TunnelSkills Virtual Reality [VR] Resources FAQs

1. **What Virtual Reality [VR] Resources are available?**
   As part of the CITB-funded Immersive Learning [IL] project, working with VR specialist Make Real, TunnelSkills has developed four tunnelling VR applications for its suite of IL experiences. Also available is a cool interactive Bridge Team VR game that can be used in educational settings to promote careers in engineering (it is advised that this experience is facilitated as it requires guidance and advice to get the most out of it). Full details on all of the VR resources can be found on the VR Resources webpage on the website.

2. **What hardware do I need?**
   The apps were developed for **Oculus Quest; Quest and Quest 2 headsets.**

   Discover the option that's most suitable for you or your business. Different businesses have different needs when it comes to deploying VR for work.

   You can choose to get consumer Quest headsets to quickly deploy VR apps including the TunnelSkills VR apps via the consumer app store, or to make additional use of built-in consumer features. Consumer Quest headsets can be purchased via a variety of different outlets; check out the Oculus Quest website for full details on the Quest 2 headset and accessories. Oculus no longer retail the first-generation Quest headset. A 64GB Quest 2 headset currently retails at £299 on the Oculus Quest store.

   If you're looking to manage a larger fleet of headsets, you can choose to procure Enterprise Quest 2 headsets for benefits like centralised device management, bulk app deployment, and more. Check out the Oculus for Business OfB website or download the Product Data Sheet at the bottom of the OfB Products webpage for further details. OfB has a backend platform through which you can control the deployment and use of VR apps. OfB offers software and support to set up your enterprise headsets and the backend platform, as part of the enterprise package, as well as ongoing enterprise-grade customer support.

3. **How do I get access to the apps?**
   For consumer headsets, the TunnelSkills VR apps can be assigned to the Oculus or Facebook account that you used when you registered your devices. Once assigned, you will be able to download and install the apps on your headsets. Please contact TunnelSkills directly via immersivelearning@tunnelskills.org and we will arrange access for you to the TunnelSkills VR apps.

   For Oculus Enterprise headsets, once you have onboarded the OfB platform and linked it to your devices, please contact TunnelSkills directly via immersivelearning@tunnelskills.org and we will help you get access to the TunnelSkills VR apps and subsequent deployment.

4. **Is there anything else I should consider when purchasing headsets?**
   Oculus offer a range of accessories for the Quest 2 headset; check out the [website](). It is worth considering purchasing Elite head straps; these offer enhanced comfort for users. Purchasing carry cases to keep your headsets protected, is also advisable.

5. **What can the apps be used for?**
   The four tunnelling VR apps were conceived and designed to be incorporated into and augment specific tunnelling training courses like TSTS and C&G 6151. The apps, particularly the two apps with 360 video content, can also be incorporated into courses like SSSTS and SMSTS to provide tunnelling context whenever these courses are being delivered to a mainly tunnelling audience. The apps can also be incorporated into project inductions and specific refresher training like the use of self-rescue equipment. Potentially, the IL content could also be built into project, company or industry behavioural safety training programs. The apps and equipment could also be used at events to attract new talent into the sector and to showcase the industry in school and college settings.

6. **Going forward, what other uses will be available for Oculus headsets?**
   VR provides remarkable capabilities for collaboration, training, learning and sharing experiences, as a team, despite distance. In construction, this capability is still in its infancy.

   There will be a lot of companies out there that will be able to develop further uses and VR content to meet your needs, at project, JV or individual company level.

   For help with your VR needs or to discuss potential capabilities and future VR options, TunnelSkills would recommend that you link up with Make Real.

   Make Real have a very good understanding of the construction sector and may already have VR content and experiences that you could licence from them and use. For example, in collaboration with Keltbray, Make Real have developed two very realistic and engaging apps for slinger/signallers and traffic marshals. Contact ben.dykes@makereal.co.uk at Make Real for further details or to discuss getting access to these apps via a long-term or trial period licence.

7. **Is there any other way of experiencing or checking out the VR experiences?**
   Two of the tunnelling VR apps have web versions. You can view and interact with these versions via the links on the [VR Resources]() webpage to get a flavour of the content.

   As part of the IL project, we had plans to have IL launch events in 2021 and also to attend relevant industry events e.g. the BTS Tunnelling Conference 2021, to showcase the apps and hardware. Unfortunately, COVID and associated lockdown and social distancing restrictions have put a dampener on these plans.

   As restrictions begin to lift, we will advertise details of any events that TunnelSkills will be arranging or attending. We may also be able to arrange visits to individual projects or offices to provide demos and showcase the apps and hardware.

   TunnelSkills also has access to a number of Quest and Quest 2 headsets. Please contact us at immersivelearning@tunnelskills.org to discuss the possibility of arranging a short-term loan of one of these headsets so that you can experience the apps and hardware prior to committing to purchasing hardware for your own needs.

8. **Where can I get support?**
    For the VR apps, prior to using them, check out the VR Resources User Guide available via the link on the VR Resources webpage. If you are having a problem not covered in the User Guide or for general help, support or advice about the TunnelSkills Immersive Learning Project, please contact us by emailing immersivelearning@tunnelskills.org

9. **Is there anything else I should know or be aware of?**
    As mentioned at the top, the TunnelSkills IL Project is funded by CITB. The TunnelSkills IL Project is one of a number of IL projects that CITB is funding as part of a larger IL assessment piece.

    One of the key outputs of this project is to evaluate the use of immersive learning resources in construction particularly in training, learning and collaboration environments.

    When you start using the resources, we may contact you from time to time over the next few months to get feedback and evaluation data. We would encourage you to collect this data and we would request that you share this with us to not only consider improvements, but also so that we can report evaluation data back to CITB.