

uSucceed

uSucceed is a Virtual Reality Learning Environment designed for neurodiverse students for CyberSecurity training with a practical, hands-on experience. uSucceed is planned to include 4 units and you are currently in Unit 0: Orientation Day. Unit 0: Orientation day is focused on training the players on how to interact and move in the VR world along with an introductory cyber-attack simulation.

Robi

I am Robi, a Pedagogical Agent, trained to support you on your learning experience in uSucceed. Feel free to ask me any questions you have, and I will do my best to provide you a response. Good luck!

Pod:

Each task is easily identified by a pod on the floor. It is green in color. When you step on the pod, the pod changes its color to red, in a way to show that you are completing a task. When you step off the pod, it goes back to green.

Unit 0: Orientation day

Quest Task Index:

Quest Index	Task Description
0	Task 1: Complete Introduction tutorial
1	Task 2: Enter Station 2
2	Task 3: Learn about Icons at the Holograph table
3	Task 4: Watch How-To video for Icon Game
4	Task 5: Complete Icon Game
5	Task 6: Enter Station 3
6	Task 7: Watch "Importance of CyberSecurity" Video
7	Task 8: Run System Health Check
8	Task 9: Find and Blacklist attacker's IP
9	Task 10: Complete Post-Attack File System Check
10	Task 11: Complete VR Session

Rooms and Tasks

Room 1

- Description:
This is the introductory room of the uSucceed VR experience. The environment is futuristic, with metallic walls, overhead lighting panels, and a dark-toned aesthetic. The ceiling features embedded rectangular lights, casting soft illumination throughout the space. A large central panel titled 'Orientation Day Map' is prominently displayed on the back wall. It illustrates the different learning stations, including 'Introduction,' 'Interaction,' 'Cybersecurity Basics,' and 'Completion.' A small pedestal near the map has a sign displaying 'You Are Here.' On the left side of the image, a blue sign introduces 'Robi,' the AI guide, explaining that users can press 'B' to summon Robi and 'A' to interact. On the right wall, a diagram illustrates the Meta Quest controller layout, detailing movement, rotation, selection, and Robi interaction. A green floor pod in the center signals an interactive zone for navigation.

The player enters the uSucceed Orientation Day VR world in this room. In room 1, the player is provided information on how they can move in the VR and interact with Robi, the pedagogical agent in the VR session.

- **Task 1: Complete the introduction tutorial**
 - Description: The tutorial introduces you to how you can move and grab objects in VR and talk to Robi.

Tunnel 1:

This is a tunnel that connects Room 1 to Room 2.








Room 2

Description:

The user is now approaching Station 2, which focuses on basic interactions. The station is housed within a doorway marked by a glowing, rounded metallic arch. The walls have dark panels, with illuminated edges and red safety markings. Above the entrance, a large screen provides instructions on the interaction tutorial, explaining that users will learn about icons and VR interaction mechanics. Directly in front of the player, a green standing pod is present, signaling an interaction zone. To the right, a pedestal with a sign reading 'Station 2 - Basic Interaction' marks the location. A screen above the entrance instructs users to 'Click on an icon,' 'Listen and learn,' and 'Repeat.' The floor has directional yellow arrows guiding users forward.

The player learns about the important icons to keep an eye for when the VR session is in-play.

- Task 2: Learn about the Interaction icons in uSucceed
 - Description: Icons are displayed in the VR environment and this short review helps you understand important signs. Icons are listed in the table below.

Icon	Picture	Description
Error		This icon is "Error". It is configured to pop up if there is an error with respect to any asset in VR.
Exit		This icon is "Exit". It is configured to pop up above any exit door in the VR.
Mute		This icon is "Mute". It is configured to pop up if an audio or video source is muted.
Route		This icon is "Route". It is configured to pop up to help the user navigate the VR world.
Secure Data		This icon is "Secure Data". It is configured to pop up to indicate if there is any manipulation of data such as View, Modification or Deletion of data occurring in the VR world.
Time Bomb		This icon is "Time Bomb". It is configured to pop up to indicate if there are actions to be completed within a certain time period. If not done so, the VR world will be under a cyber-attack.
Virus		This icon is "Virus". It is configured to pop up to indicate that the VR world is being affected by a computer virus.

