

# Goal: Continuing to build VR confidences

## Session 3

### LEARNING OBJECTIVES

- Teens develop digital literacy skills
- Teens gain confidence and experience in collaboration

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:

- [Discord](#)
- [VR Chat World \[TaiikuKan\]](#)
- [VR Chat World \[Marble Puzzle\]](#)
- [Miro](#) and [Session Example](#)

The third co-design session gives teens the chance to learn more about VR and engage in VR activities together - continuing to build relationships and build comfort and confidence in each other and in exploring VR experiences. As teens engage in the activities pay attention to levels of engagement and if there is a need to think about how to better engage youth and/or help teens feel more confident with the technologies and the space.



**It was lots of fun. Some of the collaboration was challenging because some teens would take over the solving of the puzzle for example, but it was still very engaging and interesting.”** – *Field Notes*

### 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
<b>Start the meeting</b>	Welcome everyone to the session.	Discord	
<b>Open with the QotD</b> 10 MINS	As you continue to build relationships and build interest and knowledge about VR the QotD may be, "What was your experience with VR before being a part of this project?"	Discord	<b>ME</b>
<b>Review the agenda</b> 5 MINS	Ask if there are any questions as you review the agenda.	Discord	<b>S</b>
<b>Conversation about how VR works</b> 15 MINS	Facilitate a conversation in which teens have the chance to talk about what they know about VR so far. Have them think about how they move around in spaces and what that's like, how they communicate with others in VR spaces, and what that's like, etc.  After talking with the teens about how VR works, explain they are going to play a few VR games in small groups. Ask them to think about what they just discussed while engaged in game play.	Discord	<b>MES</b>
<b>Game playing in VR</b> 30 MINS	In small groups of 3 or 4, teens try out VR games. Facilitators should help teens as needed, but make sure that the teens have the chance to engage in the game play in the ways in which they are most interested.	VR Headset VR Chat Worlds (TaiikuKan & Marble Puzzle)	<b>ME</b>
<b>Debrief on VR game playing</b> 15 MINS	In the same small groups who worked together playing games in VR, have the teens visit the Miro board that you created for them (see previous page for example link). Ask the teens to highlight their ideas about what they liked, didn't like, and would like to have been able to do while playing the game in VR by adding post-its to the Miro.  Once teens have talked about their ideas, ask them to go to the second part of the same Miro and put together a set of post-its on what they noticed about how the VR and the games worked. How did the interface function as a part of the game?	Discord Miro	<b>MES</b>
<b>Closing</b> 5 MINS	Remind the group about the next session.	Discord	

