



Frequently Asked Questions

Here are some common questions and their answers!

Getting Started

1. What equipment do I need to use HistoryMaker VR?

- a. Oculus Rift or Rift S VR headset or Oculus Quest with Quest Link (to connect to a VR-ready computer) and a computer capable of running it.
 - i. Oculus Rift/Rift S minimum specifications:
<https://support.oculus.com/248749509016567/>.
 - ii. List of Oculus-Ready computers as curated by Oculus:
<https://www.oculus.com/rift-s/oculus-ready-pcs/#oculus-ready-program>.

2. Can HistoryMaker VR output to a Smartboard or other display?

- a. The desktop portion of HistoryMaker VR can be displayed on any device to which you can connect the computer running it. The VR portion will only be displayed in the headset, but you can use the "First Person" option on the desktop to see what the person playing is seeing. HistoryMaker VR does not natively integrate with any other applications.

3. Is HistoryMaker VR just for middle school students?

- a. Nope! HistoryMaker VR was developed for use in middle school classrooms, but high school students and adults can definitely use it, too. Children who are younger than middle school may also be able to use it as long as they're able to safely use the VR headset, but follow manufacturer recommendations regarding minimum ages for VR headset use.

4. Is HistoryMaker VR only for history classes?

- a. Nope! It was originally developed for use in US History classes, but it can easily be used in other situations related to the historical figures it includes. For example, Mark Twain may be relevant to a Literature class, Benjamin Franklin may be relevant to a Science class, and Sonia

Sotomayor may be relevant to a Civics class. You also may want to make a video that's just for fun! The core activity of creating and showing a creative presentation is not limited to any particular class or situation.

5. Can I play seated, or do I have to stand?

- a. HistoryMaker VR can be played standing or seated.

6. The headset is too big for me, is there anything I can do?

- a. If the headset doesn't get small enough for you, you can try layering a hat or fabric headband under the headset.

Playing HistoryMaker VR

Characters

1. Can I have two or more characters in the same scene?

- a. HistoryMaker VR does not currently support more than one character in a scene at a time. If you want to make a video showing two or more characters having a conversation, we suggest filming each character's segment separately and editing them together using an external editing software.

2. Can multiple people play at the same time?

- a. HistoryMaker VR does not currently support multiplayer.

3. Can I create my own characters?

- a. Not at this time.

Scenes

4. Can I add my own set pieces and backdrops?

- a. One of the backdrops is a green screen, so if you have access to external video editing software you can add in your own backdrop after you've recorded a performance using the green screen.

5. I made a custom scene but now I can't add props. Why?

- a. Props need something to rest on, so if you want to use them, go back to Setup and add a table or podium to your scene!

6. I made a custom scene and now I'm choosing where to stand. Why aren't all the spaces available?

- a. HistoryMaker VR automatically has you stand near a table so that you'll be able to reach any props you may be using in your scene. You can add more tables or move them around to create more places to stand!



7. I'm trying to place a table in a custom scene but I can't put it in certain places. Why?

- a. A single grid space can only accept one table or podium. If you'd rather put a different table in that spot, you can easily go back to the menu for the table that was there first and remove it. Then you'll be able to place the new table there.

8. Are there more settings besides the theater?

- a. You can use the set pieces or green screen to create your own scene on the stage, but everything happens within the theater.

Performing

9. I don't like the sound of my voice, can HistoryMaker VR change it?

- a. This is universal. Your voice sounds different in your head than it does coming from somewhere else. You can read more about that [here](#). If you want your voice to sound different in HistoryMaker VR, there are a number of external applications that will modulate your voice directly from your computer's microphone, which would modulate your voice in your HistoryMaker VR recordings.

10. How do I add my own notes to the teleprompters?

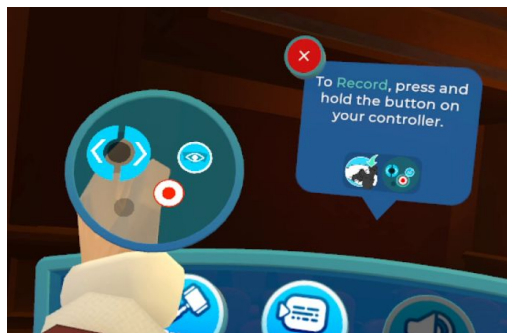
- a. There are a few options for this. For all of them, start by exporting a .txt file from the word processing program with your notes. Then:
 - i. If you're adding notes for a specific project (the most common situation), navigate to the project folder in your computer's file explorer (it should be under "Documents\HistoryMaker

VR\Your Class\Your Account\Your Project”). There will be a folder named “Project-Notes-Here”. Put your .txt file in that folder. The next time you load that project in HistoryMaker VR, your notes will be there!

