

<b>Purpose</b>	<b>2</b>
<b>Third-Party Content Deployment Overview</b>	<b>2</b>
<b>Stakeholders</b>	<b>2</b>
<b>Prerequisites</b>	<b>3</b>
Customer MDM - VMWare WorkspaceONE UEM	3
Permissions	3
Device Enrollment	3
Assignment Group	3
Strivr Portal	4
Permissions	4
Headsets Online / Offline	4
Consistency in APKs	4
MDM Configuration on Strivr Tenant	4
Unity Version Support	4
<b>Detailed Procedure</b>	<b>5</b>
Order of Operations	5
Importing an Experience in the Strivr Portal	5
Building a Course in the Strivr Portal	5
Deploying the Content APK via VMWare WorkspaceONE	5
Checking Deployment Status on Devices	10
Deploying the Course via the Strivr Portal	11

## Purpose

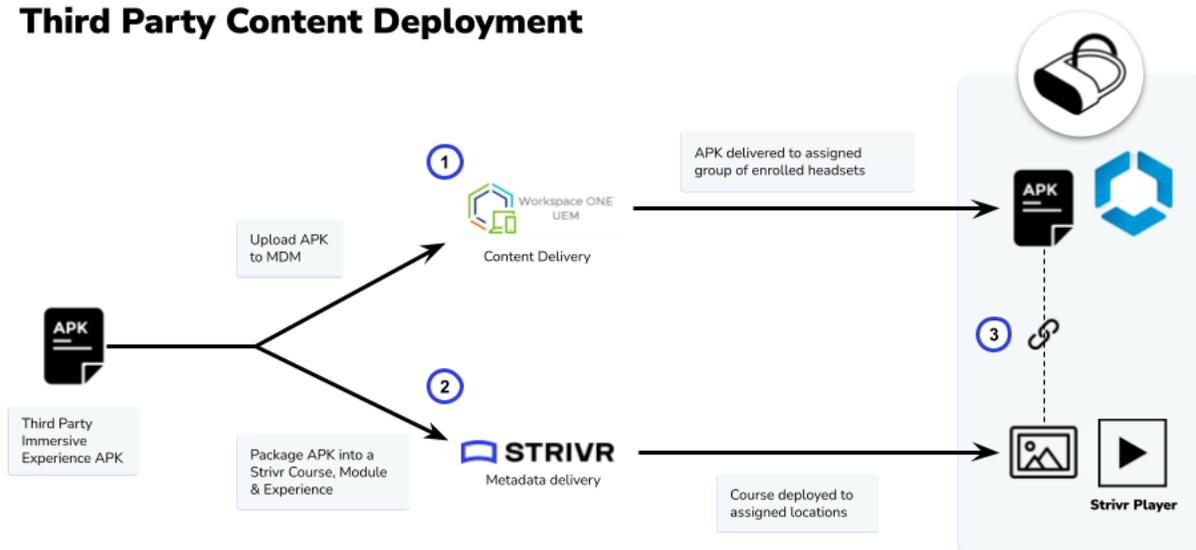
This document outlines the procedure for deploying third-party content, developed by partners and customers, to the Strivr platform using the Strivr portal and customer- or Strivr-managed MDM (Mobile Device Management system).

## Third-Party Content Deployment Overview

Third Party Content deployment to headsets is a two-step process:

1. Delivery of the core content file (.apk) via Workspace ONE.
2. Delivery of the Strivr course metadata and structure via the Strivr Portal.

### Third Party Content Deployment



## Stakeholders

To conduct a third-party deployment the following stakeholders are required:

**MDM Administrator (or team member):** The MDM administrator is responsible for managing the MDM system and conducting any device enrollments across the organization or specific activities such as security policy, application and firmware deployments. An enterprise mobility

engineer or systems administrator typically has the right permissions to deploy immersive content APKs.

**Strivr Portal Content Distribution and Content Management User:** Content Distribution and Content Management roles may typically be held by the Strivr Product Owner or project team members who are responsible for deploying courses. The assigned Customer Success Manager may also have the right roles and permissions to publish and distribute content.

**Content Creation Partner:** The content creation partner is the third-party developer responsible for creating the third-party immersive experience. They are responsible for building the immersive experience and exporting it as an APK.

## Prerequisites

### Customer MDM - VMWare WorkspaceONE UEM

The following prerequisites need to be configured prior in Workspace ONE prior to conducting third-party content deployment.

