

## NEW ACCLIMATION AND STRIVR HOME

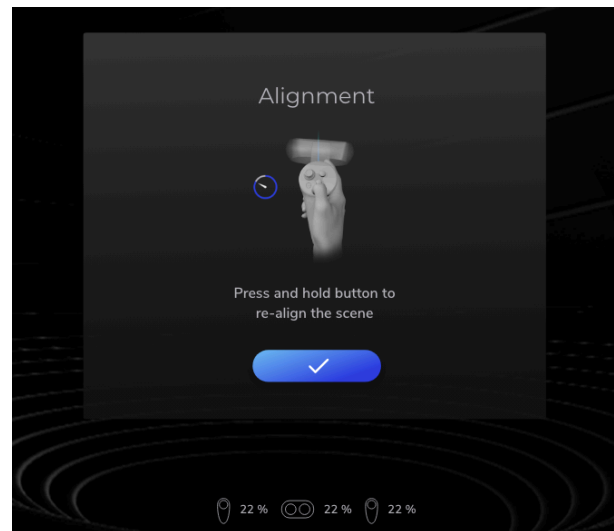
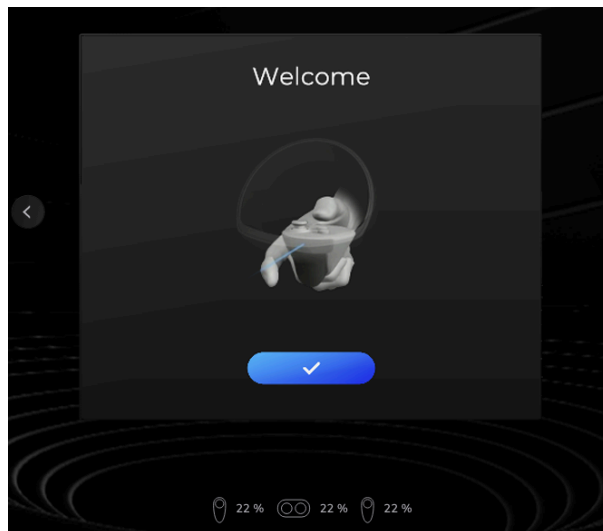
Release 3.0 of Strivr Player introduced a new acclimation flow (the introductory screens a learner sees when they put on the headset) along with Strivr Home—a new virtual lobby in which the learner chooses their training course and experience. This document walks through the updated in-headset interface.

## Acclimation flow

Strivr's acclimation flow allows users to choose their level of experience with VR. The selection they make determines which screens they see before entering Strivr Home and starting training.

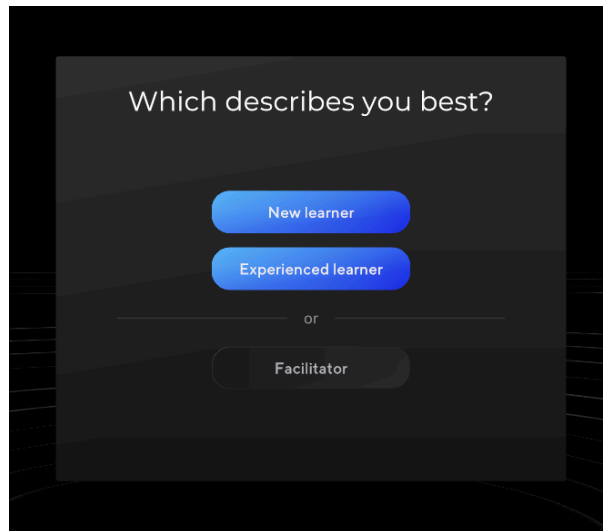
When a user puts on a Strivr headset, they see a welcome screen and then a controller alignment screen.

*Welcome screen and alignment screen seen by all users*



Next the user is presented with three choices to describe their experience with VR and their role: New Learner, Experienced Learner, or Facilitator. The choice the user makes on this screen determines the next screens presented to them.

