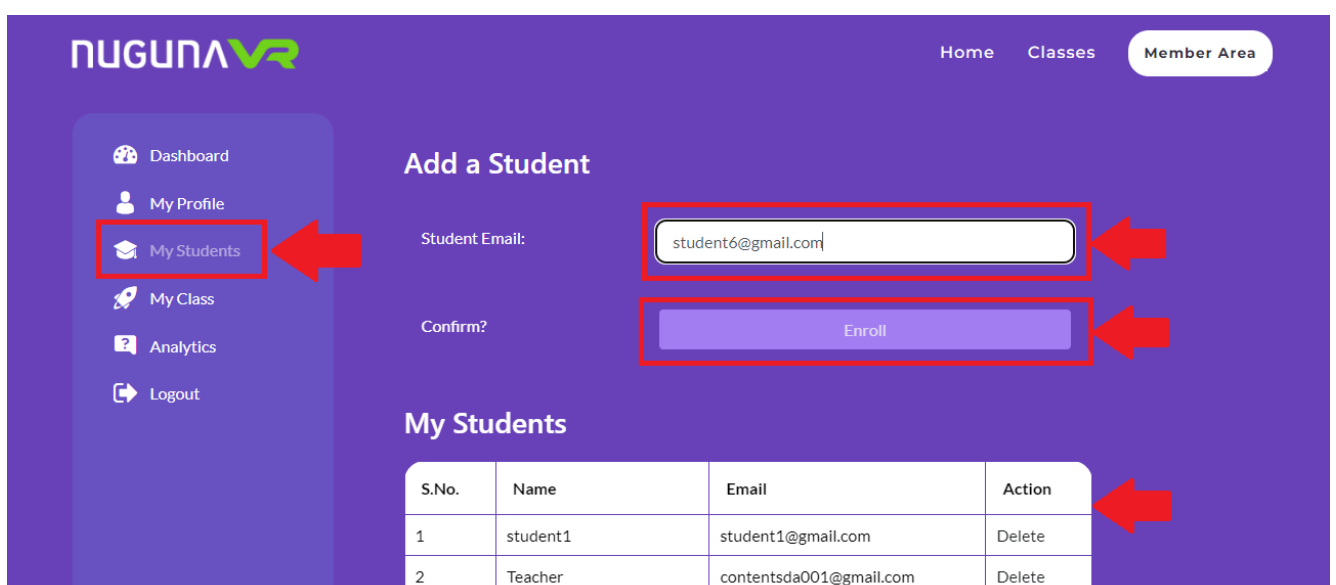
## 12. Teacher Dashboard



Teachers can access the dashboard pages from the left sidebar.

- My Profile - This section contains user settings
- My Students - You can add or delete students from this section
- My Class - You can create, edit and delete classes from this section
- Analytics - You can view Quiz results, assignments and VR Coding Tools of students