#### Permissions

- Ensure that the MDM user has the appropriate permissions in WSO to deploy content, or has identified the right stakeholder who can facilitate this deployment.
- Ensure that the MDM user has appropriate permissions to check the deployment status on the device.

#### Device Enrollment

Ensure that the headsets are enrolled in the MDM. See the [Device List](#) page for more details.

#### Assignment Group

Ensure that the target Organizational Group (OG) or Smart Group is created before deploying the content. OGs generally include all headsets in a given device pool, while Smart Groups allow you to select specific headsets. To learn more about creating a smart group, refer to [WSO Smart Group documentation](#).

## Strivr Portal

### Permissions

- Ensure that the Content Management user has the appropriate access to the Strivr tenant in order to both import the content APK to the Portal and wrap the APK content into a course using the Course Builder.
- Ensure that the Content Distribution user has the appropriate access to the Strivr tenant to deploy a course.

If a user does not have the necessary permissions, contact your account team for assistance.

### Headsets Online / Offline

Ensure that the headsets in scope for deployment are enrolled in the customer tenant and are showing as online. To check the headset connectivity status, refer to [Checking headset connection status](#).

### Consistency in APKs

Ensure the content APKs that are uploaded to the Strivr Portal and those deployed via MDM have the same application ID and version code. Application version code is set in Unity. The APK, when published to Strivr portal, acts to create the course metadata and the version delivered via MDM delivers the actual content to the headset itself

### MDM Configuration on Strivr Tenant

Ensure that the Strivr tenant is configured for a third-party customer managed / Strivr managed MDM instance. To check which MDM is configured to the tenant, reach out to your Strivr team.

## Unity Version Support

To confirm whether the third-party immersive experience can be deployed, please ensure that the experience is built and compiled in Unity version 2019.1.x to 2020.3 LTS. Strivr currently does not support third-party experiences built in any other programs.

# Detailed Procedure

## Order of Operations

Third-party content deployments consist of two parallel workflows: deploying the APK from the Workspace ONE MDM and deploying the course from the Strivr Portal. Either workflow can be performed first; however, if the course is deployed before the content, users in the headset will not be able to launch experiences until the APK is fully installed from Workspace ONE.

## Importing an Experience in the Strivr Portal

The first step is for the Content Creation Partner to export an APK from Unity and inform the Content Management user, who will import it into the Content Library. See [Importing an experience](#)

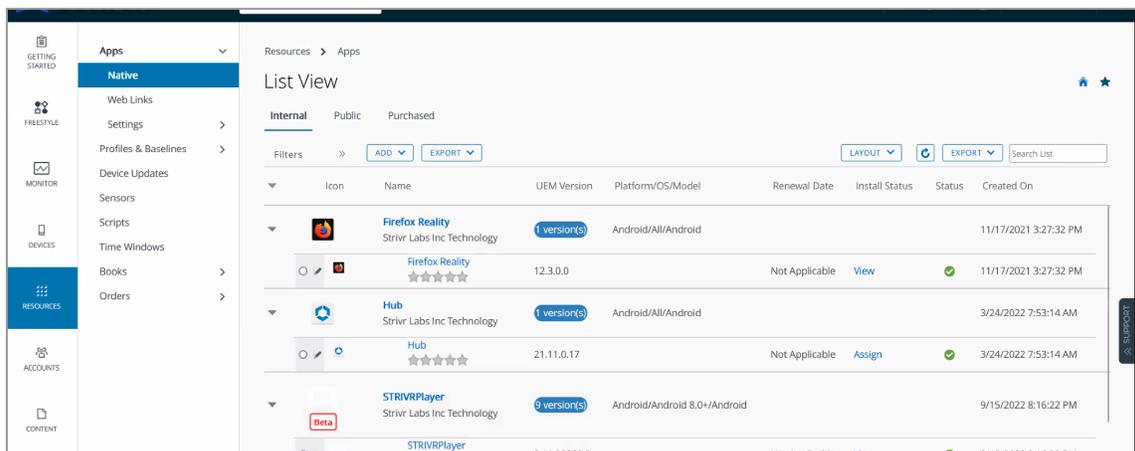
## Building a Course in the Strivr Portal

Once the APK has been imported, the Content Management User builds a course on the Strivr Portal. See [Building a course](#)

