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USER MANUAL FOR THE SOFTWARE

Community-connected learning in English language school classes

Community & English

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Prepared by	Prepared on the basis of the approved application form and the developed software manual, by NGO LAG Kochani
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Project introduction

Community-connected learning in English language school classes (Community & English) is a 24-month Erasmus+ KA220-SCH Cooperation Partnership in school education. The project is coordinated by III Liceum Ogólnokształcące im. płk. Dionizego Czachowskiego w Radomiu, Poland, and is implemented together with partners from North Macedonia, Türkiye and Italy.

The project aims to improve the quality and attractiveness of English teaching methods, to introduce a Community-connected learning approach in formal and non-formal English classes, to develop and promote a VR-based educational concept for language learning, and to strengthen transnational cooperation among schools and supporting organisations.

Its main results include a Handbook for English teachers, a newly developed educational software solution in VR environment with an accompanied User Manual, a document for long-term strategic partnership, training events for teachers, blended mobility activities, and communication and dissemination activities toward relevant stakeholders.

This User Manual accompanies the VR English software developed within the project. It provides practical guidance for installation, connection, access, language selection, navigation, interaction with the software environment, use of voice commands, and the main application workflow needed for classroom and project use.

Project partnership

Coordinator	III Liceum Ogólnokształcące im. płk. Dionizego Czachowskiego w Radomiu, Poland
Partner 1	Sredno Opstinsko Uciliste Ljupco Santov p.o. Kocani, North Macedonia
Partner 2	Zdruzhenie za poddrshka na ekonomskiot razvoj – lokalna akciona grupa – Kochani, North Macedonia
Partner 3	Küresel Yabancı Dil Egitimcileri Dernegi (FLEA), Türkiye
Partner 4	Abdulkerim Bengi Anadolu Lisesi, Türkiye
Partner 5	Technical secondary school in Naples, Italy

USER MANUAL

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1. Set up and connect Meta Quest Link and Air Link

With Meta Quest Link, you can connect your Meta Quest headset with a Windows computer to access games and media. Air Link allows you to connect your headset to your computer over Wi-Fi. Link lets you connect your headset to your computer with a USB-C cable.

What you need to connect to the Meta Quest Link app

- The Meta Quest Link app [installed on your computer](#).
- A Meta Quest that's updated with the [latest software](#).
- A Windows computer that meets the [minimum requirements](#).
- A [Wi-Fi network](#) to use Air Link.
- A [USB-C 3.2 cable](#) that supports a minimum of 5GBs to use Link.

<https://share.vidyard.com/watch/HrUrgRgJvTaAKYM2R3p9Es>

1.1 Set up Air Link

To connect your headset using Wi-Fi:

1. Press  /  on your controller to open the universal menu.
2. Select **Settings**.
3. Select **System**, then select **Quest Link**.
4. Select the toggle next to **Use Air Link** at the top of the Quest Link panel.
5. Select your PC in the list of **Available PCs**, then select **Pair**.
6. A pairing code will show in VR. Remove your headset and confirm that the code you see on your computer matches the one you see in your headset.
7. Click **Confirm** from the computer app, then put your headset back on.
8. Select **Launch** to begin using Air Link.

1.2 Set up Link

To connect your headset to your computer using a Link cable:

1. Plug your USB 3 cable into a USB 3.0 port on your PC, then plug the other end into your headset.
2. Press  /  on your controller to open the universal menu.
Select **Settings**.
3. Select **System**, then select **Quest Link**.
4. Select the computer your headset is plugged into, then select **Launch**.

2. VR English software

SimLab VR Studio is a complete VR experience creation tool. It allows the user to create all kinds of VR experiences from simple VR visualization to advanced training experiences without coding.

<https://help.simlab-soft.com/link/59#bkmrk-simlab-vr-studio-aim>

SimLab VR Studio aims to simplify the 3D visualization process for the user, offering powerful and easy to use tools that can significantly improve the overall workflow, and allow the user to focus more on creativity rather than exhausting technicalities.

Before starting the application you must install player SIM-LAB in the Meta quest 3 device.