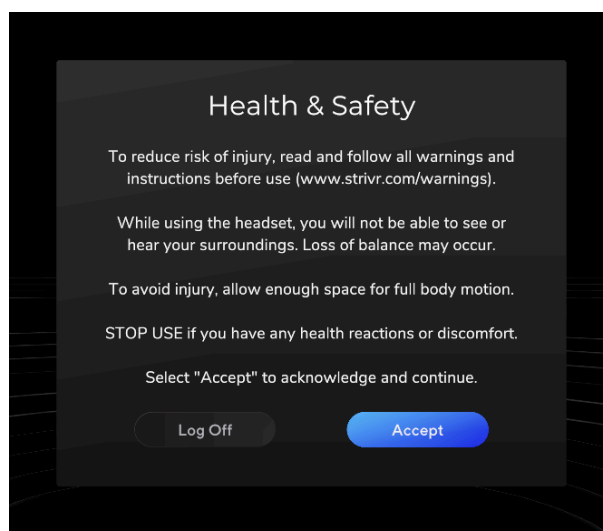
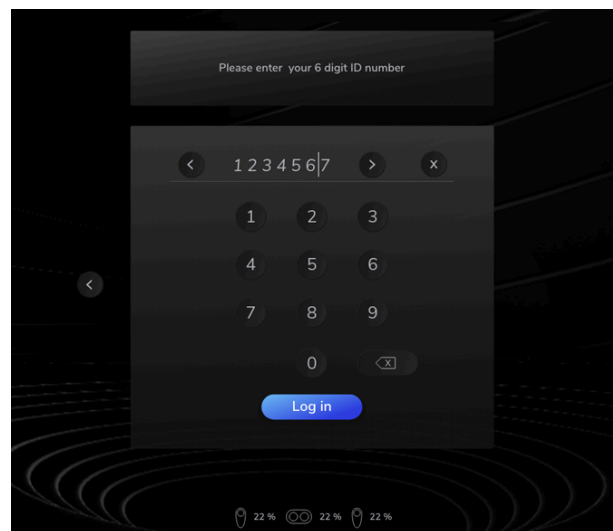
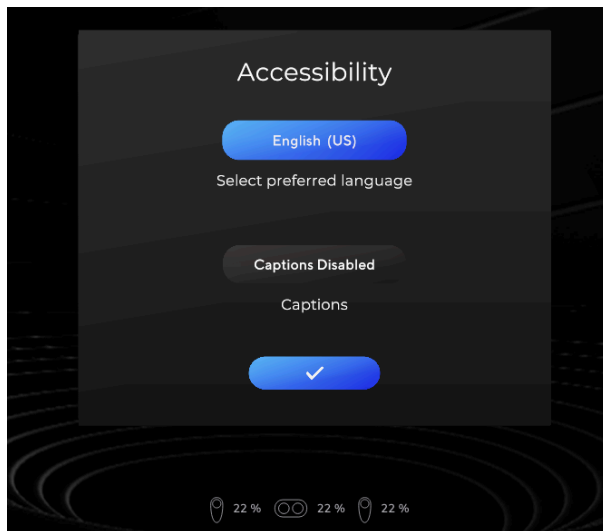
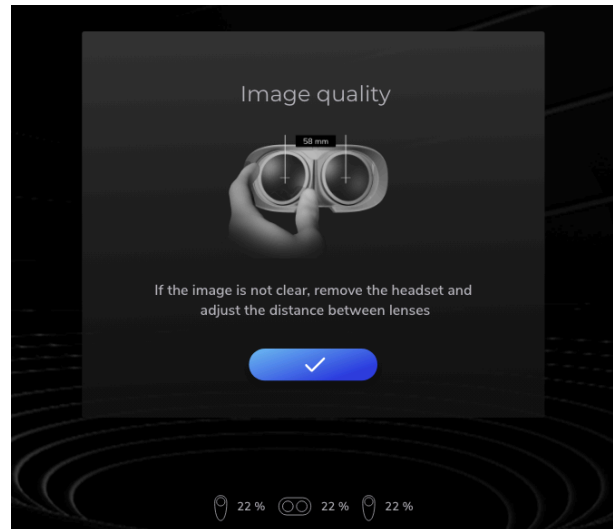
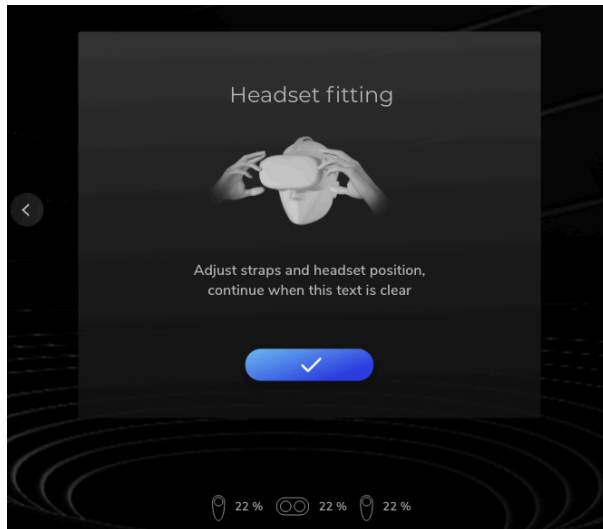
*User self-description screen*