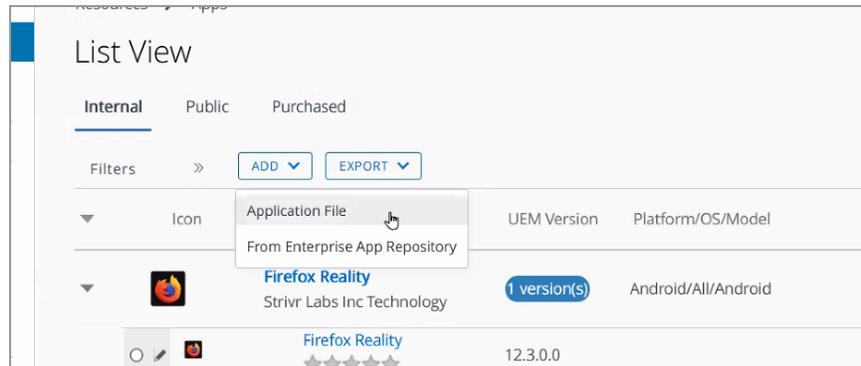
## Deploying the Content APK via VMWare WorkspaceONE

The MDM administrator deploys the core content APK via WorkspaceONE:

1. Log in to the WorkspaceONE console. Once logged in, navigate to Resources → Apps → Native



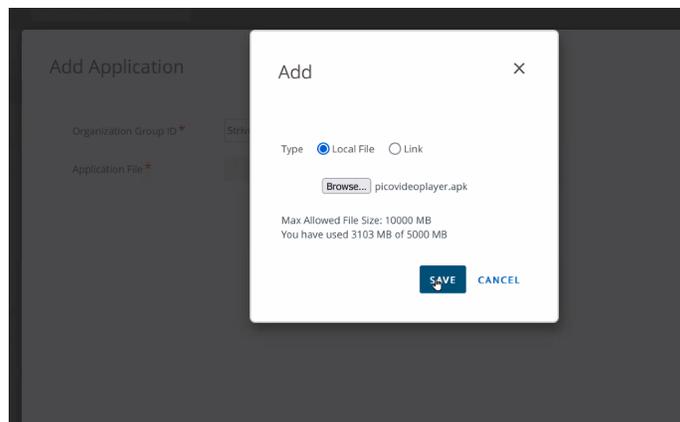
- From the ADD menu, select *Application File*.



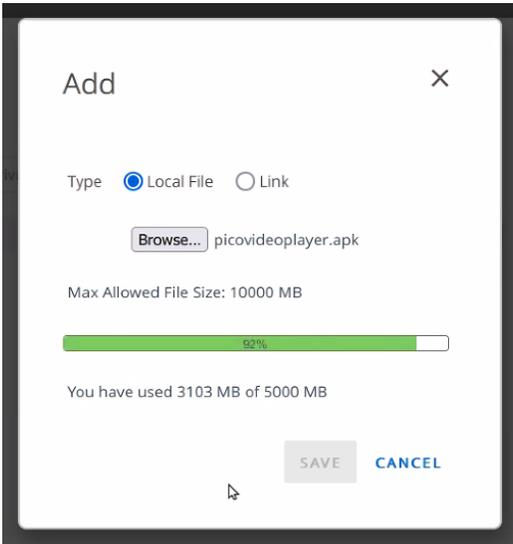
- Make sure the file is uploaded to the correct organizational group. This will ensure that the application can be deployed to all relevant devices in the same pool. Click **Upload**.



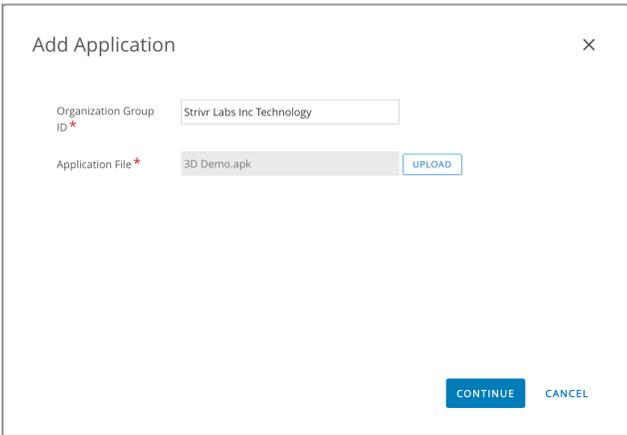
- Use the radio buttons to Select *Local File* and browse for the file on a local drive.



