



Virtual Reality Headset and Case Guide

ClassVR Headset Model Number: CVR-255-64



Section 1

The Storage Case and Headset

1.1. Connecting the power cable to the case of 4 and 8

Open the case by pushing the latch buttons down. Attach the power lead to the back of the case making sure it is fully inserted.



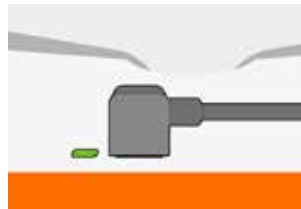
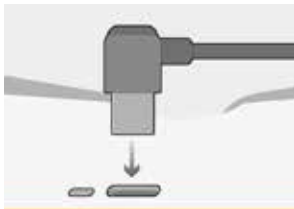
1.2. The USB hub

The USB hub mounted in the top left corner of the case is used to charge each headset via the connected cables. When the unit is charging you will see a green light appear on the hub.



1.3. Charging the headsets

To charge the headsets, carefully place them back into the carry case making sure the USB-C cable within the case is accessible. Then connect the cable to the USB-C port on the bottom of the headset. When each device is charging you will see a light appear on the bottom of the headset.



When the headsets are fully charged, we recommend switching the power supply off at the mains. Make sure the headsets are fully charged before first use.

Make sure that the circle in the ClassVR logo is **facing down** when placed back into the case. This ensures that the USB-C socket will be on the correct side.



1.4. The ClassVR headset at first glance

Once charged, to turn on the CVR-255-64 headset hold the power button down for 5 seconds. To turn the headset off hold the power button down until the pop-up window is shown within the headset. From here select the 'Shut down' option by 'looking' at the on-screen text, and use the action button to select.

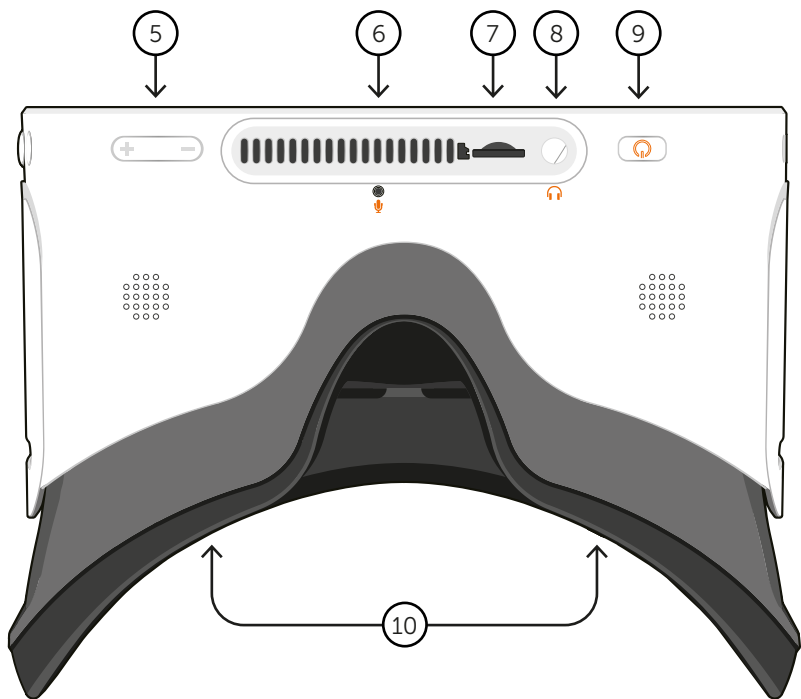
- | | | |
|--------------------|-------------------------|------------------------|
| 1. Head Strap | 6. Microphone | 11. Left Headset Lens |
| 2. Headset Buttons | 7. Micro USB Slot | 12. Proximity Sensor |
| 3. Camera | 8. 3.5 mm Headphone Out | 13. Right Headset Lens |
| 4. Microphone | 9. Power Button | 14. Left Speaker |
| 5. Volume Up/Down | 10. Face Padding | 15. Right Speaker |



