

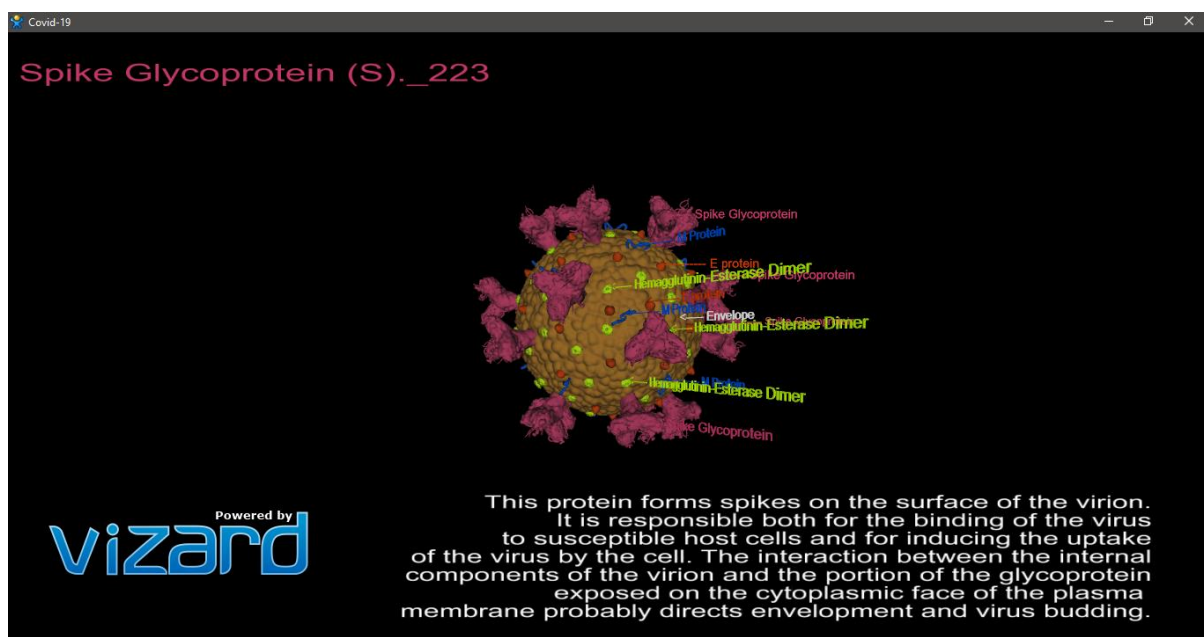
COVID-19: Educational VR Application Manual

User Interface:

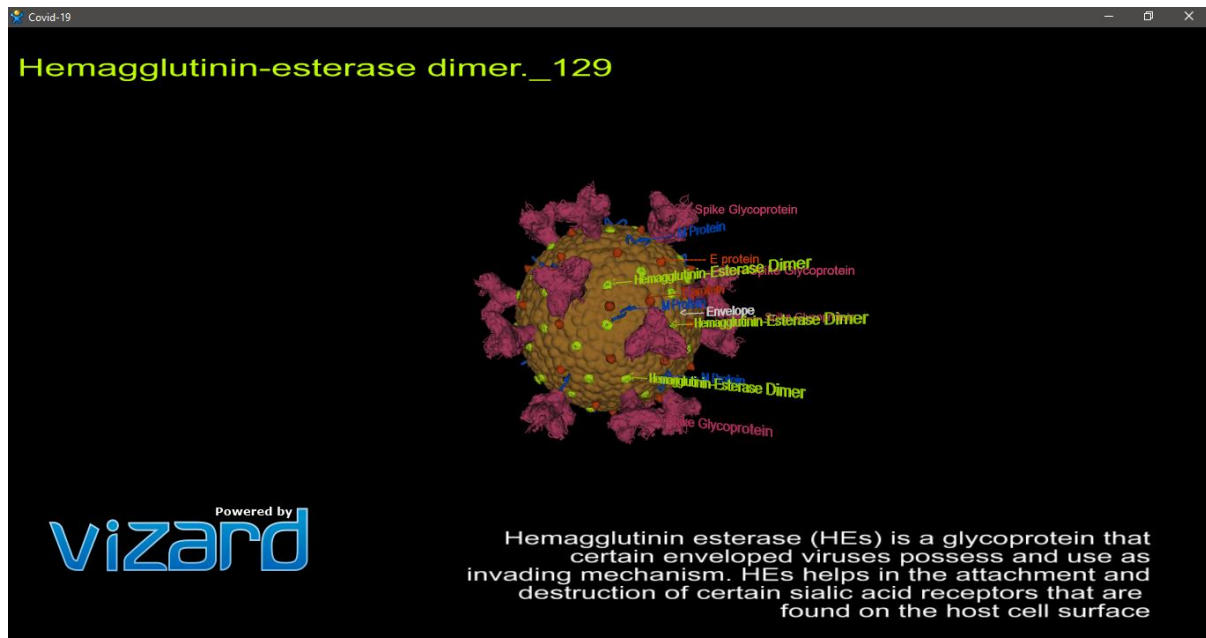
When a user first runs the VR application, they will see the following: an instruction which asks user to hover the mouse on the parts of the virus to get their description.