- Description: Match the icons to their meaning. The icons are 3D objects you can grab and drop into the basket. If correct, the basket will show "Correct!" in green. If incorrect, the basket will show "Incorrect!" in red text and reset the icon to its original place. You have the option to skip this game by walking up to the door to go to the next station.
- Task 3: Watch a video on the demo of the icons-matching game
 - Description: To test your knowledge on the important icons, the next task is a game to match the icons to their meaning. This current task helps you understand how to play the game

Tunnel 2:

This is a tunnel that connects Room 2 and Room 3.

Room 3

- Description:
The architecture continues with its metallic, sci-fi corridor design, with the station name displayed on a pedestal: 'Station 3 - Cybersecurity Basic.' A green standing pod is positioned at the entrance, signaling an interaction point. Beyond the entrance, workstations with multiple computer monitors are visible, suggesting an upcoming cybersecurity-related activity. The room is more open, with workstations placed against the far wall.
- At the entrance, a digital pop-up interface welcomes the player to Station 3, displaying: 'This station will help provide a basic introduction to cybersecurity.' The interface instructs the user to walk up to the pod in front of the video player to begin. The environment remains consistent with previous stations, featuring metallic surfaces, dim lighting, and embedded neon highlights. A large interactive screen in the foreground provides clear instructional text, ensuring the user understands their next steps.
- Once inside Station 3, a classroom-style setup is visible. Several workstations equipped with computer monitors are arranged in rows, creating a structured learning environment. The walls feature additional instructional materials, while a large window at the far end allows a view into outer space. A new green standing pod is visible on the floor, marking an interactive area where users can engage with the cybersecurity training activities. The ambiance remains futuristic, with digital displays and clean UI elements reinforcing the VR training experience.
- In room 3, the player will learn about the basics of CyberSecurity via practical applications. This room has 4 tasks: Watch video, run system health check, look for suspicious IP address and look for suspicious activities in the file system.
 - Task 5: Watch video
 - Description: Watch a video to understand the importance of Cybersecurity.
 - Task 6: Run System Health check
 - Description: There is a cyber-attack! Let us run the system health check to look for suspicious activity. To interact with this game, you will use the trigger button to click on the UI canvas. The UI consists of 3 pages:
 - Page 1: The game starts off with the learner getting the option to run a system diagnostics check to generate a status report on hardware resources, system response times along with system information and configuration data. Click on the "Start Monitoring" button to start the check!
 - Page 2: This page shows off a progress bar to interactively show how long the system diagnostics check is taking.
 - Page 3: This page shows that the report is complete and there is now a report for a possible file Corruption at level "Medium". This leads us to believe that there is an attacker on our system modifying important files.

Server Room

- Task 7: CyberAttack! Find suspicious IP addresses
 - Description: In the server room, select and find the IP address that is

the attacker's IP address. To interact with this game, you will use the trigger button to click on the UI canvas. To win the game, find the attacker IP address and blacklist them to stop the cyber-attack!

- Hint: Start off by clicking on any of the IP addresses that look weird. Once done, the "Digits Correct" will show the correct digits in the selected IP address.
- At any point, you can select the "Force Stop" button to stop the cyber attack simulation.

Room 3

- Task 8: Mini Games

- Description: As a part of the post-attack cleanup process, we have 2 mini games:

- 1. Task: look for suspicious changes to the files with respect to the file extension. To interact with this game, you will use the trigger button to click and drag the file icons on the UI canvas.
 - Hint: Look at the file extension and the file icon. For example, a good file would be an .xlsx file should have the Excel icon. A bad file would be a .xlsx file with a Word file icon.
 - 2. Task: look for suspicious changes to the files with respect to the file size. To interact with this game, you will use the trigger button on the controller to drag-and-drop the files
 - Hint: Look at the file size for each file along with the file extension.

Room 4

- Description: In room 4, the player has successfully completed the VR session to learn about CyberSecurity. The player will be asked for feedback and will complete a post-VR session survey to provide the developers further information on their experience.
 - Task 9: Session Completed! Provide feedback.