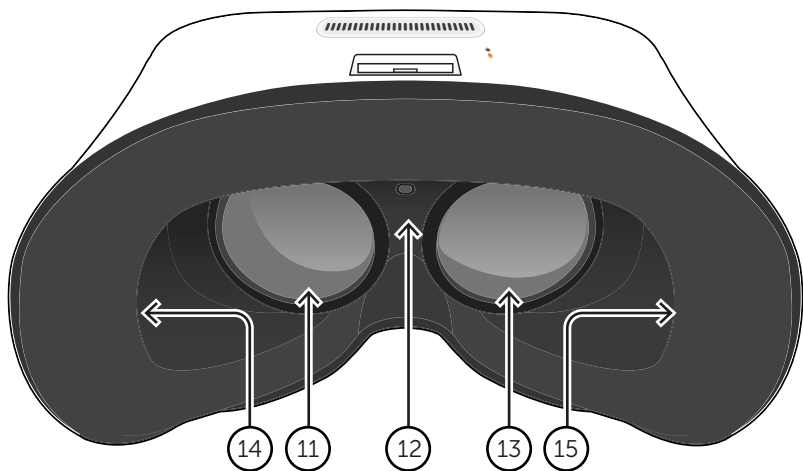
Button Controls

 Volume Up	 Select/Action Button	 Power Button
 Volume Down	 Menu Button	 Back Button

ClassVR headset connection ports



ClassVR headset face padding



1.5. The ClassVR hand controller

1. Trigger/Action Button
2. Navigation Controller
3. Option Button
4. Back Button
5. USB-C Cable
6. USB-C to USB-A Adapter
7. Textured Body Grip

The USB hand controller can be connected to a ClassVR headset via the supplied USB cable. Being solely powered by the headset during use, the hand controller doesn't need to be charged.

When fitting to a CVR-255-64 headset the USB-A adapter isn't required so please remove before use.



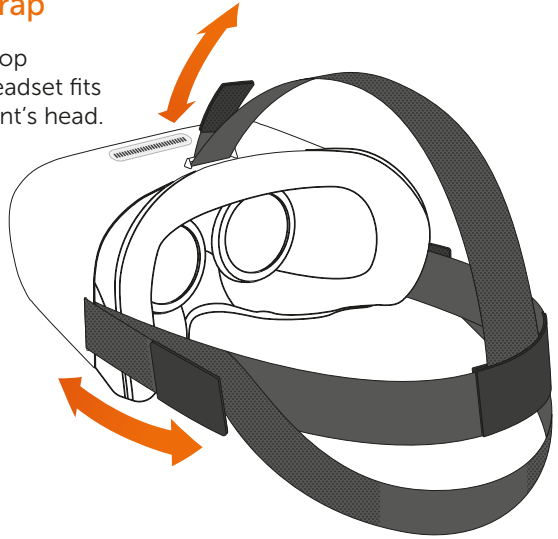
Compatible with  SCENECRAFT



When immersing students into a virtual learning environment with ClassVR headsets, the optional controller empowers students to intuitively explore their virtual environment with a new found fluidity and complete control.

1.6. How to adjust the head strap

Pull the straps, then use the hook and loop fastenings to tighten the straps so the headset fits securely and comfortably on each student's head.



1.7. How to replace the padding

Pull the foam face rest gently away from the headset housing taking care around the two lenses. Replace the foam in the desired position, making sure the soft fabric is tucked behind the two lenses and the proximity sensor is visible.



1.8. How to clean the headset and controller

To avoid transferring contagious conditions like conjunctivitis (pink eye), do not share the headset or the controller with persons with contagious conditions, infections or diseases, particularly of the eyes, skin or scalp. The headset and the controller should be cleaned between each use with skin-friendly non-alcoholic antibacterial wipes and with a dry microfiber cloth for the lenses.