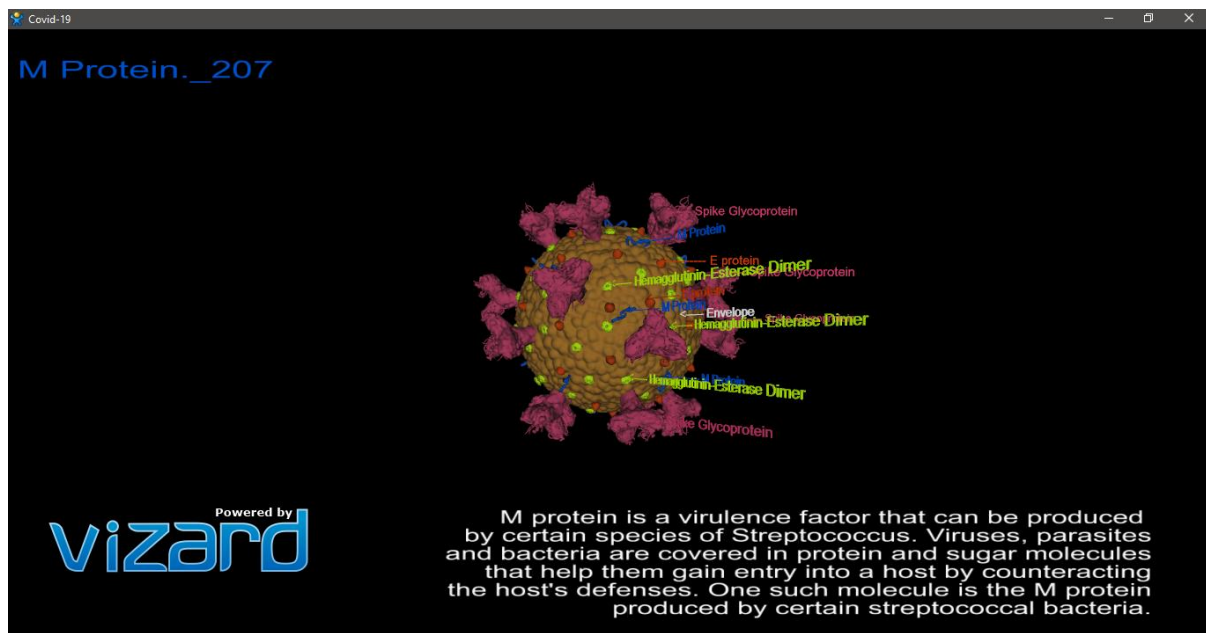
When the user hover on/touches the Spike Glycoprotein part of the COVID-19, they get its functions and description at the right corner of the screen. An audio of the description and functions also starts playing.



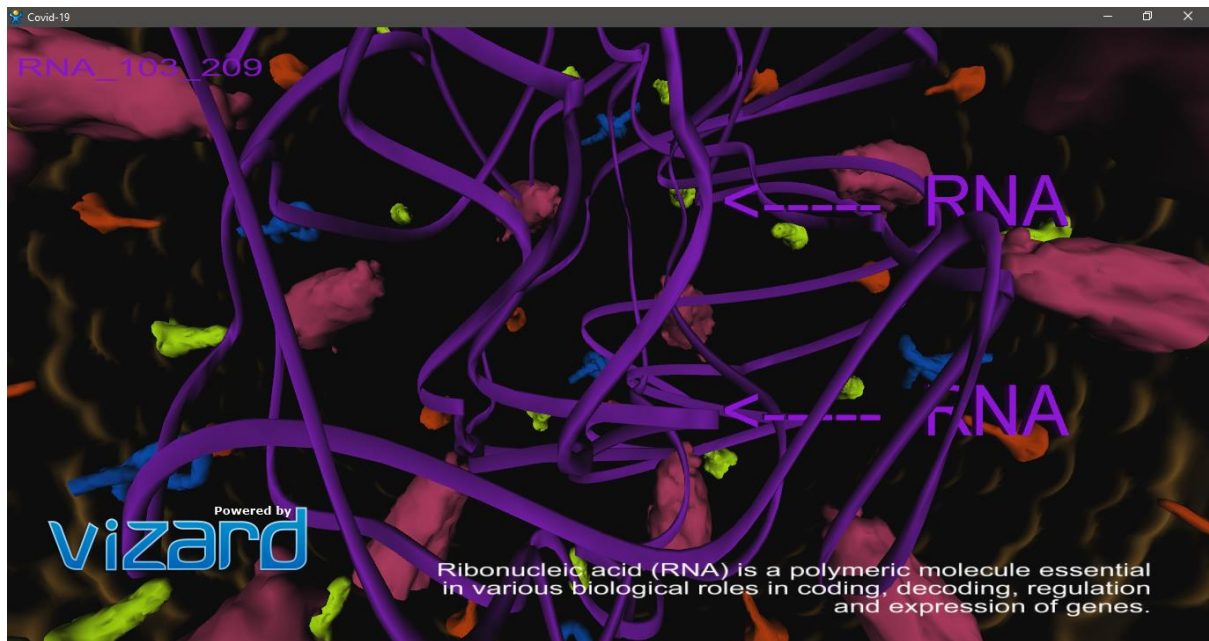
When the user hover on/touches the Hemmagglutinin-esterase dimer part of the COVID-19, they get its functions and description at the right corner of the screen. An audio of the description and functions also starts playing.



When the user hover on/touches the M protein part of the COVID-19, they get its functions and description at the right corner of the screen. An audio of the description and functions also starts playing.



When the user hover on/touches the Ribonucleic acid (RNA) part of the COVID-19, they get its functions and description at the right corner of the screen. An audio of the description and functions also starts playing.



When the user hover on/touches the E Protein part of the COVID-19, they get its functions and description at the right corner of the screen. An audio of the description and functions also starts playing.

