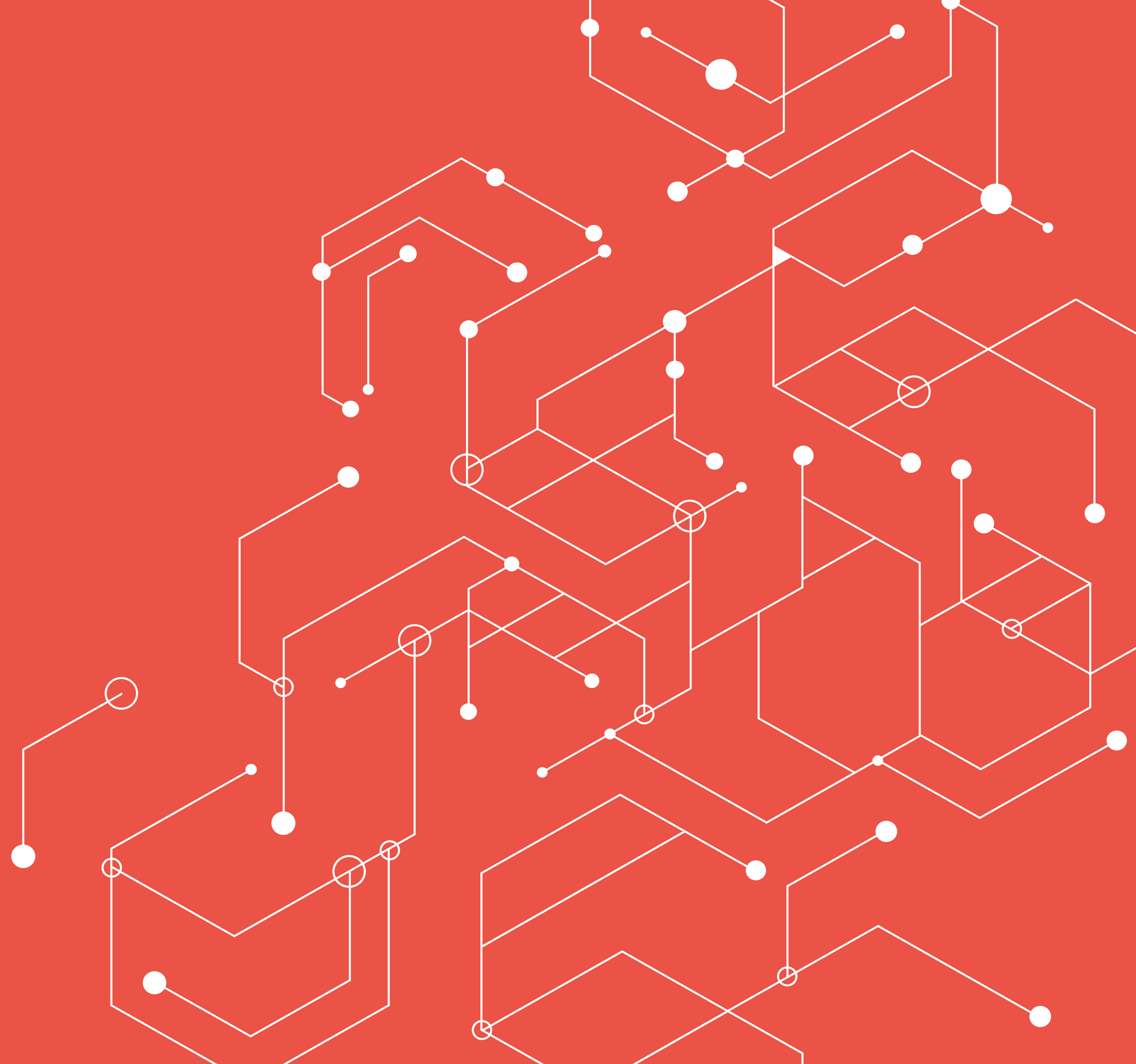


Connected VR Headsets



What

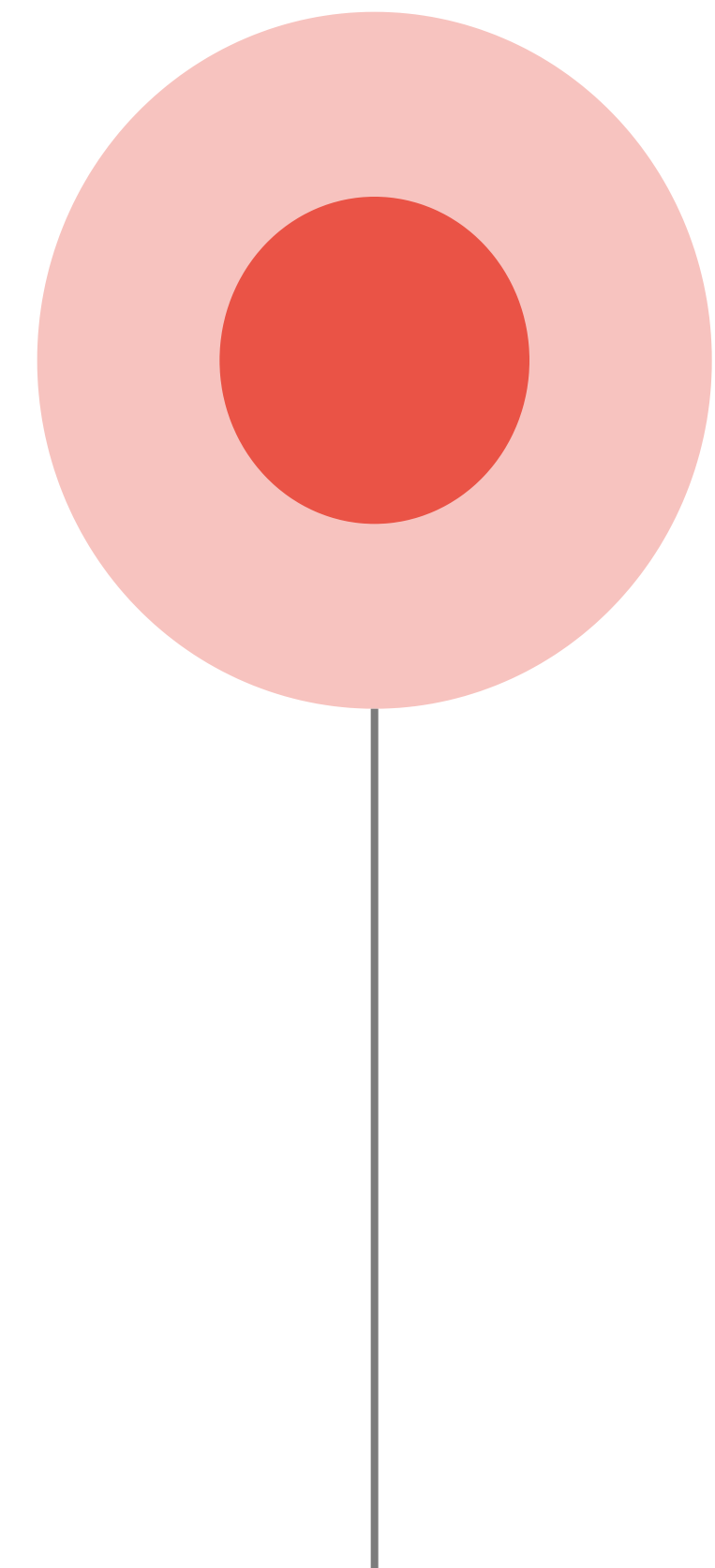
LIVR will create an application for the University of Avignon (UOA) with the ability to connect a single 'controller' headset with multiple 'agent' headsets.

The successful project outcome will give UOA an initial setup that will allow for localised control of XR content.

Why

Aim is to lay the groundwork for a follow-up project that can integrate LIVR Rosebox systems into the UOA infrastructure to facilitate XR enabled teaching and training.

The first stage is the establishment of the localised software connections between the controller and agent headsets. This will allow for small group sessions to test UI and UX process before moving on to a second stage project using the LIVR Rosebox units to increase content volumes and accessibility.



How

The project will be broken into 4 key research and development sections:

- Best practice development for a singular device to master a group of devices
- Headset kiosk locking creation
- Master interfacing through admin code input
- Setup of preliminary structure to be superseded by ROSEBOX

1 Best practice for a singular device to master a group of devices

The key will be to establish a best practise for the interlinking connection process that can be scaled up for this project and then rolled out for the phase 2 Rosebox segments. Having a clearly defined roadmap will improve effectiveness through the following stages

EXPECTED OUTCOME:

Roadmap for the following segments implementation

PROJECTED DURATION:

