

# LAUNCH VET FROM LMS

Go to https://lms.protechskillsinstitute.org/ and enter in your **username** and **password** to sign into the LMS.

WELCOME TO THE	LMS LOGIN PAGE
SIGN IN	
username	
NOT YET REGISTERED? Ary you ready to start training? Click the link below to request access through your local training center.	



On PROTECH, select **MY COURSES** from the main navigation menu near the top of the screen.







Virtual Reality, Branch Circuit Wiring

Last Accessed: 06/21/2022

## Virtual Reality, Branch Circuit Wiring.

## Click on this course link.

Welcome to the electrical training ALLIANCE Virtual Reality,

Enter the computer-generated three-dimensional jobsite to receptacles, ground fault circuit interrupters and more. The manner while remaining safe from any hazards of the jobsit comfortable with these tasks before you attempt them in ei

Note: Requires separate purchase of Oculus VR Headset. P



Virtual Reality Resource Page

Review and acknowledge the **Privacy Agreement**.

Scroll down and you should see several lessons that each contain links for **Guided Mode** and **Test Mode**.

Select whichever VR Lesson and lesson type you'd like to train in.



#### Single-Pole Switch Installation - Guided Mode

## Click the **Enter** button.

Follow the instructions

Access Code that has

been generated for this

particular VR lesson and

and use the unique

session.





## Click the **Get Started** button on the new browser window.

### Access Code: FEY722

#### VR Headset Instructions

- 1. Open the VET (Virtual Electrical Training) application on the VR headset and wait for the login screen.
- 2. Below the "Username" and "Password" fields, select "LMS Login".
- 3. Select the "LMS-Code" input field and enter the access code above: FEY722
- 4. Once entered, click "Sign In". If you are prompted with an error message, attempt to enter the code again. If the problem persists, you may try exiting the session on your browser and generate a new login token.
- 5. Once you log in, you will see two lessons available to you: "Intro to VR" and the current lesson that you generated a token for. You will see locked lessons that can be unlocked by accessing the other VR training lessons on the LMS.
- 6. When you've selected the training lesson, you will see Guided or Test mode. Whichever mode you generated a token for will be unlocked, while the other will remain locked. Select the unlocked option and your headset will load you into the environment.
- 7. Once you've completed the training lesson, exit out of it and return to the home hub of the VET app. You can then take off your VR headset and return to your internet browser. Your score will be available below by clicking on the green "Display Results" button on this page.
- Once you see your score, click "Submit Results" and the score will be submitted to your instructor and will be available to view in the "Reports" section of your LMS.

#### Display Results

Test Status: Log into the headset to start your test.

Submit Results

To find the results from the VR lesson, select **REPORTS** from the main navigation menu.



#### CML Progress Report

Details of individual progress and performance within selected CML courses..

#### Student Overview (Dashboard)

Details of individual student course lesson quiz score performance by lesson and question.

#### **Completions Overview**

Details your progress within courses that have completion requirements.



Summary of all activity and usage for the lesson.

#### MY REPORTS

#### Select a report category.

Course/Session Reports

#### **CML Progress Report**

Details of individual progress and performance within selected CML courses.

#### Session Overview

Details of individual sessions reporting class lesson quiz score performance by lesson and question performance for each lesson.

#### Session Activity Report

Summary of all activity for the lesson and the usage for each student within the selected session.

#### **Course/Session Summary**

Average aggregate of course session scores.

## Instructors

Click on Session Activity Report.



### <u>Students</u> Click on **Student Activity Report**.

Course*	Virtual Reality, Branch Circuit Wiring	~
Session*	MD0003: PRM May 2022	~
Lesson*	Lesson 1 Lesson 2 Lesson 3 Lesson 4	

## From the Course drop down menu, select **Virtual Reality, Branch Circuit Wiring.**

From the Lesson menu, select whichever lesson you'd like to see reports on and click the **Submit** button.

#### Submit

## <u>Students</u>

Students will now be able to see all their reported scores for the selected lesson.

If Guided Mode is completed, 100% should be reported.