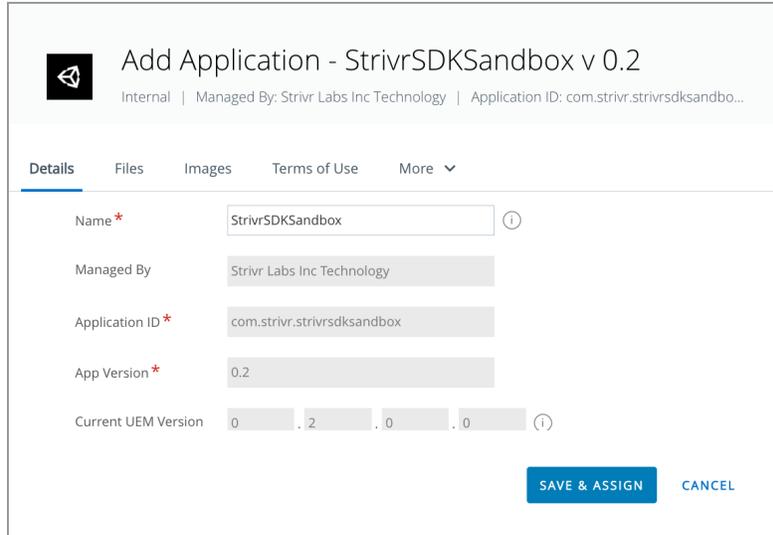
5. The file may take a few minutes to upload. Once the upload is finished, click **Save**.



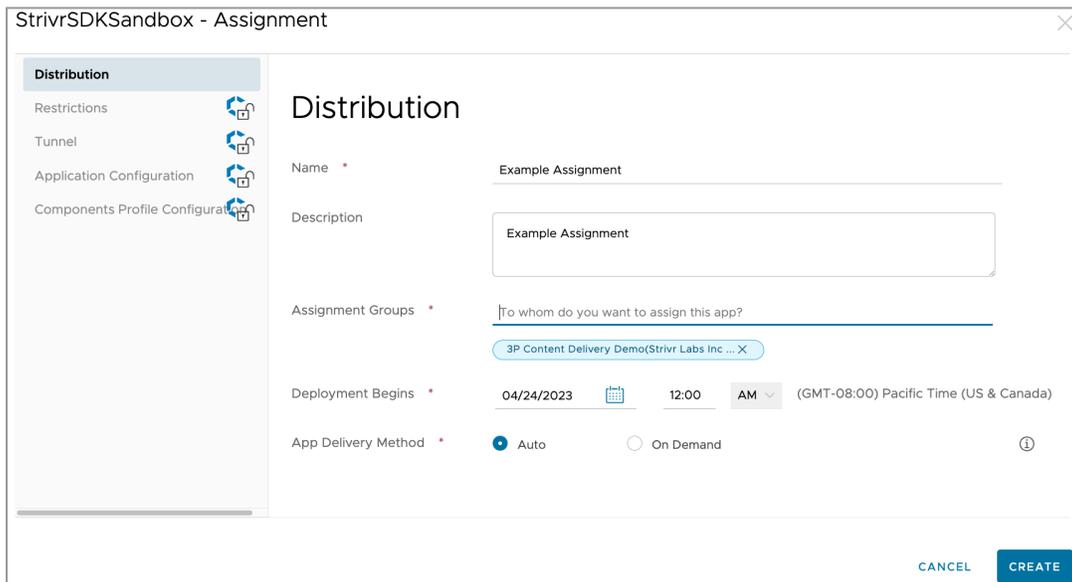
6. On this screen, click **Continue**.



7. Most details on this page should be imported from the application APK. Ensure that all the mandatory details are populated here. Then click **Save & Assign**.



8. On this page, select the name of the deployment / file and the corresponding Assignment Group. It is recommended to set the App Delivery Method to *Auto*.



9. Then click **Create** to move to the next step.

10. Once you confirm the application assignment details, click **Save**.

**StrivrSDKSandbox - Assignment** ✕

**Details**  
 App Version : 0.2 UEM Version : 0.2.0.0 Platform : Android Status : ● Active

**Assignments** Exclusions

Devices will receive application based on the configurations below. Devices with multiple assignments will receive policies in priority order. Adjusting the priority for a single assignment will automatically reprioritize other assignments. Select the assignment to edit. Adding a new assignment will create a new rule at the bottom of the list.