Movement

Move around : W A S D keys or the Arrows on the keyboard.

Sprint : Hold "Shift" on the keyboard while moving.

Look around: Move the mouse.

Jump : Spacebar.

Trigger objects

To trigger an object in the scene, hold the left click and aim towards an object then release to trigger it.

Grabbing and Grabbable Sequences

<https://help.simlab-soft.com/link/67#bkmrk-to-grab-objects-free>

To grab objects freely or to use Grabbable Sequences, aim at an object then right click to reveal the grabbing hand, then hold left click to grab an object.

VR Mode

If you are running the VR Lesson in VR Mode, you are going to be using the controllers to navigate and interact with objects.

Movement

Move around :

Physically moving around will move you in VR.

Use the Arrows or W A S D on the Keyboard (In case the VR headset is connected to the desktop).

Look around :

Move your head physically to look around you in VR.

Move the joystick or the track pad left and right.

Move the Mouse (In case the VR headset is connected to the desktop).

Teleporting : Hold the joystick or the trackpad on your controller then aim towards a location on the ground then release to teleport there.

Flying : When flying is enabled, push the joystick or the trackpad on the left controller and aim the joystick in the direction you want to fly towards.

Trigger objects

To trigger an object in the scene, hold the trigger button on the controller and aim towards an object then release to trigger it.

Grabbing and Grabbable Sequences

<https://help.simlab-soft.com/link/67#bkmrk-to-grab-objects-free-0>

To grab objects freely or to use Grabbable Sequences, let the virtual controller in VR reach and touch the target object and while it intersects the object hold the trigger button on the controller.

3. Application VR English

This 3D video game is an intellectual and adventurous challenge set in a complex, visually rich maze, built of high walls and cubes that create a sense of depth and space. The player moves through a three-dimensional world in which letters are scattered everywhere – on the floor, on the walls, on hidden platforms and in narrow passages that require careful exploration and orientation.

At the center of each level is a clearly stated question or riddle, displayed above the cubes on the wall. That question is the key to the entire level, because the answer to it defines the correct name or word that the player has to compose. The goal is not just to find the letters, but to find exactly the right letters among the many wrong, false or distracting symbols that deliberately complicate the process.

The player must collect the letters one by one and carry them to the appropriate position on the cubes on the wall. Each cube has a specific place for a specific letter, so logical thinking, memory and spatial orientation are required to correctly compose the word. A wrongly placed letter can block progress or activate additional challenges in the maze.

As you progress through the game, the mazes become increasingly complex, with multiple levels, hidden paths, moving elements and time limits. The visual style is modern and minimalist, but at the same time detailed enough to emphasize the sense of exploration and discovery. Ambient sound and subtle music enhance the atmosphere of mystery and concentration.

This game is not only a test of speed, but also of intellect. It encourages players to think strategically, connect information and be patient. Each successful composition of the correct name brings a sense of satisfaction and progress, motivating the player to continue and discover all the secrets hidden in the three-dimensional maze.

Once the player has successfully found and correctly placed all the necessary letters on the cubes on the wall, thus composing the correct name in response to the question, the final and particularly interactive phase of the challenge begins. At that moment, the game prompts the player to pronounce the composed word or name out loud.

The program is equipped with a speech recognition system, which analyzes the player's pronunciation in real time. If the word is pronounced correctly and completely matches the correct answer, the system confirms success with audio-visual feedback – light effects, a short sound signal and animation of the environment. This moment creates a strong sense of interaction and connection between the player and the game itself.

After successfully recognizing the pronounced name and saying with voice, the massive door at the end of the maze slowly opens. Behind it is displayed the final screen, which clearly shows the final time the player spent solving the puzzle – from the first step in the maze, until the correct pronunciation of the answer. Time serves as a measure of skill and efficiency, motivating players to replay levels and achieve better results.

This final moment rounds off the entire game mechanics, combining logical thinking, exploration, precision, and voice interaction into one unique experience. The game thus not only tests the mind, but also includes voice communication as a key element for progress and victory.

In this link are all applications with source code.