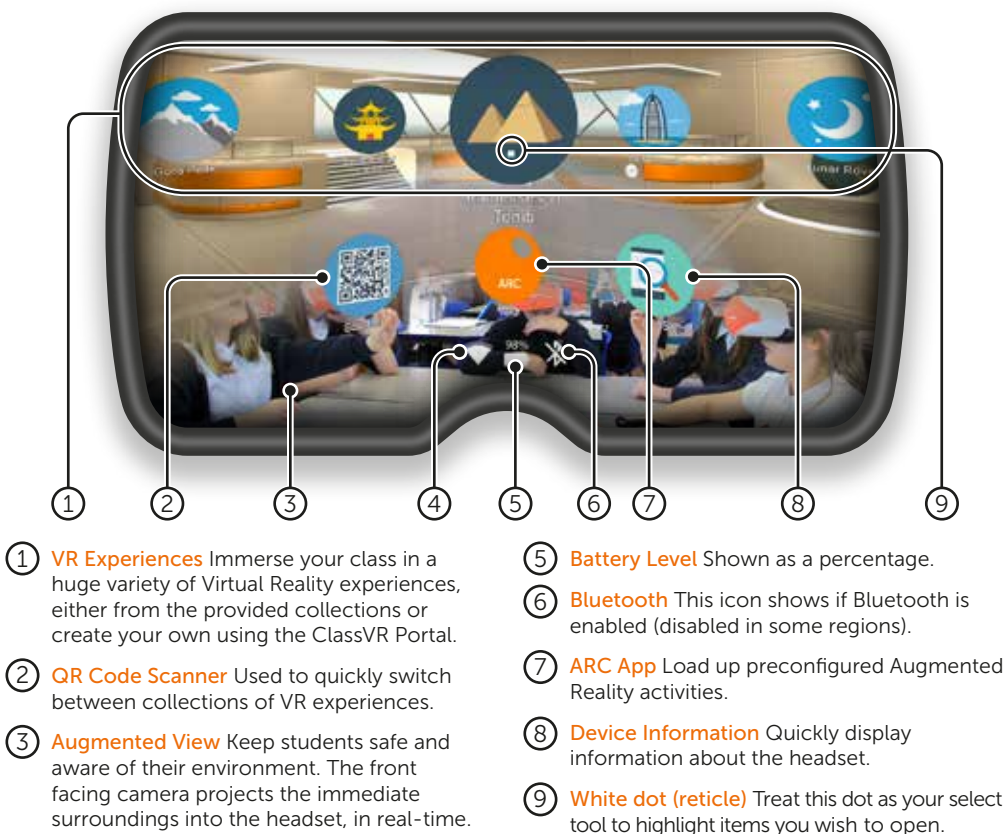
Section 2

Learn the Basics: How do the ClassVR headsets work?

2.1. Turning your headset on

To turn your ClassVR headset on, simply press and hold the power button on the bottom right of the headset for five seconds. You will see the ClassVR logo appear followed by the menu screen.

To conserve power, the screen will turn off when the headset is not in use. Simply place the headset on your face to activate the sensor and the screen will turn on again.



2.2. Navigation controls

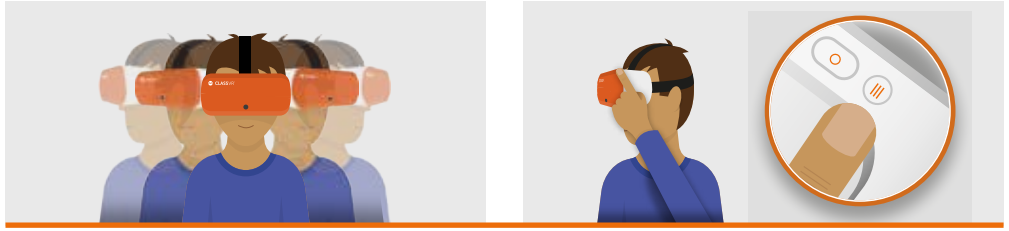
While students are wearing the ClassVR headset and it is not being controlled by the teacher, they can navigate using their head and the action button.

To select an experience



Turn your head to find the icon you would like to select. Look at the icon. You should see a white dot in the location of your gaze.

To go back to the menu screen



While wearing the headset, shake your head smoothly from side-to-side, or press the back button on the top right side of the headset.