ADD ASSIGNMENT

Priority	Assignment Name	Description	Smart Groups	App Delivery Method	EMM Managed Access
0 <span style="font-size: small;">v</span>	Example Assignment <span style="background-color: #ccc; border-radius: 3px; padding: 2px;">Default</span>	Example Assignment	1	Auto	⊘ Disabled

CANCEL
SAVE

11. Preview the devices that will receive the assigned application and click **Publish**.

**STRIVRPlayer - Preview Assigned Devices** ✕

Protection thresholds have been configured to avoid undesired removal of applications from a large number of devices. These thresholds can be managed in All Settings > Apps > Workspace ONE > [App Removal Protection](#).  
 App removals will be held for administrator approval in the [App Removal Log](#) when the number of devices receiving the app removal triggers reaches the configured threshold. Your team will be notified via email when this occurs.

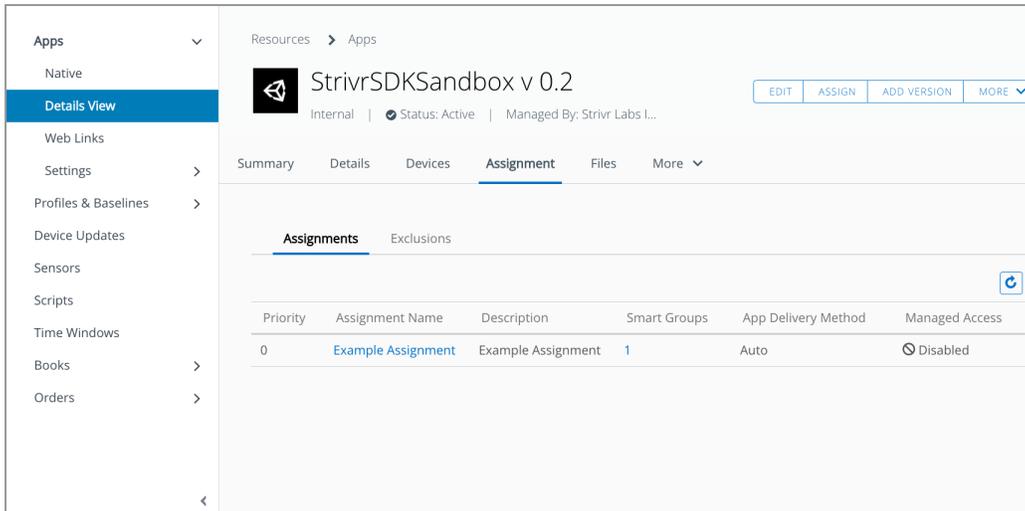
Assignment Status All v
Search List ↻

Assignment Status	Friendly Name	User	Platform	Organization Group
Unchanged	Android - PA7E41OGGA070299B	Strvr-Staging-3P	Android	Strivr Staging 3P HMDs
Unchanged	Android - PA7L40MGG3270203W	Strvr-Staging-3P	Android	Strivr Staging 3P HMDs

Page Size 20 v
Items 1 – 2 of 2

CANCEL
PUBLISH

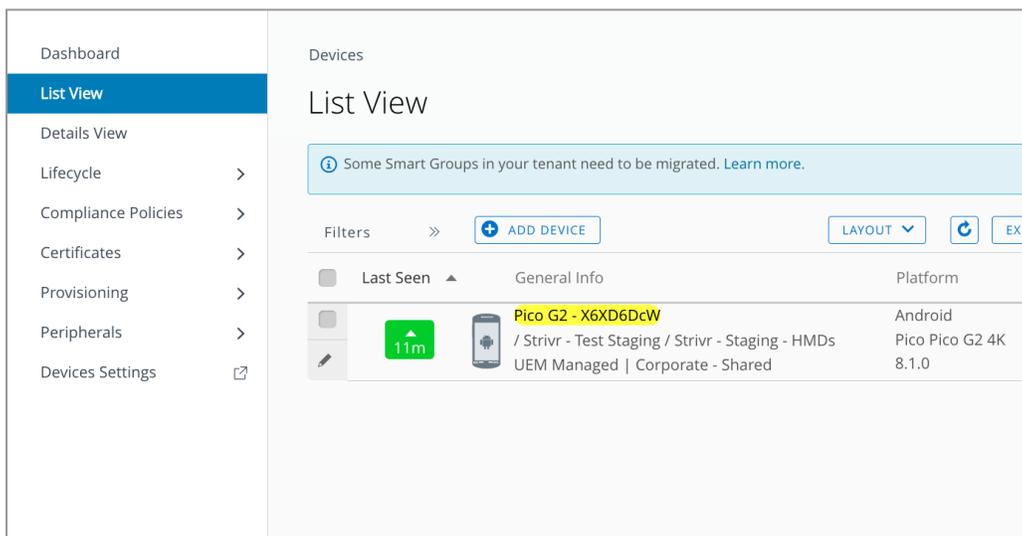
12. The following page displays the list of queued deployments.



