

Goal: Playtesting

Session 11

LEARNING OBJECTIVES

- Teens gain critical thinking and analysis skills
- Teens build confidence in decision making

Teen well-being concepts are noted using the following key:

M = Mental well-being **P** = Physical well-being **E** = Emotional well-being **S** = Spiritual well-being

Software used in this session:

- [SideQuest](#)
- [Zoom](#)
- [Miro](#) and [Session Example](#)

The activities in this session will vary based on whether or not you need to continue helping co-designers setup SideQuest on their headsets. If SideQuest setup is required, the first portion of the session will focus on that. If SideQuest setup is not required, the start of the session should focus on giving the co-designers the chance to explore another VR experience. This session is the perfect opportunity to ask co-designers what they would like to test out and explore their VR “finds” together.



I think the team and teens are starting to realize we are getting closer and closer to a final experience. The teens seemed excited and supportive of the main themes.”

– FPLMA Reflections

Reminder:

It is key to have a good demo of the VR tool that will be used. The demo should be concise and provide key elements regarding interface, interactivity, and how to use the platform effectively so everyone is able to contribute without too many technology related barriers

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ACTIVITY	FACILITATION	TECH	MENTALHEALTH & WELL BEING
Start the meeting	Welcome everyone to the session.	Zoom Miro	
Open with the QotD 5 MINS	For this session's QotD consider asking the co-designers to answer the question, "What has been your favorite part of this process?" This question gives the co-designers the chance to reflect on the work so far.	Zoom Miro	M E S
Review the agenda 5 MINS	Go over the agenda and see if there are any questions before getting started.	Zoom Miro	
Finishing up Side-Quest installation 20 MINS (only necessary if not completed previously)	Break the co-designers into groups again with 1 adult for each one to two teens. Follow the directions on the Miro Board to complete the setup. As teens complete the setup they can jump into any VR experience they'd like while everyone else finishes the setup process.	SideQuest Zoom Miro	M E S
Download and install latest VR Build 10 MINS	Once Sidequest is installed, have everyone install the latest VR build onto their headsets. To access the build to install you will send the co-designers a link via email, Zoom Chat, or another format.	Zoom SideQuest	M E S
The latest VR Build 5 MINS	Ask the VR Developers/Interns to discuss any of the additions, changes, and challenges in the latest version of the VR Build.	Zoom SideQuest	M E S
Check for Build Uploading Success 20 MINS	Remind co-designers of the importance of being able to upload the builds to their headsets since they will be using the headsets to test out the builds over the next several weeks. Go over the steps in which co-designers need to take to upload the build to their headset: 1. Make sure the headset connects to Sidequest by seeing the little green dot in Sidequest on the computer. 2. Make sure when click on the icon with a down arrow that you can find the VR build file and that you can upload correctly.	SideQuest	M E S

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Check for Build Uploading Success (Cont.)	<p>3. If uploaded correctly you will see a green bar and text that says, “all tasks completed.”</p> <p>4. Click on the top right on your headset where it says “all” and then scroll down to where it says “unknown resources.”</p> <p>5. Launch the application for your VR experience.</p> <p>Check to make sure that all co-designers were able to upload the latest VR build onto their headset before moving forward.</p>	SideQuest	M E S
Playtesting 15 MINS	Ask the co-designers to try out the full VR experience in the current build. (If any co-designers still need help with installing the build on their headset, invite teens to join a breakout room to get help.)	Zoom SideQuest	M E S
Feedback for Developers 20 MINS	<p>The feedback starts with asking the co-designers to reflect on what their expectations were for the VR experience and how it would work and compare that to what they are seeing in the VR build.</p> <p>In this second portion of the feedback session, ask the co-designers to specifically ask what it was like to interact with the different components of the experience.</p> <p>For the final reflection question in the feedback session ask the teens to highlight any bugs or components that didn’t work as expected.</p> <p>Close the feedback session by inviting the teen co-designers to specifically highlight what they liked or didn’t like about the VR experience.</p>	Zoom Miro	M E S
Reflection 5 MINS	Give the co-designers a chance to reflect on the design session activities and write comments about their experience in the session. Co-designers can reflect on the difficulty of each of the parts of the design session.	Zoom Miro	M E S
Closing 5 MINS	Thank the designers for joining and participating in the session and let them know what’s coming next.	Zoom Miro	

