

# Oculus Go

## Back / Menu button

- *Click within an app to go back or to show/hide a menu*



## Oculus Home button

- *Hold down to Enter VR or re-center*
- *Click to go back to Home Screen and quit an app*

## Trigger

- *Point the laser dot and squeeze to select/go/click*

## Size Adjustments: 3 Velcro Straps

## On / Off Button

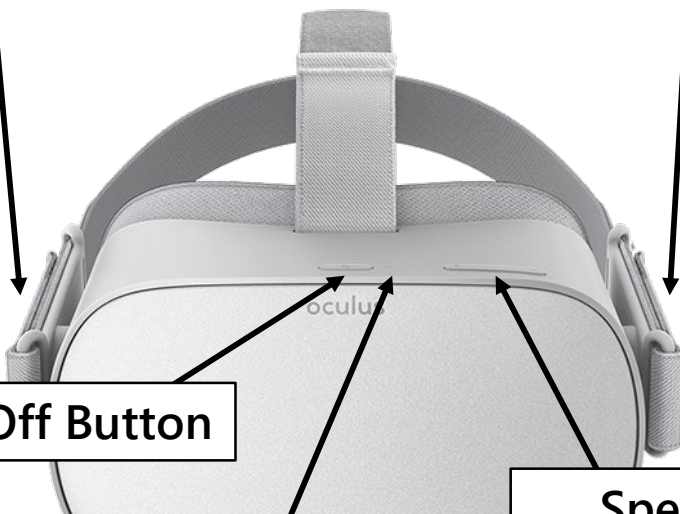
## Indicator Light

*White light = Headset On*  
*No light = Sleeping or Off*

## Speaker Volume

## + / - Button

*Press Ends of Button*



# Oculus Go Apps

***Note: All apps can be used sitting or standing***

## **SPINPLAY - 360 degree video player (TBD: Update instructions)**

- In the Library, find the SPINPLAY app and start it by pointing and pulling the trigger. It will take a few seconds to load.
- Play the “SEA Sounders Interactive” video by pointing at the triangular play button on the video app icon and pulling the trigger. Turn up the volume if you aren’t hearing anything. The video starts playing.
- When you’ve finished watching the video press the Oculus Home button to return to the Home Screen/Library. Point at the Quit “X” button and pull the trigger to quit SPINPLAY.

**TBD: Fix instructions to match updated SPINPLAY UI**

## **Art Plunge - explore animated VR paintings**

- In the Library, find the Art Plunge app and start it by pointing and pulling the trigger. It will take a few seconds to start up and load.
- There are five paintings in the gallery. Turn to the right and point at paintings until a white highlight appears then squeeze the trigger to move down the hall to see them.
- Point at a painting and squeeze the trigger to fly inside it. You can turn around inside the paintings to check out the settings and see the animations. Squeeze the trigger anywhere to leave a painting.
- When you’ve finished looking at paintings, press the Oculus Home button to return to the library and then quit Art Plunge.

## **Wander – virtually explore places in the real world**

- In the Library, find the Wander app and start it by pointing and squeezing the trigger. It will take a little while for it to start up.
- When the app starts it will put you in a random place on earth. You can turn around or look up and down to check things out.
- Point the Controller in a direction you want to move. If there’s a large blue dot or an arrow on the ground you can squeeze the trigger to go there.

***Turn this card over to continue with Wander***

## **Wander (continued)**

- I've saved some interesting places you can visit in the Favorites list, including the TELOS parking lot. Look down to find the Star button to see all the Favorites. Point and squeeze on the start and then point to a place and squeeze the trigger to go there.
- The Star and row of other circles are the main menu in Wander. You can show and hide the menu by pressing the Back / Menu button (middle button) on the controller.
- The Microphone lets you do a voice search for a particular address or landmark. For example, point at the Microphone button then squeeze and release the trigger and say "One Bellevue Way Bellevue Washington" then squeeze and release the trigger on the Microphone icon again to go there.
- You can try visiting an old neighborhood or hometown using the Microphone. Ask the people around you to be a little quiet while you're saying an address or the name of a town so that they don't interfere with the voice search.
- When you've finished looking around, press the Oculus Home button to return to the library and then quit Wander.