Video recording can be a bit more challenging with Unity VR, if you want a continuous sequence, but I do find a good example of using blocks and Unity to do the job:

<https://youtu.be/qi4f8kAFiYs>

With setting camera and playing with animation keyframe this would give a video-recording effect in VR. Students will just need to know how to properly set the export to VR compatible.

This is an example of how to make video accessible for android and google cardboard, but HTC vive follows a similar setting.

<https://youtu.be/2HwX02YuFtk>

If the idea is to make a controllable game instead, student then can use the controller sample scene I’ve set up last semester.

See: VR-sample-project (file); Open in Unity;

Or one can choose to look at this:

<https://youtu.be/bn8eMxBcI70>