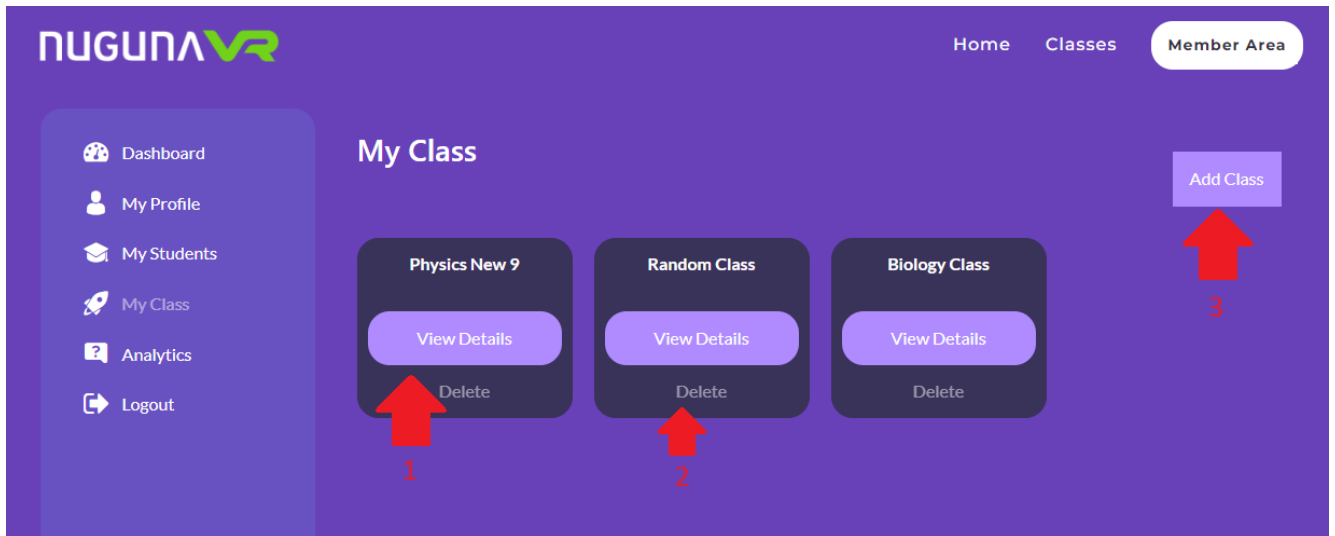
## 13. My Students



- Click My Students from the left sidebar.
- Enter the email address and click Enroll to add student to your list
- You can view list of students from My Students list