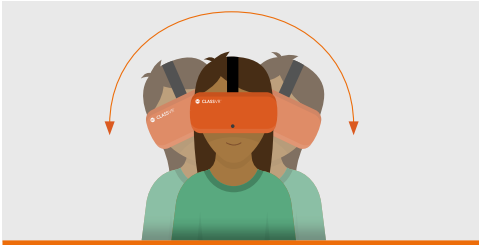
To navigate left and right without turning around



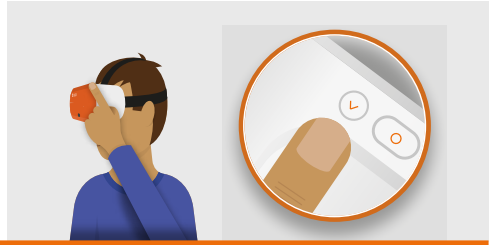
Tilt your head to the left to scroll towards the left of the screen.
Tilt it to the right to scroll right.

2.3. Using controls within an experience

While viewing a 360 picture



Tilt your head to pan from side to side without turning around.



Press and hold the select button to zoom in.



2.4. To access Virtual Reality experiences



Simply open the QR Scanner app on the headset and look at the QR Key on the relevant lesson plan. You will hear a beep and the related VR experiences will become available.

2.5. To access Augmented Reality resources



When you see the ARC logo on a plan or worksheet, that means you can launch Augmented Reality content simply by looking at it! First open the ARC app from the home screen of your VR headset, then look at the image on the teaching resource to bring it to life.

Section 3

Health and Safety Information

Before using the headset

- Read and follow all setup and operating instructions provided with the headset.
- Review the hardware and software recommendations for use of the headset. Risk of discomfort may increase if recommended hardware and software are not used.
- Your headset and software are not designed for use with any unauthorised device, accessory and/or software. Use of an unauthorised device, accessory and/or software may result in injury to you or others, may cause performance issues or damage to your system and related services.
- To reduce the risk of discomfort, adjust the viewing focus for each user before use of the headset.
- A comfortable virtual reality experience requires an unimpaired sense of motion and balance. Do not use the headset when you are: Tired; need sleep; under emotional stress or anxiety; or when suffering from cold, flu, headaches, migraines, or earaches, as this can increase your susceptibility to adverse symptoms.
- We recommend seeing a doctor before using the headset if you are pregnant, elderly, have pre-existing binocular vision abnormalities or other serious medical conditions.
- To charge the headsets, carefully ensure they are placed within their supplied case, with the USB cable connected to each headset. When the case is connected to the mains using the supplied power cable, the light on each headset should illuminate to show that it is charging. When the headsets are fully charged, we recommend switching the power supply off at the mains.

Children

Adults should make sure children use the headset in accordance with these health and safety warnings including making sure the headset is used as described in the Before Using the Headset section and the Safe Environment section.

Adults should monitor children who are using or have used the headset for any of the symptoms described in these health and safety warnings (including those described under the Discomfort and Repetitive Stress Injury sections), and should limit the time children spend using the headset and ensure they take breaks during use.

Prolonged use should be avoided, as this could negatively impact hand-eye coordination, balance, and multi-tasking ability. Adults should monitor children closely during and after use of the headset for any decrease in these abilities. We recommend that ClassVR is used for no more than 15 minutes in any one lesson. Short VR sessions are very engaging and are the perfect way to open a topic or reinforce a key point. The ClassVR player includes a notification to the teacher when any student has been in VR for longer than this recommended time, which is also the limit recommended for children by optometrists.

Seizures

Some people (about 1 in 4000) may have severe dizziness, seizures, eye or muscle twitching or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV, playing video games or experiencing virtual reality, even if they have never had a seizure or blackout before or have no history of seizures or epilepsy. Such seizures are more common in children and young people under the age of 20. Anyone who experiences any of these symptoms should discontinue use of the headset and see a doctor. Anyone who previously has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should see a doctor before using the headset.