<https://drive.google.com/drive/folders/1BQS5Fc1vJCpgFZo0Q6hVMinKsRQ1x3xW>

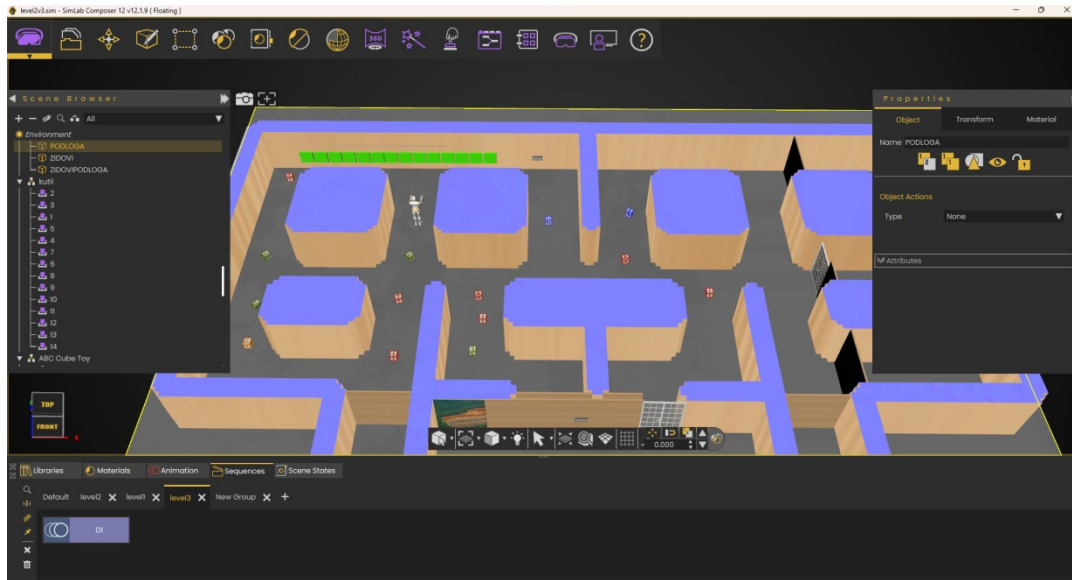


Figure 1. Third person view of person controlled in application sim-lab

If you are running the VR English in Desktop Mode, you are going to be using the mouse and keyboard to navigate the scene and interact with objects. In Figure 1, it shows a third person view of the person controlled in the application.

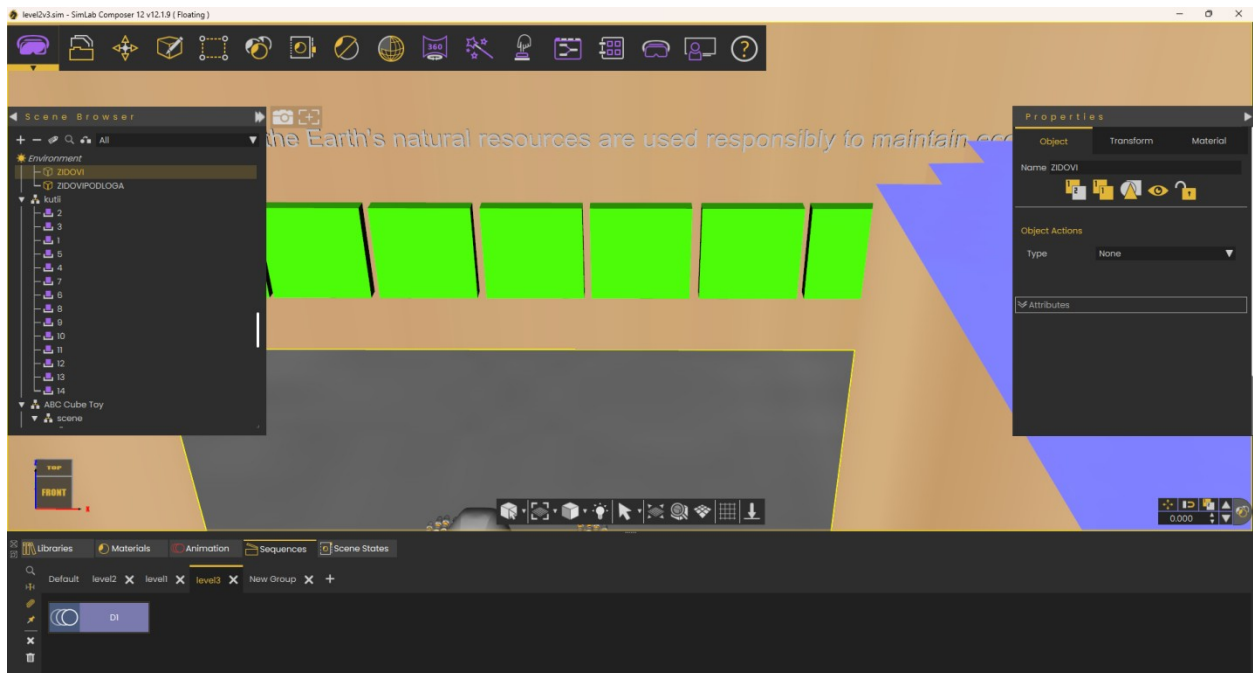


Figure 2. Preview of box where you can put letters

You can grab letters from a labyrinth and can move to space to find the exact position of letter.

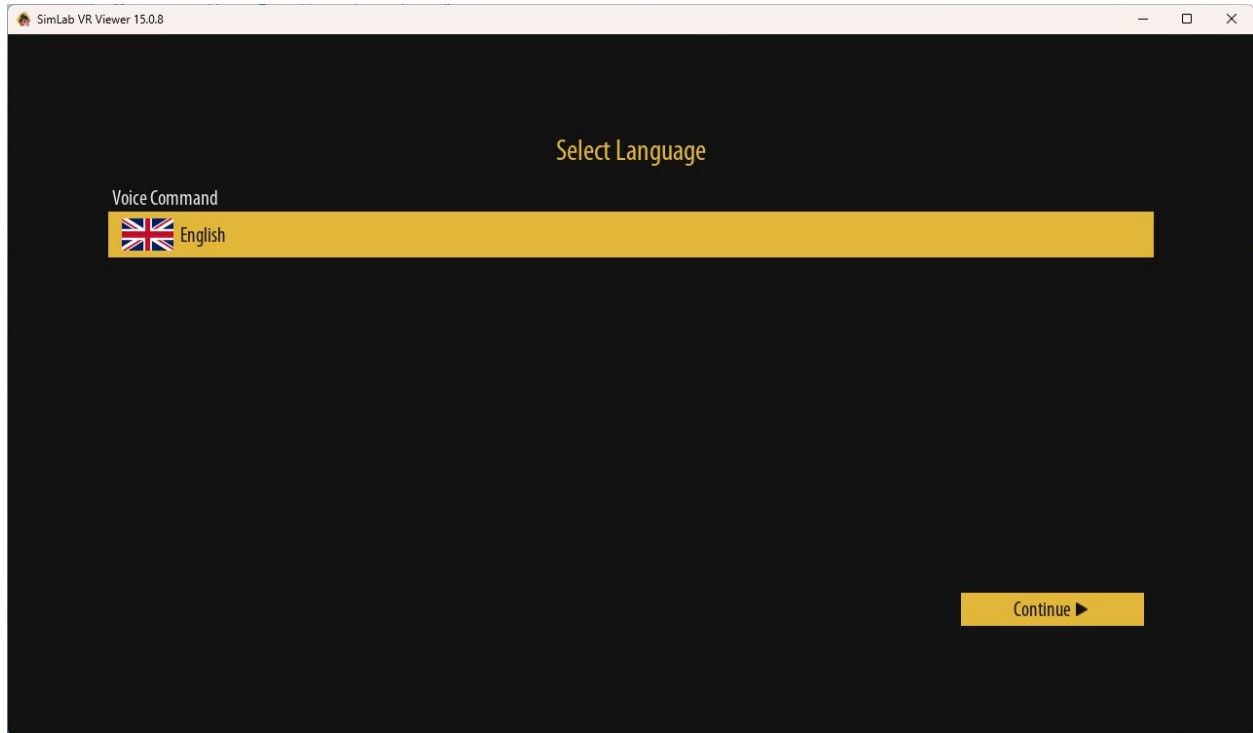


Figure 3. Starting form where you must select English for voice command to continue



Figure 4. Main menu with reset button and example view of application

VR Walking

Enable/disable walking with controllers in VR.