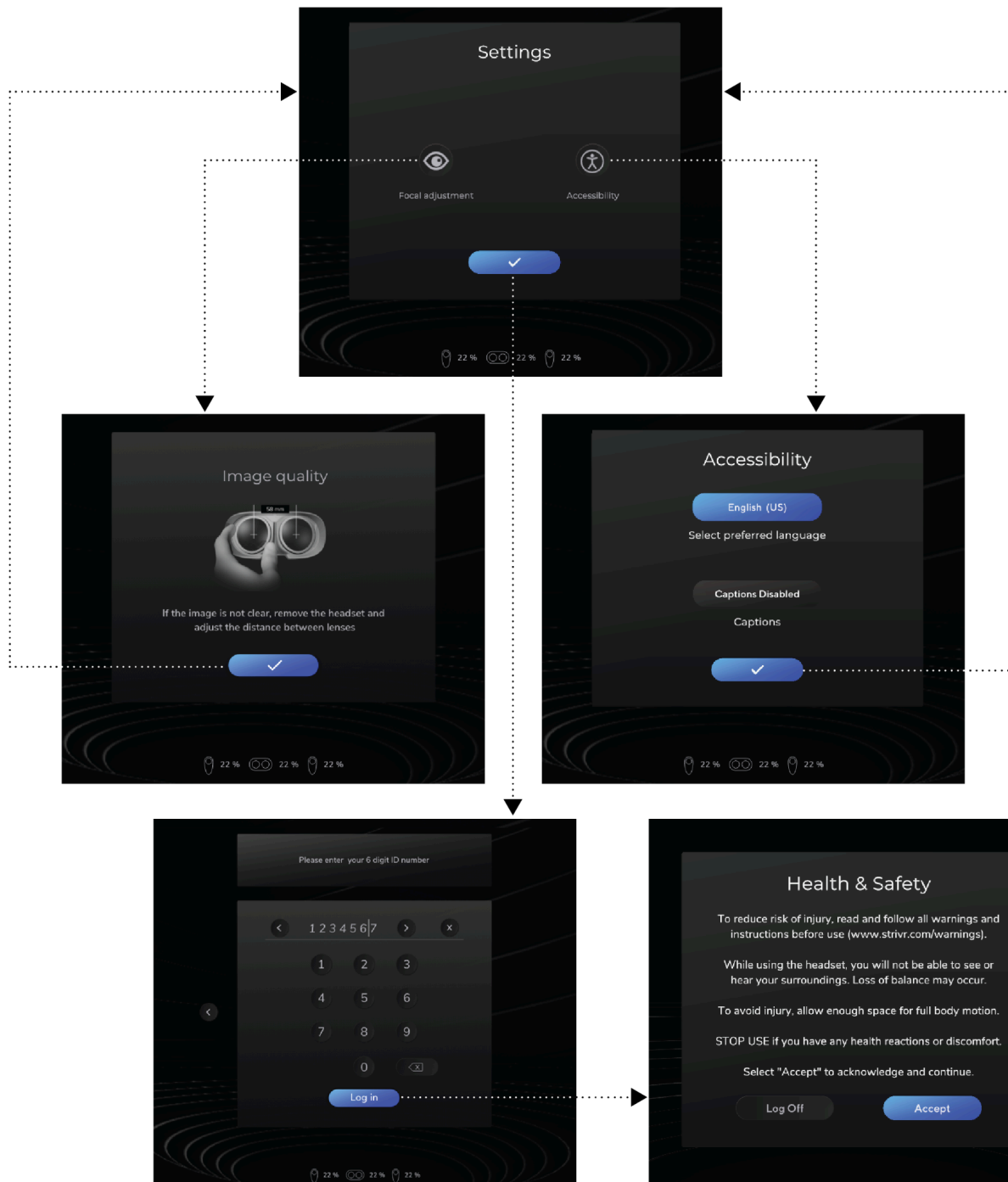
## New Learner or Experienced Learner

If the user selects *New Learner*, they go through screens for headset fitting, image quality, and accessibility settings before logging into Strivr. If they select *Experienced Learner*, they have the option to view the image quality screen and accessibility settings screen before login, but they can choose to skip these screens and proceed straight to login. And after login, all users must read and acknowledge the health and safety