General precautions

To reduce the risk of injury or discomfort you should always follow these instructions and observe these precautions while using the headset:

- Use only in a safe environment: The headset produces an immersive virtual reality experience that distracts you from and completely blocks your view of your actual surroundings.
- Always be aware of your surroundings before beginning use and while using the headset. Use caution to avoid injury and remain seated unless your content experience requires standing.
- Use of the headset may cause loss of balance.
- Remember that the objects you see in the virtual environment do not exist in the real environment, so don't sit or stand on them or use them for support.
- Serious injuries can occur from tripping, running into or striking walls, furniture or other objects, so clear an area for safe use before using the headset.
- Take special care to ensure that you are not near other people, objects, stairs, balconies, open doorways, windows, furniture, open flames, ceiling fans or light fixtures or other items that you can bump into or knock down when using—or immediately after using—the headset.
- Remove any tripping hazards from the area before using the headset.
- Remember that while using the headset you may be unaware that people may enter your immediate area.
- Do not handle sharp or otherwise dangerous objects while using the headset.
- Never wear the headset in situations that require attention, such as walking, bicycling, or driving.
- Make sure the headset is level and secured comfortably on your head, and that you see a single, clear image.
- Make sure any headphone cables if used are not tripping hazards.
- Ease into the use of the headset to allow your body to adjust; use for only a few minutes at a time at first, and only increase the amount of time using the headset gradually as you grow accustomed to virtual reality. Looking around when first entering virtual reality can help you adjust to any small differences between your real-world movements and the resulting virtual reality experience.
- Do not use the headset while in a moving vehicle such as a car, bus, or train, as this can increase your susceptibility to adverse symptoms.
- Take at least a 10 to 15 minute break every 30 minutes, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort. You should decide what works best for you.
- If using headphones, listening to sound at high volumes can cause irreparable damage to your hearing. Background noise, as well as continued exposure to high volume levels, can make sounds seem quieter than they actually are. Due to the immersive nature of the virtual reality experience, do not use the headset with the sound at a high volume so that you can maintain awareness of your surroundings and reduce the risk of hearing damage.

Discomfort

Immediately discontinue using the headset if any of the following symptoms are experienced: seizures; loss of awareness; eye strain; eye or muscle twitching; involuntary movements; altered, blurred, or double vision or other visual abnormalities; dizziness; disorientation; impaired balance; impaired hand-eye coordination; excessive sweating; increased salivation; nausea; lightheadedness; discomfort or pain in the head or eyes; drowsiness; fatigue; or any symptoms similar to motion sickness.

Just as with the symptoms people can experience after they disembark a cruise ship, symptoms of virtual reality exposure can persist and become more apparent hours after use. These post-use symptoms can

include the symptoms above, as well as excessive drowsiness and decreased ability to multi-task. These symptoms may put you at an increased risk of injury when engaging in normal activities in the real world.

- Do not drive, operate machinery, or engage in other visually or physically demanding activities that have potentially serious consequences (i.e., activities in which experiencing any symptoms could lead to death, personal injury, or damage to property), or other activities that require unimpaired balance and hand-eye coordination (such as playing sports or riding a bicycle, etc.) until you have fully recovered from any symptoms.
- Do not use the headset until all symptoms have completely subsided for several hours. Make sure you have properly configured the headset before resuming use.
- Be mindful of the type of content that you were using prior to the onset of any symptoms because you may be more prone to symptoms based upon the content being used.
- See a doctor if you have serious and/or persistent symptoms.

Repetitive Stress Injury

Using the device may make your muscles, joints or skin hurt. If any part of your body becomes tired or sore while using the headset or its components, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before using it again. If you continue to have any of the above symptoms or other discomfort during or after use, stop use and see a doctor.

Electrical shock

To reduce risk of electric shock:

- Do not modify or open any of the components provided.
- Do not use the product if any cable is damaged or any wires are exposed.

