



Biz4Fun - Let's have fun with the business start-up

ERASMUS + 2018-1-SK01-KA202-046271

04 - Handbook for Biz4Fun social game or how to make entrepreneurship more understandable



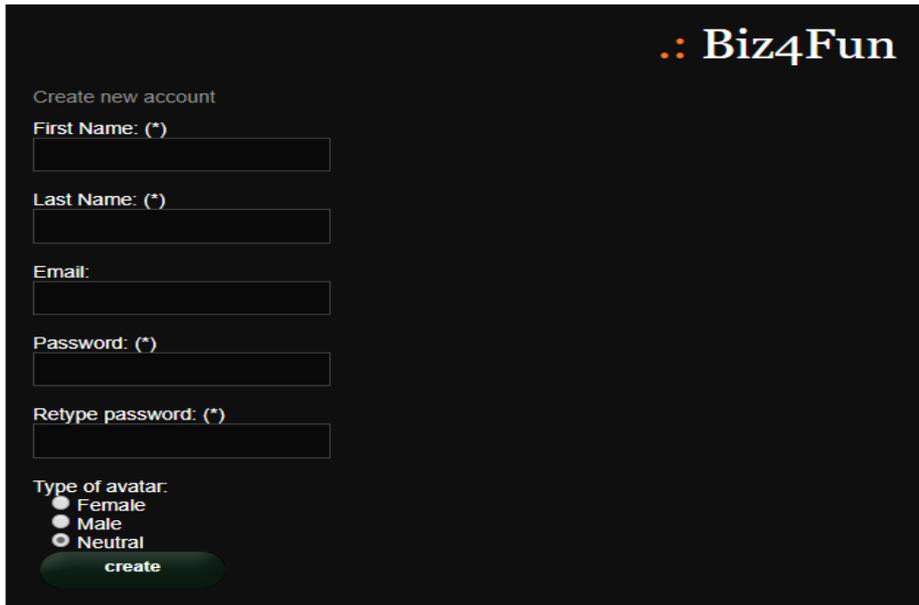
KA2 Strategic Partnership

1. THE BIZ4FUN 3D VIRTUAL WORLD AND SOCIAL GAME: HOW DOES IT WORK?

1.1. Account creation

You can create an avatar account (Firstname, Lastname, Password) here: <http://virtualworld.sch.gr:9000/>

In the Main Menu, there is an option "CREATE ACCOUNT" that leads to the Avatar creation form.



5. Biz4Fun WVSG Account Creation

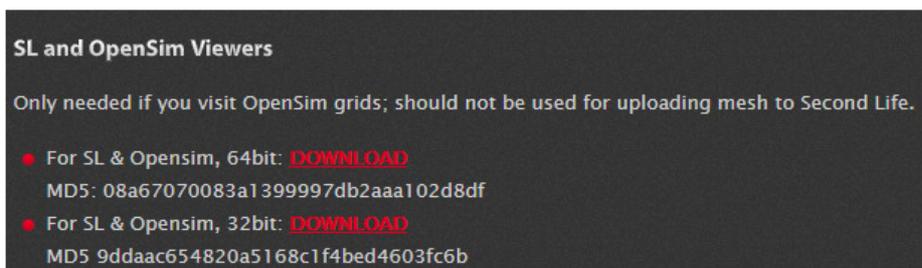
The combination of "Firstname" and "Lastname" will be the name of the avatar inside the World. You must remember these along with the Password to be able to log in the world later.

The Email field is optional. You can also select one of the three types of avatars (Female, Male, Neutral) that will adjust your initial appearance.

Finally click on the "create" button to create an account. If the account has been created successfully, you should get a success message.