- ii. If you’re adding notes you want an entire class to be able to access, navigate to the folder for that class in your computer’s file explorer (it should be under “Documents\HistoryMaker VR\Your Class”) and drop your .txt file in the folder called “Class-Notes-Here.”
- iii. If you’re adding notes you want everyone who uses HistoryMaker VR on your computer to be able to access, navigate to the HistoryMaker VR folder in your computer’s file explorer (it should be under “Documents\HistoryMaker VR”). Drop your .txt files in the folder called “Universal-Notes-Here”.

11. How do I start recording?

- a. Look at your hands in the experience and find the red and white circle. It should be over a button on your real-world controller. Press and hold that button.



12. Can I import my own music?

- a. You can turn off the in-game music while you record and add your own music to the exported video with an editing software.

Playback and Exporting

13. I want to select a take, but it's greyed out and I can't seem to select it. What's going on?

- a. That means that that take was recorded using a different historical figure than the one that's onstage now. To watch that take, go back to the Setup menu and select the character that was shown in the little icon on the take you want to watch.

Accessibility

1. I'm only able to use one controller at a time, can I still play HistoryMaker VR?

- a. Absolutely! You have a couple of options:
 - i. Use the Settings menu to ensure that the Record and Teleprompter controls are on the controller you can use most comfortably. You can access the settings from the desktop or in VR. You may not be able to use the expression controls this way, but you will be able to do everything else.



- ii. If you have someone to help you and you want to control your historical figure's expressions, use the Settings menu to ensure that the expression controls are on the controller you can use most comfortably. Then, activate the Buddy Controls on the desktop. From here, your partner will be able to start and stop recording. However, you may not be able to scroll through the teleprompter pages without using the second controller.



- b. The game uses the controllers to locate your hands, so if you are only using one you may want to either keep the other controller out of range of the Oculus (or off), or find a way to keep it roughly near where you want your historical figure's other hand to be. Otherwise, the arms of your historical figure may end up in odd positions.

2. Can I adjust the controls? How much?

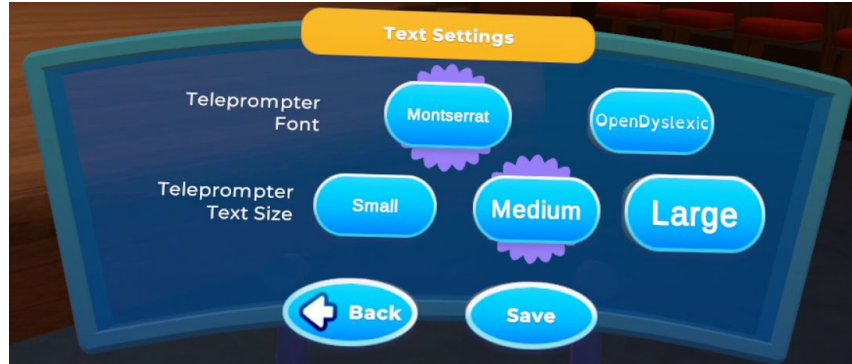
- a. You can adjust the controls that use your controllers directly (the Recording, Teleprompter, and Expression controls) via the Settings menu. From there, you are able to swap the two hands and move the record button to the upper or lower button, for 4 potential configurations.



- b. You can adjust the position of the large in-game control panel by grabbing the handle at the bottom and moving it to where it's most comfortable for you to use.

3. Can I adjust the in-game text?

- a. Yes! In the Settings menu you can change the font of all the in-game text and change the size of the text that appears on the teleprompters.



4. I wear glasses, can I comfortably use HistoryMaker VR?

- a. How comfortably you can use VR with glasses depends on the size of your glasses. Many glasses do fit comfortably in the headset. To check, try putting only your glasses in the part of the headset that goes over your eyes. If they fit, you should be able to use the headset comfortably. If they don't, you may need to use contact lenses or, depending how well you see without your glasses, go without. Most text in HistoryMaker VR is adjustable, so feel free to give it a try and see if you can find a setting that works for you.

5. I'm dyslexic, will I be able to comfortably use HistoryMaker VR?

- a. Absolutely! You can use the settings menu to change all in-game text to the OpenDyslexic font.

