



i AM THE
FUTURE



Creators Zone PLAYBOOK

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01

INTRODUCTION

Purpose of this Playbook

This playbook will provide the Forever Young Foundation and 8 to 80 Zone leaders with Meta's recommendations and best practices on how to optimally run the new 8 to 80 Creators Zones Together with Meta. The Forever Young Foundation will be responsible for owning and operating the Creators Zones so this Playbook will serve as Meta's guidance as it relates to using the Meta devices with this audience. This comprehensive resource outlines operational guidelines on Meta hardware, guest safety considerations, device training, content management, guest experience and more.

ABOUT 8 TO 80 ZONES TOGETHER WITH META

Founded in 1993 by NFL Hall of Famer Steve Young, Forever Young Foundation is a nonprofit 501(c)(3) organization focused on passing on hope and resources for the development, strength, and education of children. The Foundation serves children facing significant physical, emotional, and financial challenges by providing them with academic, athletic, and therapeutic opportunities currently unavailable to them.

The Forever Young Foundation (FYF) founded 8 to 80 Zones, a collaboration between Steve Young (#8) and Jerry Rice (#80), which provide youth living in underserved communities the skills to pursue careers in technology, esports, gaming, and media. The Creators Zones not only allow for artistic expression but also afford students the opportunity to gain training on industry-standard equipment and software in the areas of television, radio, voice recording, graphic design, and game development.

Meta has partnered with Forever Young Foundation to expand and level up the existing 8 to 80 Zones by providing access to Meta resources and technology.

OUR MISSION

Together, we are committed to addressing the challenges of representation in the tech, gaming, and AR/VR industries. By providing access to the newest Meta hardware technology in partnership with the existing infrastructure from 8 to 80 Zones, we will put the newest tech within reach so underserved communities can begin to leverage it to its fullest potential within the metaverse. Through these resources, we hope to create cultural & social change at the heart of where it matters - at the community level.

FYF LOCATIONS

JOHNSON STEM ACTIVITY CENTER

275 DECATUR ST SE
ATLANTA, GA 30312
PHONE: (404) 584 - 2475
www.johnsonstem.org

Johnson STEM Activity Center, Inc. has been serving Atlanta's children for over a decade. As a 501(c)3 non-profit organization, their mission is to empower students from diverse and underserved communities through exposure to Science, Technology, Engineering, and Mathematics (STEM).

YWCA SOUTH FLORIDA

351 NW 5TH STREET
MIAMI, FL 33128
PHONE: (305) 377 - 9922
www.ywcasouthflorida.org

One of the oldest and largest women's organizations in the nation, serving over 2 million women, girls, and their families. YWCA combines programming and advocacy to generate improvements in health and safety, racial justice, and empowerment and economic advancement.

02

GUEST SAFETY

Safety Introduction

Safety is our top priority, especially when working with youth 13+. All Quest 2 usage must remain within the bounds of the Playspace Carpets and all onlookers should remain clearly outside of the Playspace Carpets. Students should be monitored to ensure appropriate distance apart to avoid physical injury. We aim for a positive, safe and age-appropriate experience from start to finish.

IMPORTANT GENERAL SAFETY RULES

1. All participants interacting with the Meta technology must be age 13+ and have a signed permission form/waiver from a parent or guardian.
 - Form will confirm the participant has consulted with a doctor if the participant has any preexisting medical conditions (TBD if specifically listed on form: seizures, medical devices, pregnancy, pre-existing binocular vision abnormalities, psychiatric disorders, recent medical procedure, heart condition, or other serious medical conditions).
 - Form will confirm that the participant is age 13+.
2. Creators Zones must be attended by a trained staff member at all times.
3. All content must be managed by the staff. Guests are not allowed to download content on the devices without permission.
4. No headsets should be in use that aren't cast to a larger screen within the Creators Zone.
5. Staff must ensure participants take regular breaks, and stop use if they are experiencing any discomfort.
 - 30 minutes maximum use
 - First time participants should only use headsets for a few minutes at a time and should review comfort settings with staff. They should only participate in stationary games if they get motion sick.
 - After accustomed to use, breaks are recommended every 30 minutes, or anytime a participant feels discomfort.
 - Users should take a break for at least 15 minutes after a 30-minute session, and can only play for a maximum of 1.5 hours per day with 15-minute breaks every 30 minutes.
 - It is recommended to take more frequent breaks for new users or if using new content.
6. At least 10 feet of space must surround each active Quest 2 user.
7. Devices must be sanitized after each use.