warning (Note that Health and Safety Warning screen text may be different for each customer.)

*New Learner passes through all screens before login*



*Experienced Learner can choose to view image quality and accessibility before login*

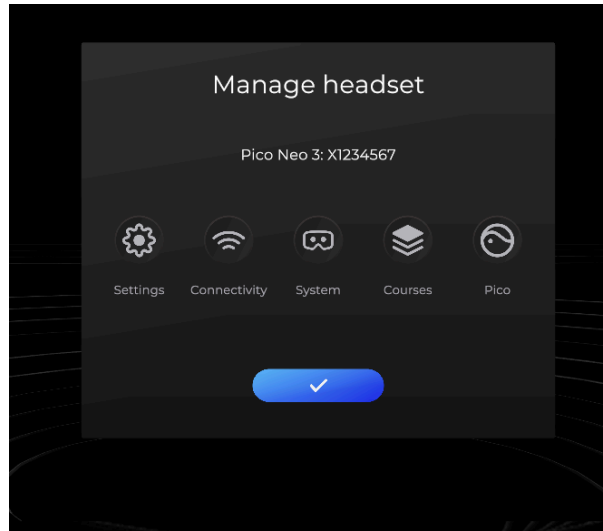




## Facilitator

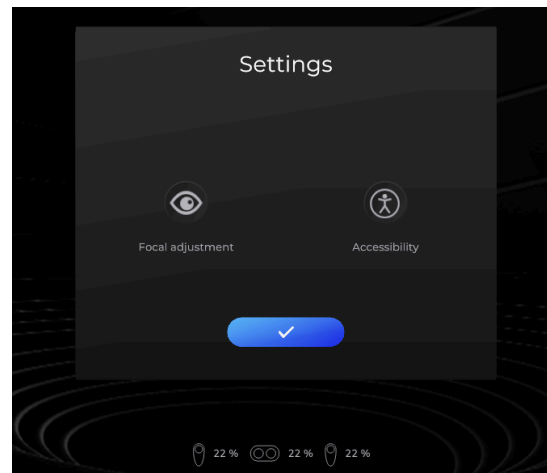
If the user selects *Facilitator*, they can view various settings before logging in. Note the headset asset tag ID. Selecting the blue checkmark button goes straight to login.