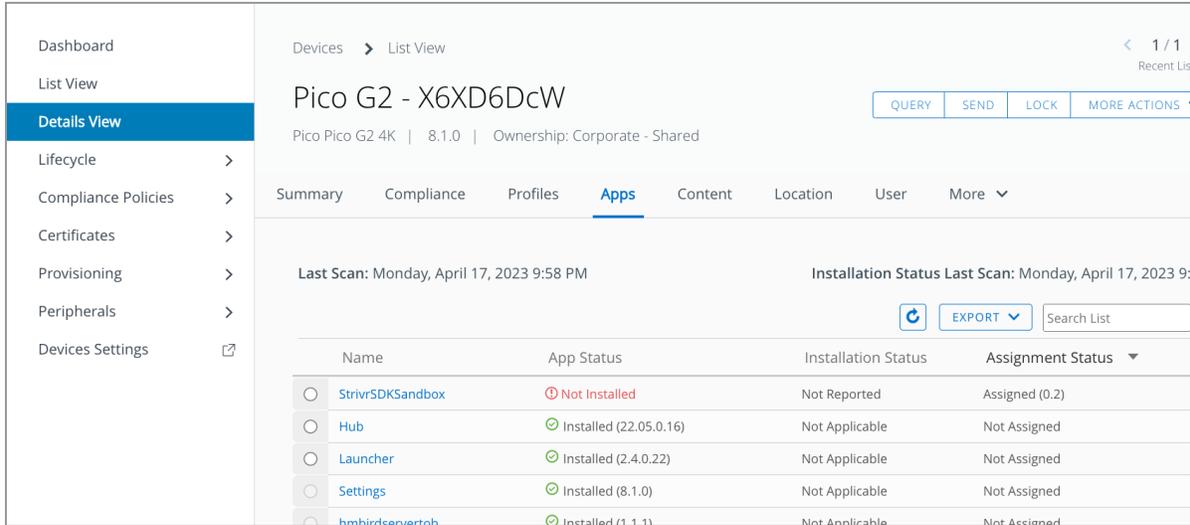
## Checking Deployment Status on Devices

To check that the APK was successfully installed, the MDM administrator can check the deployment status of target devices.

1. To check the application deployment status for a device, navigate to Devices → List View and search for the Device Serial Number in the top right column of the console.



- Once you find the device, select it and navigate to Apps. You should be able to track the installation status of the device in this section.



The screenshot displays the 'Apps' section for a device named 'Pico G2 - X6XD6DcW'. The interface includes a sidebar with navigation options like 'Dashboard', 'List View', 'Details View', 'Lifecycle', 'Compliance Policies', 'Certificates', 'Provisioning', 'Peripherals', and 'Devices Settings'. The main content area shows the device name, ownership, and a list of installed and non-installed apps.

Name	App Status	Installation Status	Assignment Status
StrivrSDKSandbox	Not Installed	Not Reported	Assigned (0.2)
Hub	Installed (22.05.0.16)	Not Applicable	Not Assigned
Launcher	Installed (2.4.0.22)	Not Applicable	Not Assigned
Settings	Installed (8.1.0)	Not Applicable	Not Assigned
hmbirdseuertob	Installed (1.1.1)	Not Applicable	Not Assigned

Please note that it may take 5 - 10 minutes (and longer) in some cases for the device to pull down the core content APK from the WSO instance. This can be caused by the size of the APK and/or instabilities with VMWare Workspace ONE.

## Deploying the Course via the Strivr Portal

The Content Distribution user deploys the course via the Portal, creating the course, module, and experience structure in the target headsets. See [Deploying courses to headsets](#)