HEADSET SAFETY

Guests should immediately discontinue headset use if any of the following symptoms are experienced:

- Seizures
- Loss of awareness
- Eye strain
- Eye or muscle twitching
- Involuntary movements
- Altered, blurred, or double vision or other visual abnormalities
- Dizziness
- Disorientation
- Impaired balance
- Excessive sweating
- Increased salivation
- Nausea
- Lightheadedness
- Discomfort or pain in the head or eyes
- Drowsiness
- Fatigue
- Any symptoms similar to motion sickness
- Impaired hand-eye coordination

Staffing & Monitoring Guests

MINIMUM STAFFING REQUIREMENTS

All staff must be trained on the Quest 2 and any other Meta systems currently used in the lab, including all safety instructions and warnings located [here](#).

Staff must not leave Creators Zones or devices unattended while devices are in use. At least one trained staff member should be present when Creators Zones are open, but we recommend two staff members onsite for maximum efficiency.

- The first staff member would be responsible for checking in guests at the front desk, verifying age & consent forms and managing devices.
- The second staff member would monitor the usage and content on the devices through casting, and make sure that students are a safe distance apart while using hardware appropriately.
- In the event only one staff member is available onsite, they must ensure all above tasks are handled.

PARENT / GUARDIAN OVERSIGHT

Students do not need to be accompanied by their own parent/guardian every time they would like to utilize the space.

However, we must have a signed consent form from the parent or guardian in order for the student to participate, as well as at least one trained staff member onsite while students are present.

Onsite supervisors should halt activity when unsafe conditions are present.

Age Requirements

All participants **MUST** be age 13+ to utilize the Meta tech in any capacity. Nobody under the age of 13 should be allowed in the Creators Zones.

Forever Young Foundation will need to manage the age verification process in its entirety and is responsible for making sure that nobody under the age of 13 uses any Meta devices.

All guests appearing under 30 should be age verified.

Parents or guardians are required to complete a consent/registration form before or during a student's first visit, and confirm the age of the student with a valid form of ID. Once the student's age is verified and eligibility is confirmed to participate in AR/VR activities, they should receive a wristband to participate that day. It is recommended that wristband colors are rotated daily, so students will need a new wristband each day that they participate.

Once a student is formally age verified, we recommend saving their information in a database so they can check in and immediately receive a wristband for future visits without their parent or guardian being present. This could be supported with a scheduling app driven by FYF.

QUEST 2 DEVICE GUIDELINES REGARDING AGE REQUIREMENT / CHILDREN

Meta Quest 2 — including the headset, controllers, operating system, apps, authorized charging dock, cables, adapter, and accessories— is not a toy and should not be used by children under the age of 13.

- Younger children have greater risks of injury/adverse effects than older users.
- Meta Quest 2 is not designed for children under age 13.
 - Improper sizing for younger children can lead to discomfort or adverse health effects.
 - Younger children are in a critical period of visual development that may be negatively impacted by VR system use.
 - Younger children may be more susceptible to hearing damage associated with use of VR Systems at loud volumes.
 - Some apps are appropriate only for older teens or adults.

PROPER USE BY CHILDREN AGE 13+ UNDER ADULT SUPERVISION

Prolonged use by children age 13+ should be avoided, as this could negatively impact hand-eye coordination, balance, and multi-tasking ability, or create other risks of injury/negative effects.

- Limit the overall time children age 13+ spend using a VR system.
- Ensure children age 13+ take breaks during use.

Adults should supervise children age 13+ during and after their use of a VR system to:

- Ensure that children follow safety guidelines, including the “Before Using Your VR System” and the “Use Only in a Safe Environment” sections in the Health & Safety Warnings found at [LINK];
- Monitor for any of the symptoms described in these warnings (including those listed in this section or the “Discomfort and Repetitive Stress Injury” sections of the Health & Safety Warnings found [here](#)).
- Ensure that children use appropriate apps by considering both content and comfort ratings.
- Use parental controls where available.

Consent Forms

Parents or Guardians are required to complete a consent/registration form before or during a student's first visit. These forms are to be scanned and saved to a local drive for quick reference, with hard copies archived onsite.

The first time a student participates in the Creators Zone, their parent/guardian must be physically present onsite to hand over the consent form.

The form will confirm the participant has consulted with a doctor if the participant has any preexisting medical conditions (TBD if specifically listed on form: seizures, medical devices, pregnancy, pre-existing binocular vision abnormalities, psychiatric disorders, recent medical procedure, heart condition, or other serious medical condition).

Form will confirm that the participant is age 13+

DRAFT LANGUAGE TO INCLUDE IN PERMISSION SLIP:

FYF will ensure all students that use the Creators Zone are 13+, have parental/guardian permission specifically to use virtual reality devices and releases for content capture.