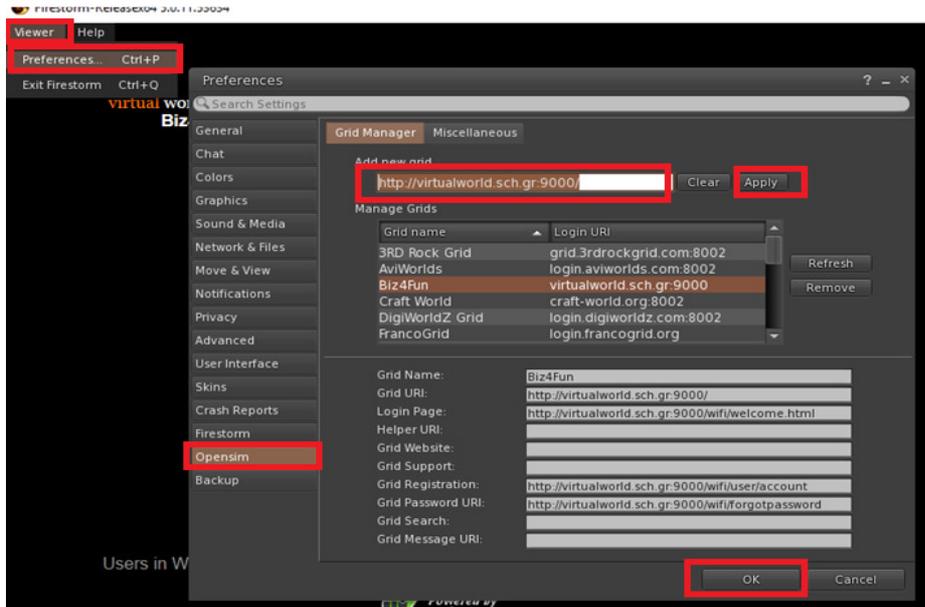
1.2. Installation of 3D Viewer software

To connect to the 3D World with the avatar you created, you need 3D Viewer Software such as Firestorm or Kokua. We recommend using Firestorm. You can download the version for OpenSim here: <https://www.firestormviewer.org/os-operating-system/>
Select your Operating System and download the suitable version.



6. 3D Viewer Software Download

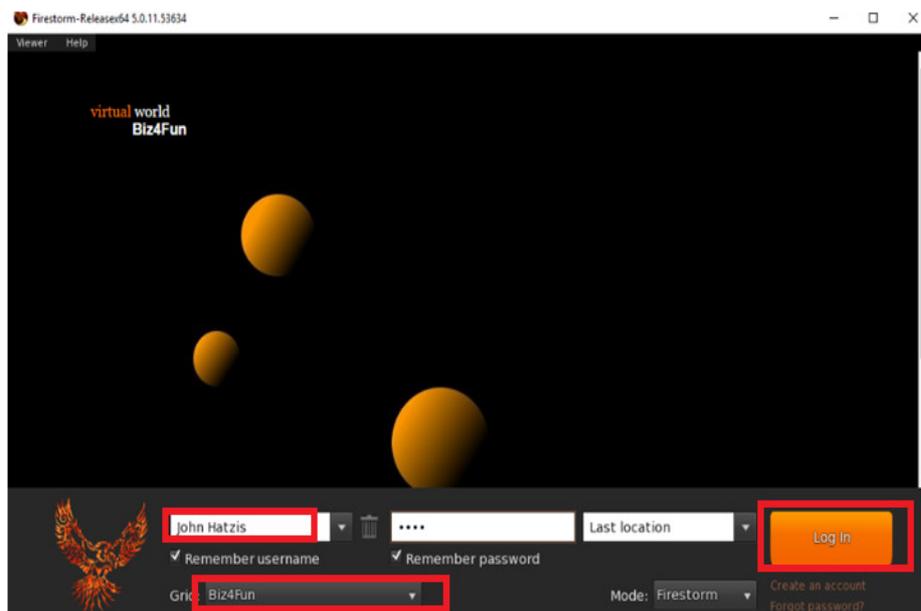
Execute the downloaded file and follow the instructions to complete the installation.



7. 3D Viewer Software Installation

1.3. Connect to the 3D World

Use your username "First name Last name" and password and select "Biz4Fun" grid from the drop down menu. Click 'Log In' to enter.



8. Biz4Fun VWSG Login

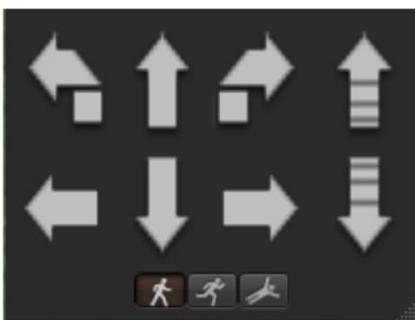
After connection is made you will be inside the virtual world with your avatar.



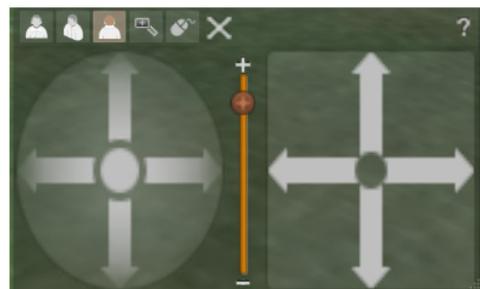
8. Avatar

1.4. Movement and camera control

One way to move the avatar and control the camera is using two small windows offered by the ED Viewer, that contain all the necessary buttons.