*Facilitator manage headset screen*



Settings

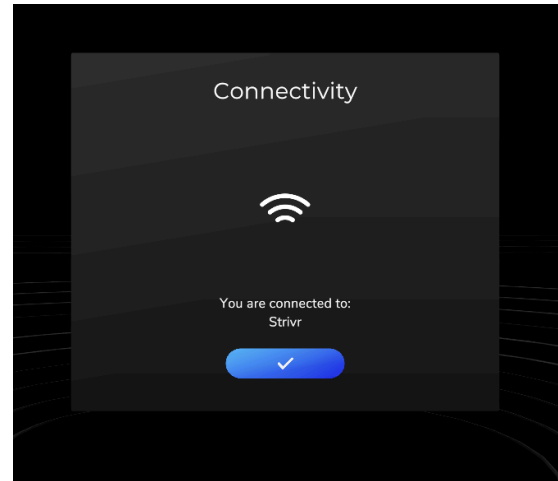
Settings opens the same Settings screen the user sees when selecting *Experienced Learner*, allowing them to open the Image Quality and Accessibility screens.





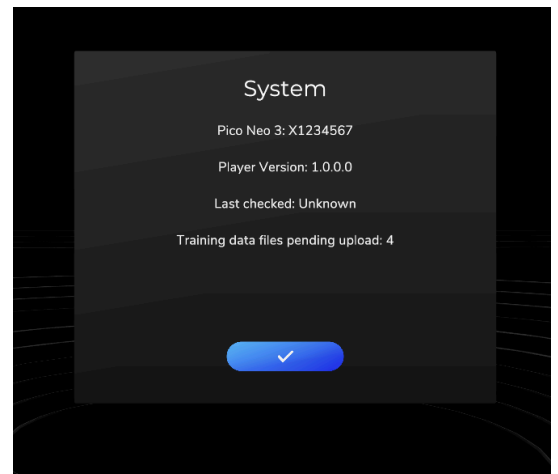
## Connectivity

Connectivity checks that the headset is connected to wifi and notes the wifi network to which it is connected. [More about connectivity](#)



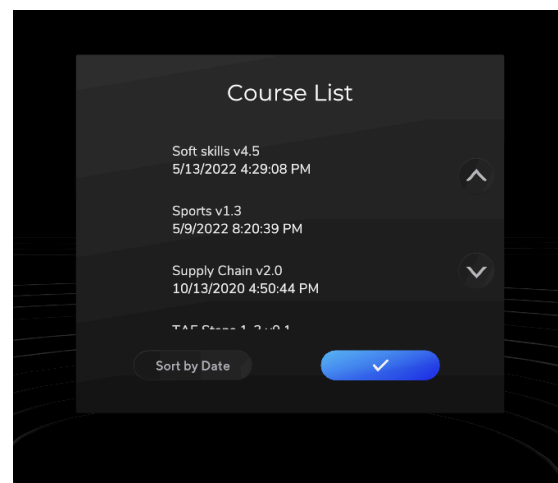
## System

System shows system information, including headset type and asset tag, Strivr Player software version, the last time the headset was checked by the Strivr Portal to verify that it was online, and the number of data files from finished training sessions that are on the headset and have not yet been sent to the Strivr Portal.



## Courses

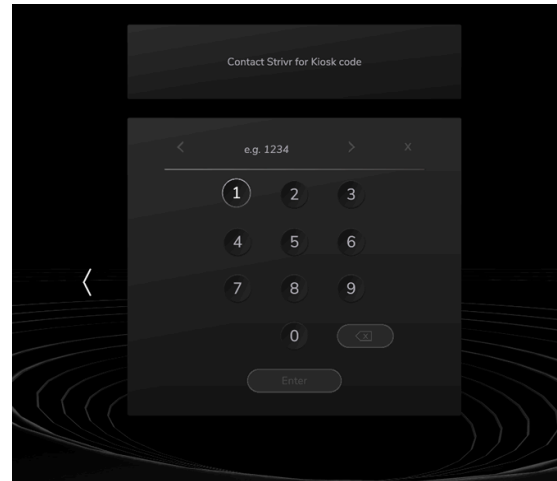
Courses lists all training courses installed on the headset, including version number.





Pico

Pico allows the user to enter a code that exits Strivr Player to reach headset settings. Code can be found in the Device details section of the Strivr Portal or by contacting Strivr Support.