2 weeks



2 Headset kiosk locking

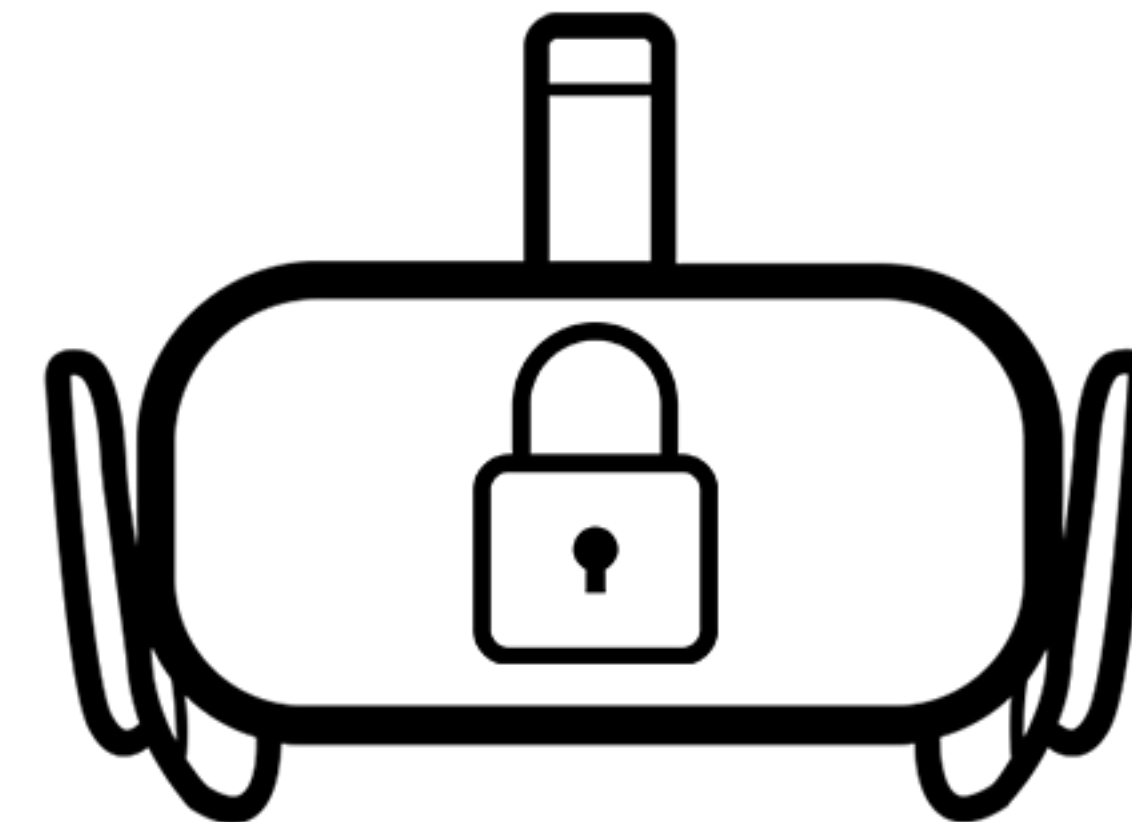
While having the headsets communicate directly is a focal point it is important that agent headsets aren't able to leave the program, breaking the relationship with the controller headset. To do this we will create a 'kiosk' mode that locks the functionality of the agent headsets in place and maintains the controller headset authority.

EXPECTED OUTCOME:

Kiosk mode created

PROJECTED DURATION:

6 Days



3 Master interfacing through admin code input

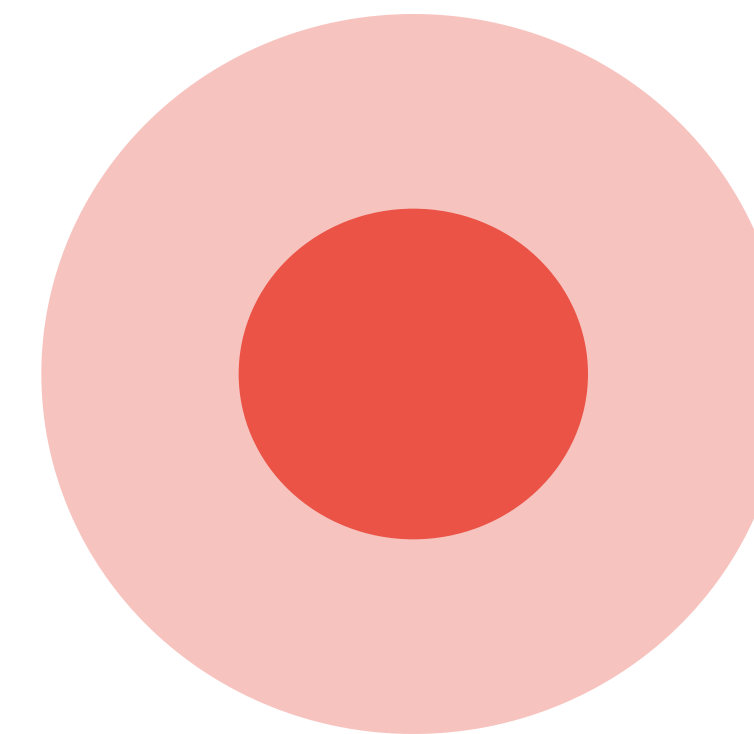
Create a UI plan so every time the application is closed it will show the panel that assigns the controller headset. This has the key benefit of meaning that if one unit is not charged then other units are still able to be used as intended.

EXPECTED OUTCOME:

Functioning interface and user control

PROJECTED DURATION:

2 weeks





4 Preliminary delivery and control structure

Creating a multi socket communication between all nodes on the network will mean that the headsets are able to interact with each other and the content. How the content is delivered will be dependent on the first phase.

This preliminary structure will be superseded by LIVR Rosebox.

EXPECTED OUTCOME:

Functioning delivery of content and headset interface

PROJECTED DURATION:

3 weeks

Project outcomes

The success of this project will mean that the test units are able to interact with fully functioning controller and agent relationships



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