9. Graphical Move Control



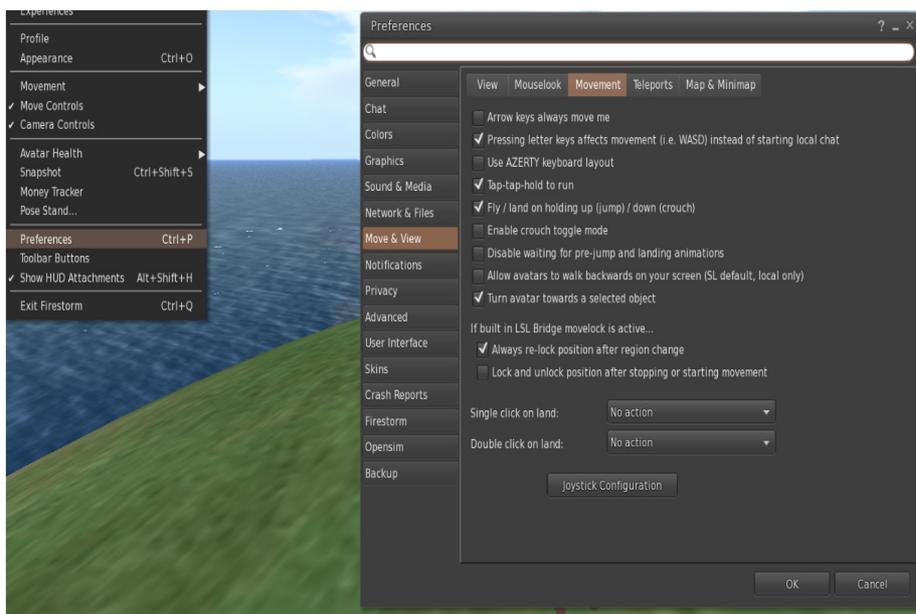
10. Graphical Camera Control

If these windows do not appear, you can enable them from the top menu:

- **Avatar > Move Control**
- **Avatar > Camera Control**

This is not an easy way, so we suggest to use the keyboard controls. For movement you can use the arrow keys or the WASD keys. For WASD to work correctly, you have to enable it from the Preferences

Options:



10. Preference Options

You can use F to Begin Fly mode:

- You can use E to go Higher
- You can use C to go Lower

MOVEMENT CONTROLS

Key	Function
A or Left	Turn left
Shift-A or Shift-Left	Move left
C or PgDown	Crouch / Fly down
D or Right	Turn right
Shift-D or Shift-Right	Move right
E or PgUp	Jump/Fly up
F or Home	Fly on/off
S or Down	Walk backward
W or Up	Walk forward
Space	While moving, press Space for slow motion (WASD must be enabled)

11. Useful keyboard moving controls

CAMERA CONTROLS

Key	Function
Alt-up/down arrow	Zoom camera
Alt-left/right arrow	Rotate camera left/right
Alt-Ctrl-up/down arrow	Rotate camera up/down
Alt-Ctrl-Shift-arrows	Pan camera

12. Useful camera controls

1.5. Navigation

There are two kind of maps you can use for navigation:

World > Minimap

- It shows a small map where you can Identify your location and it updates according to Avatar movement
- It acts as a compass
- You can use this map to **teleport** to another point by Double Clicking required location