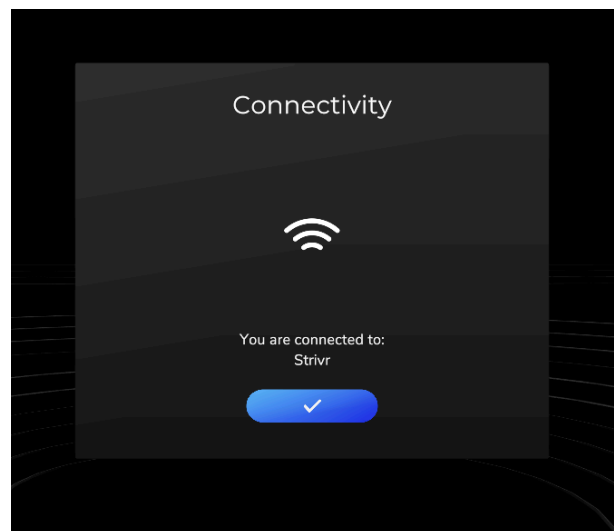
## More about connectivity

For a headset to receive content from Strivr and to send training results back to Strivr, it must be connected to Strivr.

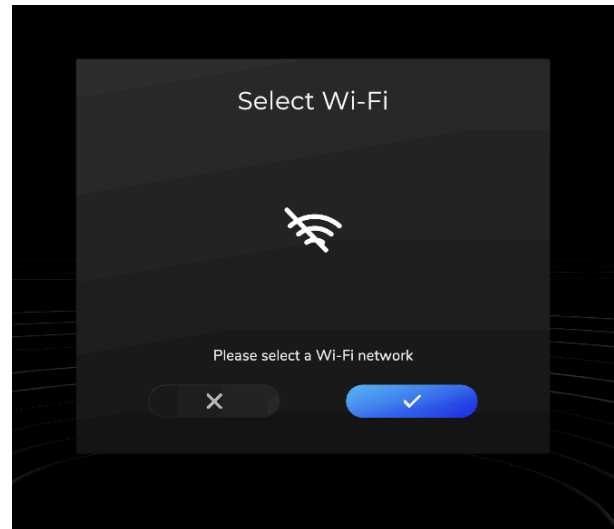
When a user identifies themselves as a facilitator and selects *Connectivity* from the Manage Headset screen, the headset checks connection to the Strivr cloud.

If the headset is connected, the user will see the message **You are connected to: Strivr.**

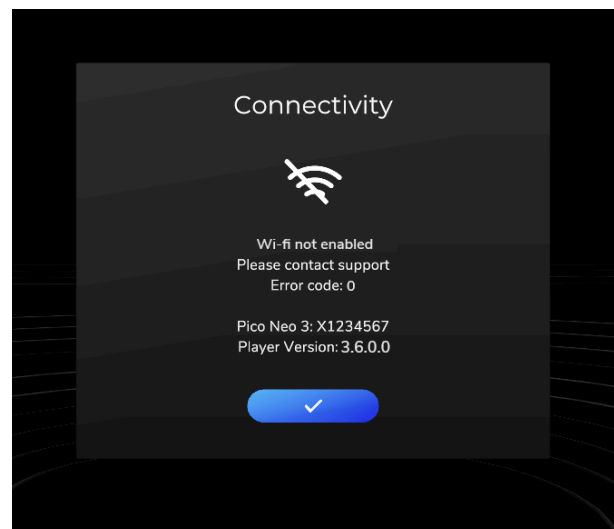
**NOTE:** Depending on the customer's Strivr Player settings, the user may see a *Change Wifi* button that allows them to select another network.



