



Frequently Asked Questions

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What content is currently available?

The Virtual Reality Learning Initiative will initially focus on the following areas: Skilled trades (including welding, plumbing, carpentry and electrical), health care, law enforcement and life skills for special education.

What are the technical specs needed?

Minimum System Requirements:

- Windows 7 64-bit or above
- Intel Core i5- 6500 or AMD equivalent or greater
- NVIDIA GTX 950 Ti or AMD equivalent with 4GB video RAM or better
- Minimum 8GB RAM
- Minimum 10GB free hard disk space

Recommended VR Specifications

- Windows 10 64-bit or above
- Intel Core i7- 7700 or AMD equivalent or greater
- NVIDIA GTX 1080 or AMD equivalent or greater
- Recommended 32 GB RAM or greater

How much does the VIRLI membership cost and what does it include?

→ Cost Per Day of VR Exposure:

VIRLI Member: \$600 per day (plus overnight and mileage if necessary)

Non-VIRLI Member: \$1200 per day (plus overnight and mileage if necessary)

→ \$7500 Annual Membership Includes:

- 4 high-end headsets/equipment and 3 staff
- ISD access to all content on the VIRLI platform
- Voice in setting future development priorities

→ Membership runs through June 30, 2020 so you can use the VIRLI resource this, and next, school year

How much is the equipment cost if we choose to purchase?

→ \$4000 Estimated Equipment Cost; This includes:

- Computer to support VR content
- Vive Pro 2.0 headset with all peripherals

What does a typical day with the VIRLI Experience look like?

→ A typical VR Exposure Day might look like:

- 9:00 – 12:00: Career Exposure Modules
Welding, Plumbing, Carpentry, Electrical
- 12:00 – 3:00: VR Content Exploration
- 12:00 – 1:00: ART, Tilt Brush
- 1:00 – 2:00: Science, Chemistry/Biology content
- 2:00 – 3:00: Science, Geography/Oceanography content