Damaged or broken device

- Do not use your device if any part is broken or damaged.
- Do not attempt to repair any part of your device yourself. Repairs should only be made by Avantis Systems Ltd

Contagious conditions

To avoid transferring contagious conditions like conjunctivitis (pink eye), do not share the headset with persons with contagious conditions, infections or diseases, particularly of the eyes, skin or scalp. The headset should be cleaned between each use with skin-friendly non-alcoholic antibacterial wipes and with a dry microfiber cloth for the lenses.

Skin irritation

The headset is worn next to your skin and scalp. Stop using the headset if you notice swelling, itchiness, skin irritation or other skin reactions. If symptoms persist, contact a doctor.

**AVANTIS**

Simple Classroom Technology

EU Declaration of Conformity

Manufacturer: Name: Avantis Systems Ltd.
Address: Unit 2 & 3, The Glenmore Centre, Waterwells Business Park, Quedgeley GL2 2AP

Equipment: Model No: CVR-255
Description: Virtual Reality Headset
Accessories: USB cable

We, Avantis Systems Ltd, declare under sole responsibility that the above referenced product complies with the following directives:

- Council Directive 2014/53/EC of the European Parliament and of the council on radio equipment.
- Council Directive 2011/65/EU on the restriction of the use of certain hazardous substances in electrical and electronic equipment

The following harmonized standards and normative documents are those to which the product's conformance is declared, and by specific reference to the essential requirements of the referenced Directives:

RE Directive

Article 3.1a (Health)

EN 62209 - 2 : 2010
EN 50566 : 2017
EN 62479 : 2010
EN 62368 - 1 : 2014 + A11 : 2017

Article 3.1b (EMC)

EN 301 489 – 1 v2.2.3
EN 301 489 – 3 v2.1.1

Article 3.2 Radio

EN 300 328 v2.2.2
EN 301 893 v2.1.1
EN 300 440 v2.2.1

RoHS

IEC 62321 - 3,4,5 (2013) 6 (2015) 7 (2017) 2008 Annex C

Last two digits of the year in which  mark was affixed to the product: 20

Signed on behalf of: Avantis Systems Ltd
(place and date of issue): Gloucester, 22 May 2020
Name: Mr. Nicholas Tuson Function: Managing Director

Signature: 



Our 50 Creative Ways booklet gives you a taster of the creativity we've seen develop as schools worldwide explore the possibilities that Virtual and Augmented Reality can offer in the classroom.

50 Creative Ways is a practical and inspiring guide to using ClassVR as a teaching tool. You'll find out how students of all ages have explored a wide range of content. Lessons used 360 degree images, videos or interactive experiences as an incredible stimulus across the curriculum, from Antarctica to Ancient Maya and the Maldives to the Moon. Others gave students the opportunity to examine 3D models up close using Augmented Reality; imagine holding a snowy owl, Roman sword or distant planet in your hands!

www.classvr.com/50-ways

**Download
your copy
today**



Health and Safety Information

HEALTH & SAFETY WARNINGS: TO REDUCE THE RISK OF PERSONAL INJURY, DISCOMFORT OR PROPERTY DAMAGE, PLEASE ENSURE THAT ALL USERS OF THE HEADSETS ARE AWARE OF THE WARNINGS BEFORE USING THEM.

IT IS IMPORTANT TO REMAIN SEATED WHILST USING THE HEADSET UNLESS YOUR CONTENT EXPERIENCE REQUIRES STANDING.

All guides, manuals and health & safety warnings are periodically updated for accuracy and completeness. Please visit our website to view/download:

User manuals in alternative languages

www.classvr.com/guide

Health & Safety Guidance

www.classvr.com/safety

Limited Product Warranty

www.classvr.com/warranty

ClassVR support and documentation

support.classvr.com

To access the ClassVR online portal go to:

portal.classvr.com

FCC Warning

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and**
- (2) this device must accept any interference received, including interference that may cause undesired operation**

This device has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This device generates, uses and

can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this device does cause harmful interference to radio or television reception, which can be determined by turning the device off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.**
- Increase the separation between the device and receiver.**
- Connect the device into an outlet on a circuit different from that to which the receiver is connected.**
- Consult the dealer or an experienced radio/TV technician for help**

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment