



# 1. TECHNICAL SPECIFICATIONS

We recommend the following minimum technical specifications to run our programs, however, the higher the specification of the target hardware, the better the performance you will get when running the content and the better the quality and fidelity of the user experience. Whilst every effort has been made to ensure our programs work with current technology and specifications, we cannot guarantee any conflict that might occur in the future due to new releases and updates in computer Operating Systems or new releases of third-party software.

## 1.1. For E-Learning and Virtual Environment Scenarios

### 1.1.1. Desktop / Laptop

- Operating System: Windows 10
  - Processor: Dual Core 2 GHz
- RAM: 4 GB
  - Audio: Speakers (or headphones)
- Screen Resolution: 1024 x 768 pixel (24 Bit)
  - Dedicated Graphics Card: \*
    - NVIDIA (GeForce 630+, 710+, 900 series)
    - AMD (Radeon HD 8570+, R7 240+, R7 340+)
- Internet Requirements:
  - Connection of 2Mbps Broadband connection (or equivalent) \*\*
  - Google Chrome (Latest version)
  - Browser has JavaScript, Pop-ups, Cookies and WebGL 2.0 enabled \*\*\*

\* Graphics hardware and drivers must support OpenGL ES 3.0 API

\*\* Content will load faster on computers with a faster Internet connection.

\*\*\* Confirm browser supports WebGL 2.0, and is enabled by browsing to <https://get.webgl.org/webgl2/>

### 1.1.2. Tablet Devices

- iPad 7th Generation / iPad Pro
  - Samsung Galaxy Tab s5e 2019



## 1.2. For Virtual Reality Scenarios

We recommend the following hardware for running our VR scenarios:

- Oculus / Meta Quest 2 VR Headset

You will need a USB-C link cable and a PC/Laptop with the SideQuest App installed. Once downloaded, sideload the content onto your VR Headset as you would for similar content you already use. If you are unfamiliar with how to do this, please refer to this web page (<https://uploadvr.com/sideloadquest-how-to/>), particularly the sections:

- First Time Setup: Getting everything ready
  - SideQuest for PC/Mac/Linux
- Sideload an .apk from an external source

To run the applications once you have successfully sideloaded it onto the Quest, refer to the section:

- Launching SideLoaded Apps

## 1.3. Learning Management System Integration

### 1.3.1. E-Learning and Virtual Environments

Please note that our e-learning and virtual environment scenario programs are designed to be used with a SCORM compatible Learning Management System (LMS).

- We will send you a link to a download page for the SCORM packages of the program(s) licensed
  - Upload these SCORM packages into your LMS
- Upon first running of the program on the LMS, it will license itself to the server site where hosted
  - Once licensed to a server site, the program will not work if transferred or uploaded to a different site
- If you change hosting servers or run the program from multiple sites, then please let us know
  - If you have an incompatible LMS or do not have an LMS, then please let us know
- Please note that these programs will not work directly with Google Classroom but we can support you with integration through our partners



### 1.3.2. Virtual Reality Scenarios

- VR Scenarios do not support SCORM, and therefore cannot be run from a Learning Management System (LMS). This means that as standard, there is no reporting.
  - Reporting from VR Scenarios is possible using xAPI. However, this requires you to have an LRS (Learning Record Store), normally independent of an LMS (although some LMS's may include or integrate with one e.g. SCORMCloud)
- We cannot guarantee the VR content continuing to work if there are any conflicts that occur in the future due to new releases and updates to the Quest Headset Software / Systems or new releases of third-party software / hardware.