Touch Enabled

Enable touch screen (if using a PC connected to a touch screen)

Language

Select the interface language (Users in different countries asked for that).

Default Mic

Select the default Mic for notes, and voice commands

Show FPS

Show/ hide FPS counter on the screen

If the user finds experiences to be slow for providing great FPS for standalone VR headsets, some options can be changed from the composer when making the experience, check the last segment of this page.

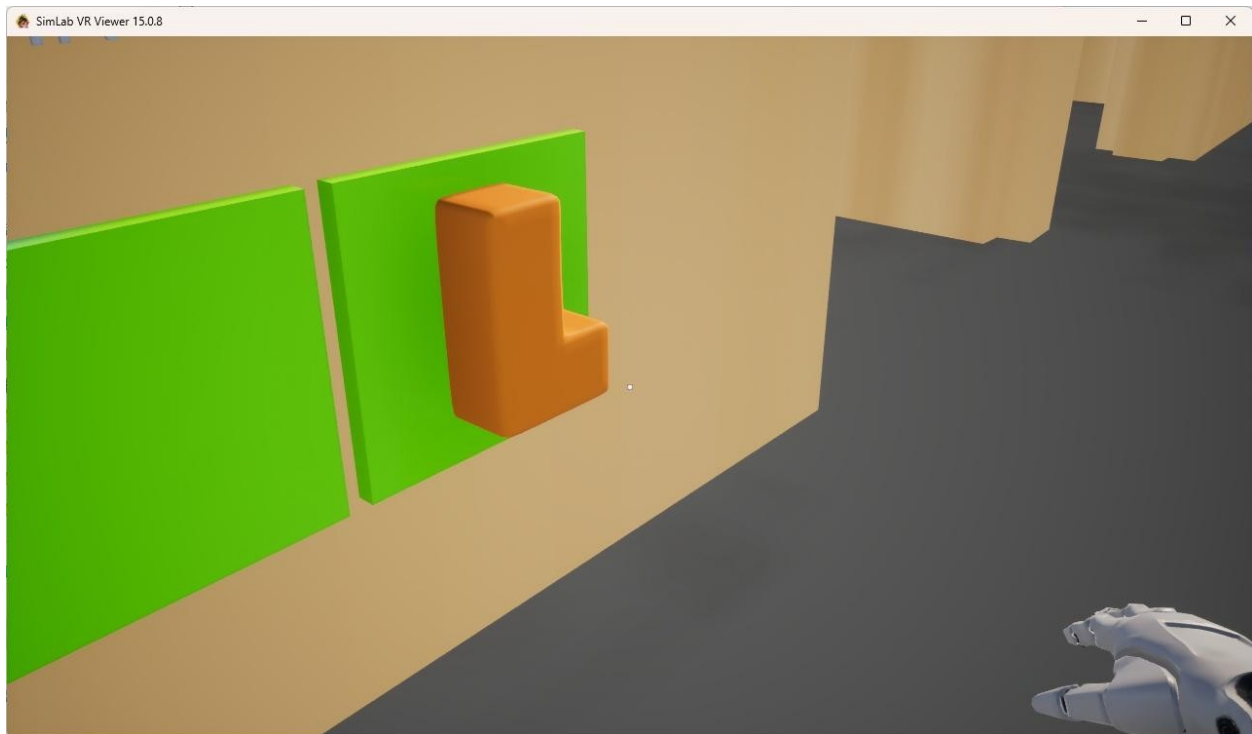


Figure 5. Placing the taken letter in the correct position

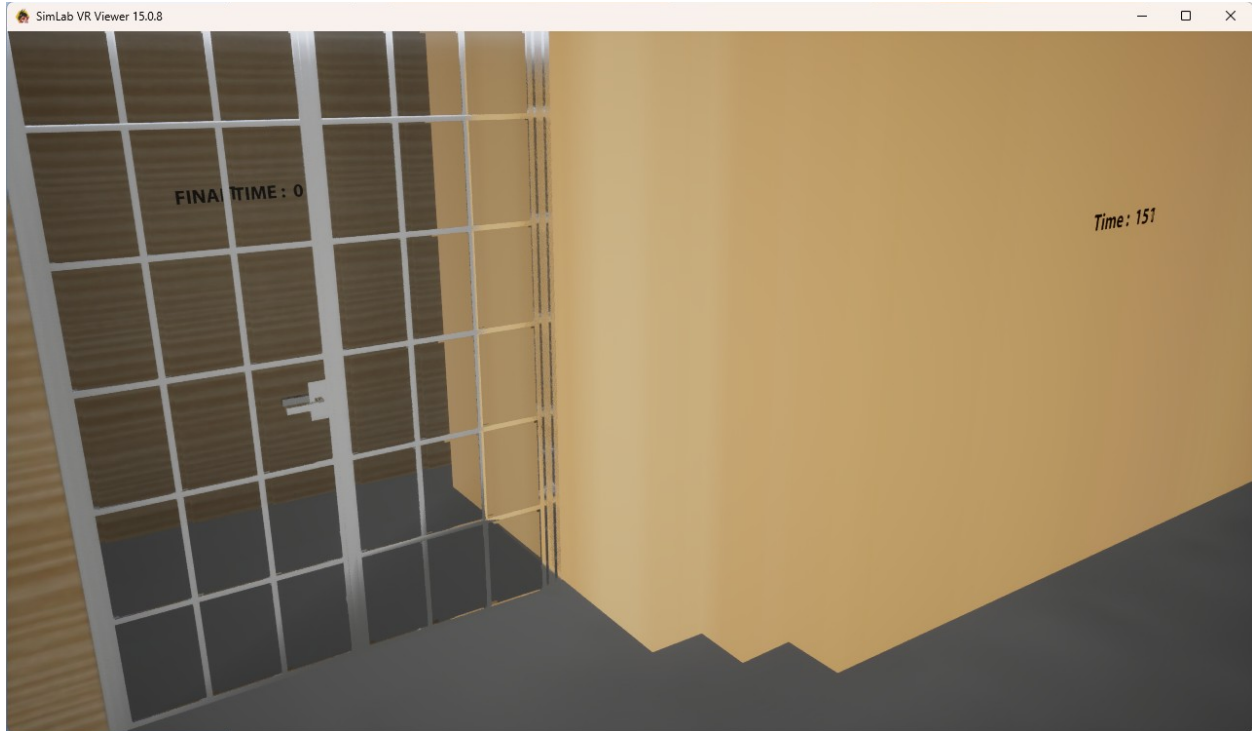


Figure 6. When you say the correct words the door opens and the final time is shown.

When you finish the selection and go to the secret room to see the final time and you can reset the application from the menu activate through left and right you stick.

4. System Requirements

Hardware and software requirements for installing SimLab Composer are as follows:

PC:

Intel or AMD processor

Any graphics card with 1 GB or more (either dedicated or shared)

4 GB of RAM or more

4 GB of free hard disk space

Monitor resolution of 1440 X 900 or greater

Windows 64-bit (10, 11, or higher)

macOS:

Intel-Based or Arm-Based Mac (with Rosetta 2).

4 GB of RAM or more

4 GB of free hard disk space

Monitor resolution of 1440 X 900 or greater

For Composer 12, the minimum MacOS version is 12.0.

For VR Viewer, the minimum MacOS version is 13.0.

Necessary URLs, IP-areas, Ports, .. which needs to be released by firewall

IP Addresses:

<https://sharing.simlab-soft.com/>

<https://jbr-eu.simlab-soft.com/>

Essential Ports:

(TCP): 80

5222

5280

Collaboration Ports:

(UDP):

7000-8000

(UDP): 12000-52000

Reference

1. <https://help.simlab-soft.com>