I built A VR Lab in a public High school...

and it was a complete disaster. These are the voyages of an intrepid nerd that sought out new methods and new ways of learning and to boldly go where no one in their right mind would dare to try.

Follow along as the challenges mount up and solutions are met with even more challenges.

Money becomes available and teachers were giving the green light to think big.

Initial logistics with Quest II suggest a mobile cart could allow VR to come to the teacher.

ISSUE (1): Teachers will likely never use something they can't see or get access to in under 24 hours.

With the right apps, demand might overcome this behavioral propensity.

ISSUE (2): There are ZERO educational apps for the Quest II.

The Oculus Rift collection of apps had plenty of science apps including the anatomy physiology app.

ISSUE (3): Rift headsets are more expensive and require a gaming computer rig to run.

ISSUE (4): Having to buy gaming computers, even cheap ones, would drastically reduce the device to student ratio.

Three "Oculus Link" cable could connect the Quest II to the computer to run Rift Apps.

ISSUE (5): The $75 cable put yet another strain on the budget.

While still financially feasible, it reduced the number of headsets by 1.

ISSUE (6): Oculus Link is only compatible with a small handful of graphics cards (GPUs).

Against all odds, I find 10 refurbished HP rigs with 1060ti GPU compatible with the Oculus Link.

ISSUE (7): These are just the rigs, there are no monitors.

District may have monitors in storage to share.

ISSUE (8): Computer rigs will need a permanent place to be installed.

Finding a free room with adequate power and motility in an expanding high school is almost impossible.

ISSUE (9): Special education teachers held the only semi-open room.

Donut negotiations persuade the special ed teachers to give up claim to an old science room.

ISSUE (10): Opposition by power-mad troglodytes

All system was blocked by the "Trog" and set-up was put on hold for the entire summer.

ISSUE (11): No such thing as a group account for Meta.

ALL of the accounts would have to be set up through individual emails.

ISSUE (12): Meta has context-aware account formation software that prevents serialized account names

Attempted to set up more emails accounts through via my own gmail account.

ISSUE (13): Google only allows 3 accounts per phone validation.

Using personal server technology emails were set up for each of the 10 stations.

ISSUE (14): Telling all the computers apart with their unique accounts and codes.

Each email, account, and computer ID was named after an 80s pop music icon.

ISSUE (15): Training students to start a complex series of apps and programs in the right order.

Made a video demonstrating what apps to click and settings to turn on.

ISSUE (16): When 10 students are in VR, what do the other 20+ students do?

The Diver, The Host, and The Safety - roles for each student to fulfill.

ISSUE (17): The most awesome and robust VR apps killed our little GPUs.

ISSUE (18): The "Rolls Royce of USB cables routinely disconnected from the rig.

Gorilla Glue Duct Tape was used to adhere the cable with arced pressure to keep it plugged into the rig

ISSUE (19): Of 126 teachers on staff, only 2 had any training on operating the lab or any knowledge of VR.

ISSUE (20): Admin tend to see Learning technology is a luxury item. Admin will sacrifice it in a heartbeat if they do not understand it or it is not a personal priority for them.

Admin OK'd a parasitic program to occupy the lab at random times.

Admin took away the room to house 15 mod-severe special ed students.

LAB DEATH: All hardware scattered to rooms and teachers that eventually left the school over the next 6 months.

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