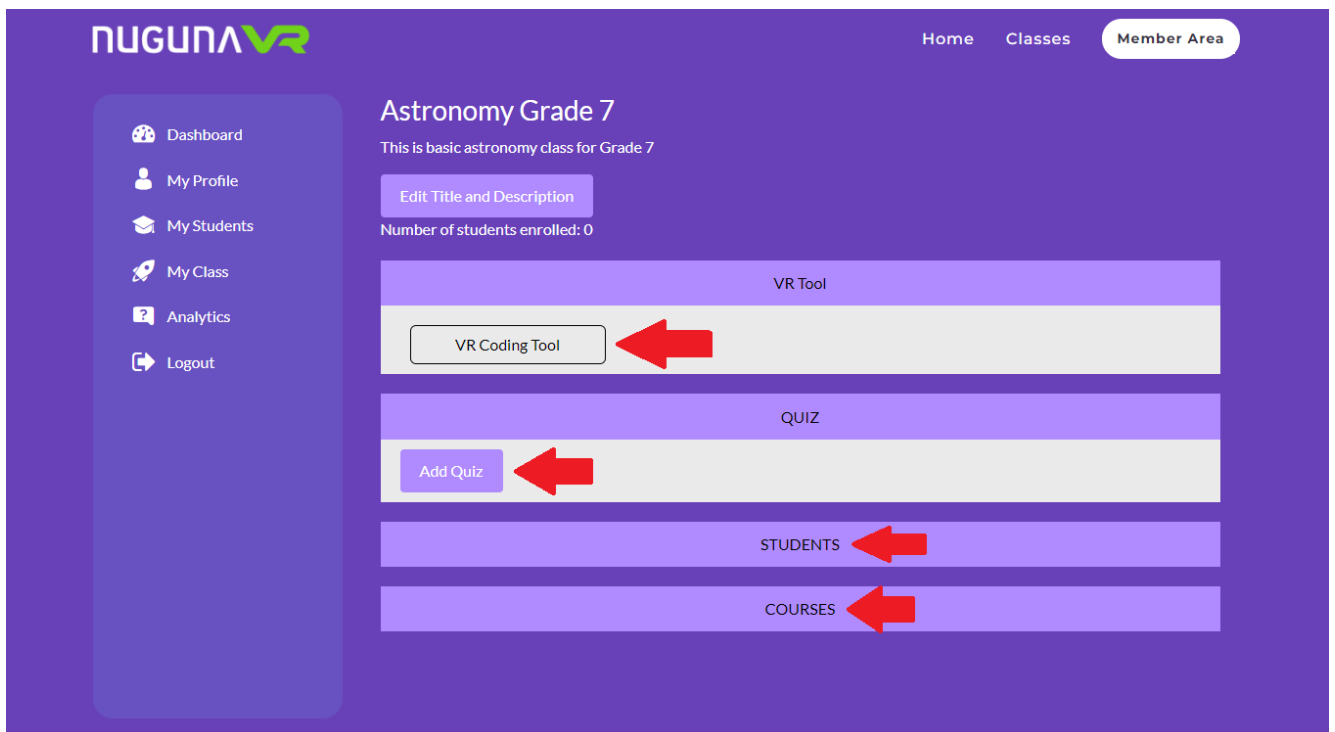


## 14. My Class



Teacher can perform the following functions from My Class

- Click **Add Class** to add a new class
- Click **View Details** to go to the details of the class
- Click the **Delete** button to delete the class



- Click **VR Coding Tool** if you want to create a block coding tool for your class.
- Click **Add Quiz** if you want to create a quiz for your class
- Click **Students** to add students to your class
- Click **Courses** to add content to your class

## How to Enroll Students to a class

The screenshot shows a web interface titled 'STUDENTS'. It is divided into two main sections: 'Enrolled Students' and 'Available Students'. The 'Enrolled Students' section on the left contains a single entry: 'student5 (student5@gmail.com)'. The 'Available Students' section on the right features a search bar labeled 'Search Available Students' and a list of ten student entries, each with a square bullet point. The entries are: 'Teacher (contentsda001@gmail.com)', 'student1 (student1@gmail.com)', 'student2 (student2@gmail.com)', 'student3 (student3@gmail.com)', 'student4 (student4@gmail.com)', 'student5 (student5@gmail.com)', 'student7 (student7@gmail.com)', 'studentj@gmail.com (buzzbuzz@gmail.com)', 'Jr.Jay Koo (jrjay@gmail.com)', and 'confirm-test (confirm@gmail.com)'.

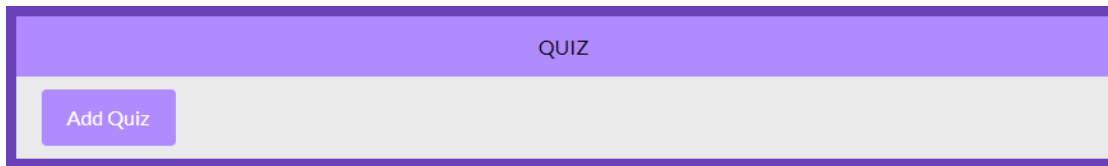
From your list of students, drag and drop students to “Enrolled Students” to add them to the class.