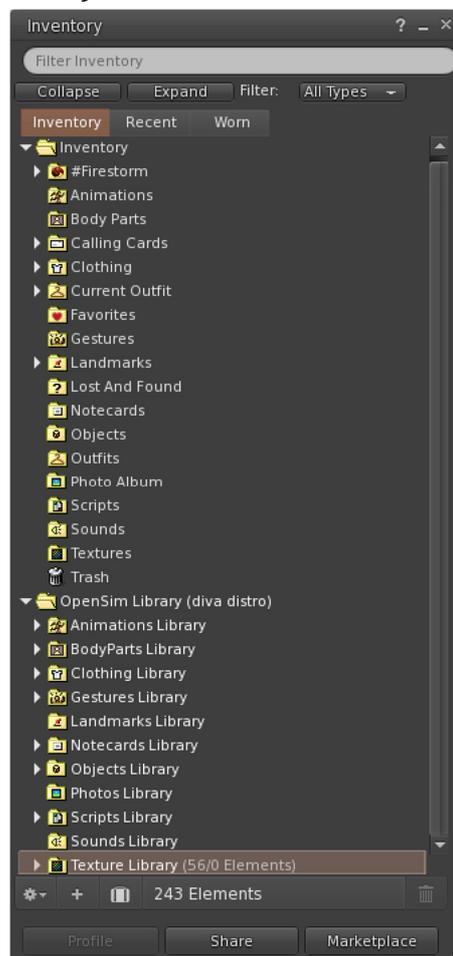
World > World Map

- Larger overview of the region with filtering feature
- You can zoom in/out to find more regions nearby

1.6. Inventory

Each avatar has an inventory of files organized by file type:

- **Avatar > Inventory (Ctrl + I)**



13. Inventory

You can create files for your avatar's appearance (BodyParts and Clothing folders), you can find or create text files with notes (Notecards folder) or find Objects that you have received from the activities (Objects folder).

1.7. Adjusting your appearance

For customizing your body 4 types of objects need to be created/edited:

- Eyes - double click on it for replacing current
- Skin - double click on it for replacing current
- Shape - double click on it for replacing current
- Hair - double click on it for replacing current



13.Customization

You can further customize outfit by **right click on your avatar > appearance > edit outfit**

You can create custom clothes, by creating clothe files in your Inventory and double clicking them.

Inventory > Clothing > (right click) new clothes > choose type of outfit.



Then right click and select edit to adjust the appearance of each clothe as you desire.



1.8. Communication

You Can add avatars as friends to easily find them and be able to teleport to them. You can: send both private messages and offline messages.

There is also a chat menu where you can see text messages from other avatars or objects near you. You can configure and use Gestures to be used with chat - as show below .

You can activate gestures by **Avatar > Inventory > Gestures Library > play (to activate for using in chat)**.

1.9. NPC characters

Many scenarios include characters controlled by scripts that you can interact with.

These characters usually approach you when you get near and you will see some dialogue options that you can use. NPC characters may provide instructions or hits, guide you to other areas, test your knowledge or give you objects such as rewards.



14. NPC

1.10. Presentation panels

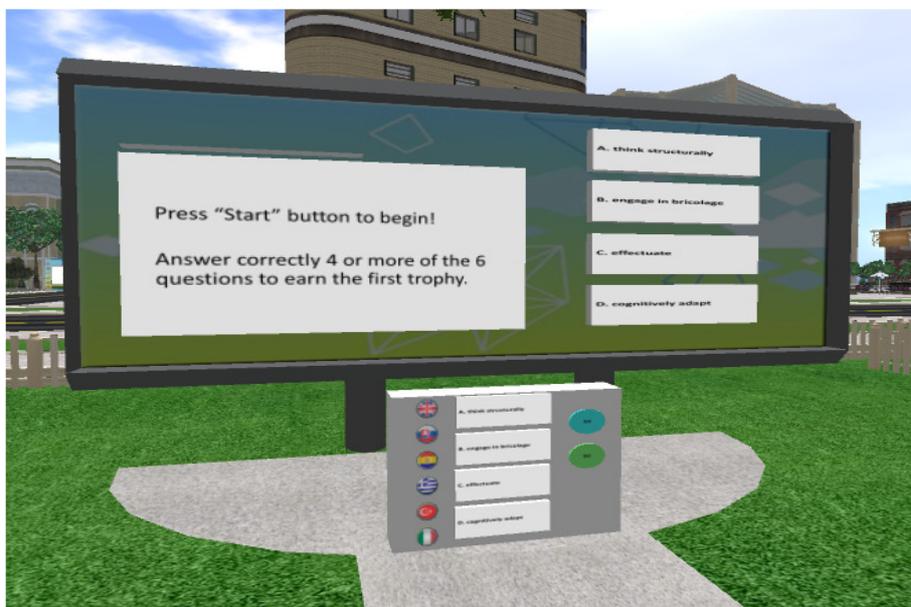
Presentation panels are used in most scenarios to display the theory of the topic. You can interact with the buttons to navigate through the slides or change language:



15. Biz4Fun Presentation Panels

1.11. Activities

Each activity inside the World may have different ways to interact with. The instructions are specific to each Activity and you should find them next to the activity itself.



16. Biz4Fun Activities