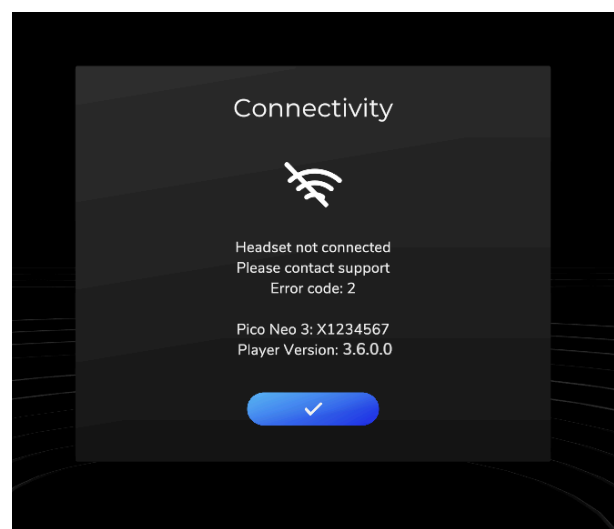
If the headset cannot connect because it is not connected to wifi, the user will be asked to select a wifi network to which to connect. After selecting the blue check button, the user is taken to the Pico network page, showing a list of available networks. If the headset is managed by a mobile device management system like Workspace ONE, the user may not be able to select a network, and connectivity issues should be handled by the MDM administrator.



If the headset cannot connect to Strivr because wi-fi is disabled, the user will see the message **Wi-fi not enabled** and will see an error code that will help a support team member diagnose and resolve the problem.



If the headset cannot connect to Strivr for another reason, the user will see the message **Headset not connected** and will see an error code that will help a support team member diagnose and resolve the problem.



## Strivr Home

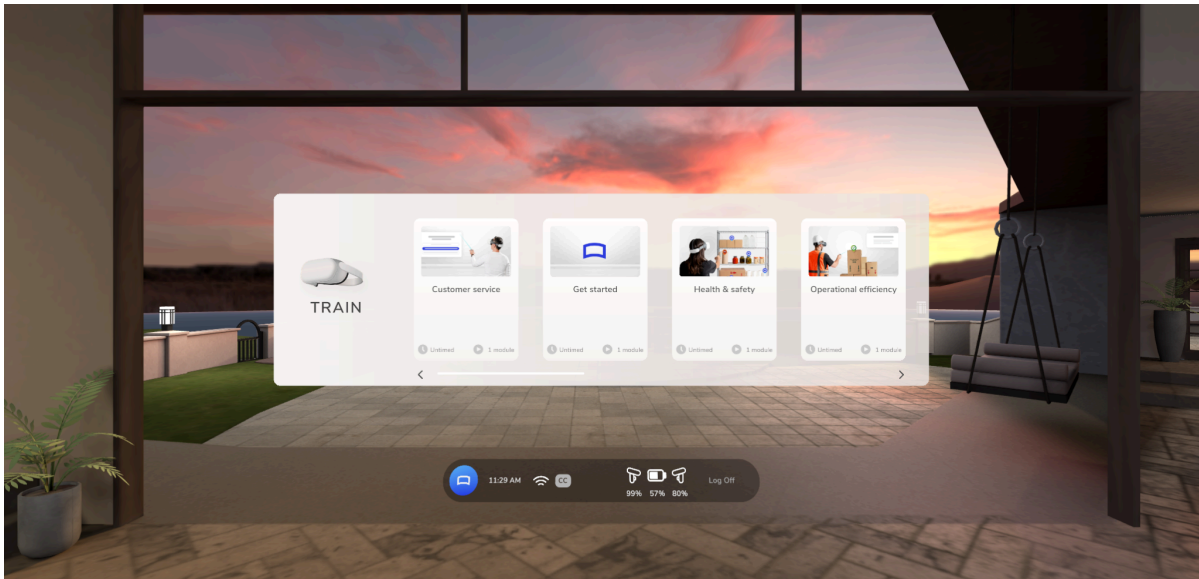
After a user logs in and acknowledges the health and safety warning, they appear in Strivr Home, in front of their training menu. Designed to look like a relaxing and secluded retreat, Strivr Home is a 360-degree environment. The user can look all around.