## How to Add Content to a class

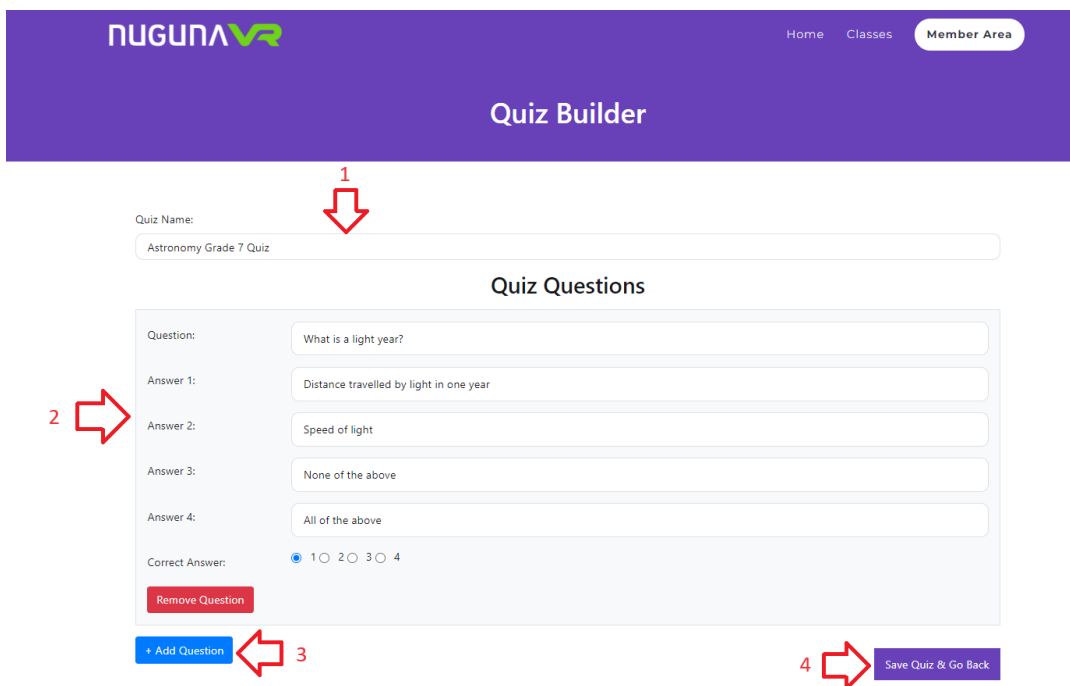
The screenshot shows a web interface titled 'COURSES'. It is divided into two main sections: 'Enrolled Courses' and 'Available Courses'. The 'Enrolled Courses' section on the left lists four items: 'Radiation & Equilibrium', 'Evaporation', 'Molecular Diffusion Experiment', and 'Boiling Temperature of Water'. Each item has a red circle with a white 'x' to its right. The 'Available Courses' section on the right features a search bar labeled 'Search Available Courses' and a list of seven items. Each item has a purple square button with a white plus sign to its left. The items are: '1. Blender Tutorial - Introduction To BI', '2. Blender Tutorial - Move, Rotate and S', '3. Blender Tutorial - Adding, Duplicatin', '4. Blender Tutorial - Selecting Objects,', '5. Blender Tutorial - Object Modificatio', '6. Blender Tutorial - Linking and Unlink', and '7. Blender Tutorial - 3D Modeling'.

From the list of available courses, click the plus button to add the content to your class.

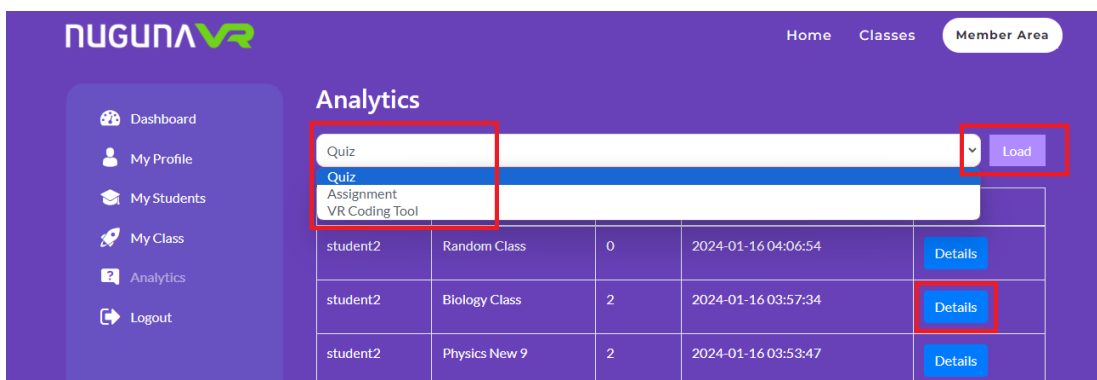
## How to Add Quiz to a class



- Click on the **Add Quiz** button to start adding the quiz.
- Add the **Quiz Name**
- Write the question and options for the quiz
- Click **Add Questions** to add a question
- Click **Save Quiz & Go Back** to save the quiz and go back.



## 15. How to View Analytics of a class



- Select the option from the dropdown.
- Click Load button to load the content
- Click Details to view details about the quiz