If Test Mode is completed, a score ranging from 0-100% will be reported.

## Instructors

Instructors will now be able to see all the reported scores for students and instructors that have participated in the selected lesson.

If Guided Mode is completed, 100% should be reported.

If Test Mode is completed, a score ranging from 0-100% will be reported.

Activity for VF	R Student2 (Student	.)				
Virtual Reality, MD0003: Session 20 Instructors: VR Inst	Branch Circuit Wiri 22-05:001 (PRM May 2022 ructor1, VR Instructor2, Par	N <b>g</b> ?) [2 students] ul Morris, Marty Riesberg				
Lesson 1						
Single-Pole Switch Installation - Guided Mode						
Details Available - Completed Attempt     O Details Available - Incomplete Attempt						
	1st ACCESSED	LAST ACCESSED	1st COMPLETED	TIME SPENT	SCORE	# OF ATTEMPTS
VR Student2	06-06-2022 16:33:52	06-06-2022 16:33:52	-	-		1
			CLASS AVERAGES			1
Single-Pole Switch	Installation - Test Mode					CSV
O Details Available - Completed Attempt O Details Available - Incomplete Attempt						
	1st ACCESSED	LAST ACCESSED	1st COMPLETED	TIME SPENT	SCORE	# OF ATTEMPTS
▶ VR Student2	06-01-2022 12:53:50	06-01-2022 12:53:50		00:01:13	31%	1
			CLASS AVERAGES	00:01:13	31%	1

Activity for VR Instructor1 (Instructor)						
Virtual Reality, B MD0003: Session 2023 Instructors: VR Instru	Branch Circuit Wiring 2-05:001 (PRM May 2022) ctor1, VR Instructor2, Paul	] [2 students] Morris, Marty Riesberg				
Lesson 1						
Single-Pole Switch In	nstallation - Guided Mode					
O Details Available -	Completed Attempt	O Details Available - Incon	nplete Attempt			
	1st ACCESSED	LAST ACCESSED	1st COMPLETED	TIME SPENT	SCORE	# OF ATTEMPT
VR Instructor1	05-18-2022 12:07:08	05-18-2022 14:55:58	05-18-2022 14:39:31	00:02:34	100%	2
VR Instructor2	05-31-2022 14:54:25	05-31-2022 14:54:25	06-01-2022 10:44:24	00:09:03	100%	1
VR Student2	06-06-2022 16:33:52	06-06-2022 16:33:52	-		•	1
			CLASS AVERAGES	00:05:48	100%	1
Single-Pole Switch In O Details Available -	nstallation - Test Mode Completed Attempt	<ol> <li>Details Available - Incon</li> </ol>	splete Attempt			
	1st ACCESSED	LAST ACCESSED	1st COMPLETED	TIME SPENT	SCORE	# OF ATTEMPT
VR Instructor2	06-01-2022 10:46:17	06-01-2022 10:46:17	06-01-2022 10:51:45	00:04:29	100%	1
O Attempt 1:	06-01-202	2 10:46:17	06-01-2022 10:51:45	00:04:29	100%	-
VR Student2	06-01-2022 12:53:50	06-01-2022 12:53:50	-	00:01:13	31%	1
				00.00.51	05.59	

## To view scoring



	VR Instructor2	06-01-2022 10:46:17
-	▼ VR Student2	06-01-2022 12:53:50
	O Attempt 1:	06-01-2022 1

## interaction details, click

on the drop down arrow and then click on the desired lesson attempt

The Test Mode interactions can be viewed to determine how scoring was calculated.

SCO DETAIL						×
Single-Pole Swit	ch Installation - Test Me	ode				
ATTEMPT 01	Status: Failed	Score: 31%	Min-Score: 0	Max-Score: 100	Time Spent: 00:01:13.00	
INTERACTION 01						*
	Context TotalSo	core_29082				
Co	prrect Response Total S	core				
Stu	udent Response 31					
	Result -					
	Type -					
	ID -					
	Latency -					
INTERACTION 02						÷