*Looking left and right in Strivr Home*



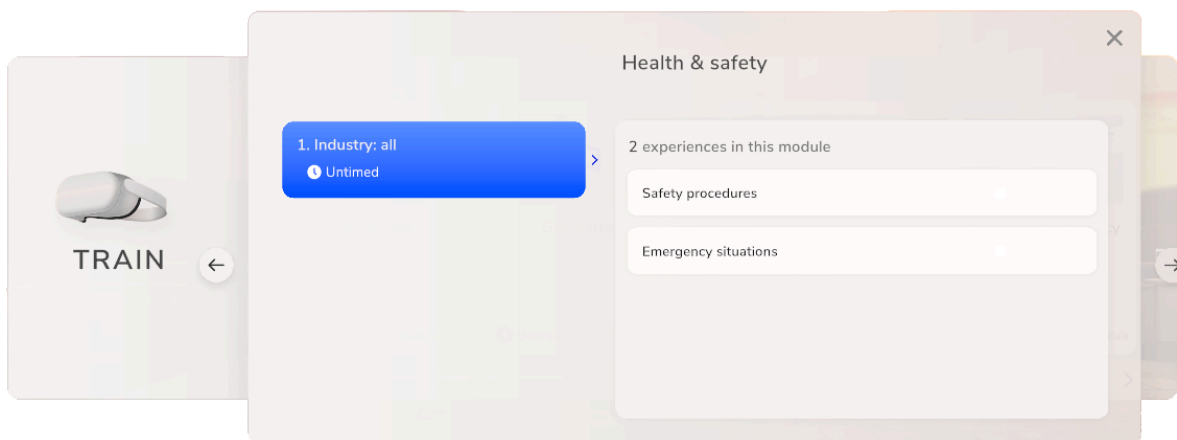
From the menu, the user can point and select with a controller to choose a course, then a module, then an experience, and start training.

*A training menu in Strivr Home, showing available courses*



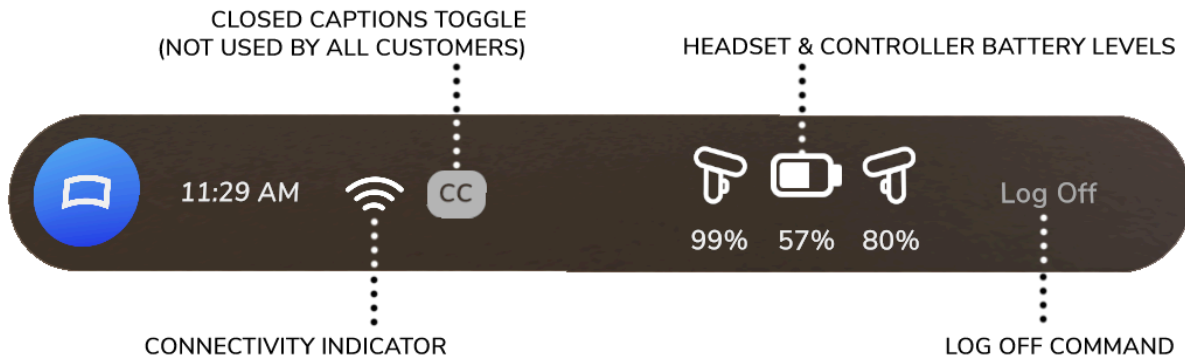
*An expanded course, showing modules and experiences*

*The user scrolls the lists with the thumbstick or trackpad on their controller*



Also in Strivr Home, below the training menu, the user can see a connectivity indicator, turn Closed Captions on and off (not used by all customers), see headset controller battery levels, and log off. Depending on the customer's Strivr Player settings, users may be able to select the Connectivity indicator to go straight to a list of available wifi networks.

*New quick menu below the training menu in Strivr Home*



**NOTE:** For controller battery level, a white controller is above 20% charge; a red controller is below 20% charge and its batteries should be replaced.



## Optional customer branding

Customers can choose to provide Strivr with a logo image (PNG, 1:1 aspect ratio, 512px x 512px) to display on the hanging scroll to the left of the main training menu in Strivr Home. If no logo is provided, this scroll will display the default image.

*Customer logo and default image in Strivr Home*