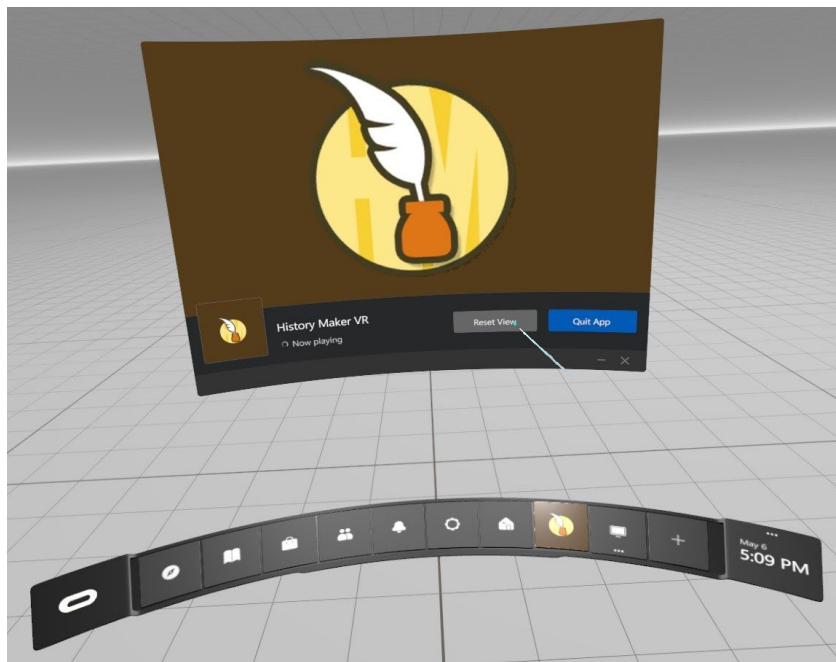
Troubleshooting

1. What is this blue or red grid that appears around me?

- That is the Oculus Guardian. It helps you stay within a safe play space. If you're seeing the blue grid, it means you're getting close to the edge of your play space and may be in danger of running into something if you go further. If you're seeing the red grid, it means some part of you is currently outside of your play space and may be about to hit something in the real world.

2. I got to a menu that doesn't look like it's part of HistoryMaker VR. What do I do?

- You are most likely in the Oculus menu. Usually this happens when you press the flat button below the thumbstick on your controller. Press that button again to get back into the game.



3. When I tried to start, I was in an area that didn't seem like it was in the game. It was mostly a white grid with some menus showing.

- You are likely in an Oculus menu. You should see a curved bar under all the menus. Somewhere on it should be the icon for HistoryMaker VR. Select that, and you'll be back in the game.



4. There's no sound in my recording, what's going on?

- a. This is most likely due to the microphone settings on the computer. Check that your computer is using the Oculus microphone by opening the Sound Settings and checking the Input Device.

Sound

[Manage sound devices](#)

Input

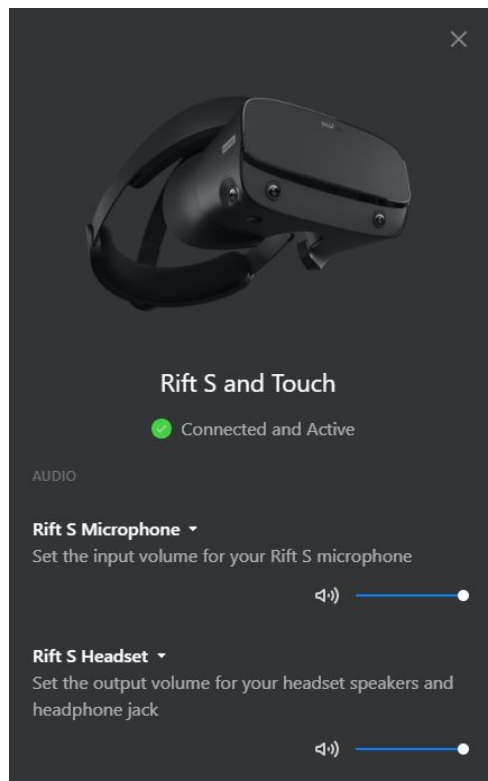
Choose your input device

Headset Microphone (3- Rift S) ▾

Certain apps may be set up to use different sound devices than the one selected here. Customize app volumes and devices in advanced sound options.

[Device properties](#)

- b. If that does not fix the problem, check that the Oculus is using the correct microphone by opening the Oculus app on the computer, going to Devices, and selecting your headset. Make sure the input is set to the Rift S (or Rift) Microphone.



5. The virtual world seems like it's changed position or orientation from last time I played. How do I fix it?

- a. If your view is turned a different direction or the Oculus Guardian seems to have moved, you can use the Oculus menu to reset your view. Press the button with the Oculus symbol on the right hand controller to open this menu. Then, point at Reset View and press any other button to select it.