CREATORS ZONE RULES OF ENGAGEMENT:

Play it Safe

Be mindful of your surroundings. Help keep play areas clear and tidy. Maintain a safe distance from players.

Play with Kindness

Create a space where everyone feels included. Celebrate differences between people.

Play with Respect

Share the space and equipment with others. Tell an adult if you witness bullying in real life or VR.

Play Free

Here you can be your authentic self. Bring your curiosity, have fun, and create new worlds for yourself and others.

Creators Zone Rules of Engagement

CREATORS ZONE VALUES:



Content Management

FYF will be responsible for managing all content on devices.

No headsets should be in use that aren't cast to a larger screen within the Creators Zones. To ensure proper usage of devices, a facilitator must also be on-site during all operational hours to monitor a tablet showing all screens.

All devices are password protected by FYF staff so students can't download additional content without permission. Staff are to routinely confirm no other content has been downloaded.

APP SELECTION

Staff must read and follow (and ensure participants read and follow) all instructions and warnings that may be provided with specific apps.

Content age recommendations. Virtual reality is immersive and some apps can be intense, frightening, violent, or anxiety-provoking. Staff must ensure only pre-approved apps are downloaded to the VR devices, which have been selected due to content age ratings and recommendations.

Comfort-related information. The Meta Quest store also provides comfort-related information (including comfort ratings) for some apps related to camera motion, player motion, and the potential for disorienting content and effects. Staff should review this information and explain comfort-related information before allowing participants to select or use apps. (For more details on how comfort-related information can help provide an enjoyable experience, go to store.meta.com/help/quest/comfort.)

If a participant is new to virtual reality or has a history of discomfort or motion sickness, the participant should start with apps that do not involve excessive motion in the virtual environment before trying more intense experiences.

Conduct in VR

We want Meta Quest to be a fun, creative and safe experience for everyone. Ensure your conduct, which includes content you create or share, is respectful and appropriate for diverse audiences.

Don't do or promote anything that is designed to deceive other users, Meta, developers, or that otherwise abuse our products or services, such as:

- Pretending to be another person or entity, stealing someone's identity, or creating or using fake accounts (If role-playing or parodying, make sure it's clear to others)
- Engaging in fraud, scams, or other deceptive activities
- Gathering or sharing sensitive personal information, doxing others, compromising user accounts, sharing account login information, engaging in unauthorized access, or sharing malware
- Creating or using a Meta account if you're under the age of 13

Don't do or promote anything that's illegal, abusive, or could lead to physical harm, such as:

- Sexualizing, exploiting, or abusing minors
- Bullying, harassing, stalking, or hateful behavior
- Advocating, engaging in or promoting violence, human exploitation, human trafficking, or human smuggling. Supporting or representing groups or individuals involved in terrorism, hate-based organizations, or criminal groups
- Promoting or coordinating acts of physical harm, such as sexual or physical assault, or suicide or self-harm
- Any form of non-consensual intimate activity, including sharing intimate images of others without consent
- Violating intellectual property rights, such as improperly using copyrighted or trademarked materials
- Unlawfully selling, exchanging, or promoting, regulated goods

Public spaces like open lobbies, multiplayer games, and public events create special opportunities for broad audiences. Please be especially mindful of your behavior and content in public experiences and Creators Zones, as not all speech and behavior that might be acceptable in a closed experience is acceptable in a public experience. Also, do not take advantage of the unique characteristics of public experiences by sharing content that others do not wish to see. Developers (including Meta) may take action on users or experiences if these behaviors take place in public experiences, given their unique characteristics. Do not:

- Spam others (repeatedly offer commercial services, goods, or requests) or promote regulated goods or services
- Engage in or share sexually explicit or excessively violent behavior or content

Developers, as well as creators and admins within apps, may also establish their own rules – above and beyond this Code of Conduct – so please be sure to read their rules as well. You also must comply with applicable laws, including local laws.

We'll continue to update this guidance to help everyone better understand their responsibilities as we continue to create new experiences and innovate in virtual experiences.

User Safety Tools

You also have the following tools to help improve your experience and keep yourself safe:

- **Muting** - You can mute yourself if you don't want to be heard by other users.
- **Reporting** - You can report abusive content or behavior from inside any VR app or game.
- **Blocking** - If you don't wish to see someone, you can block that person. Once you block someone, they won't be able to:
 - Follow you
 - Invite you to a game or party
 - Send you a message
 - Search for you

03

CREATORS ZONE OPERATIONS

ATLANTA

HOURS OF OPERATION

Currently accessible 24/7 with an adult supervisor

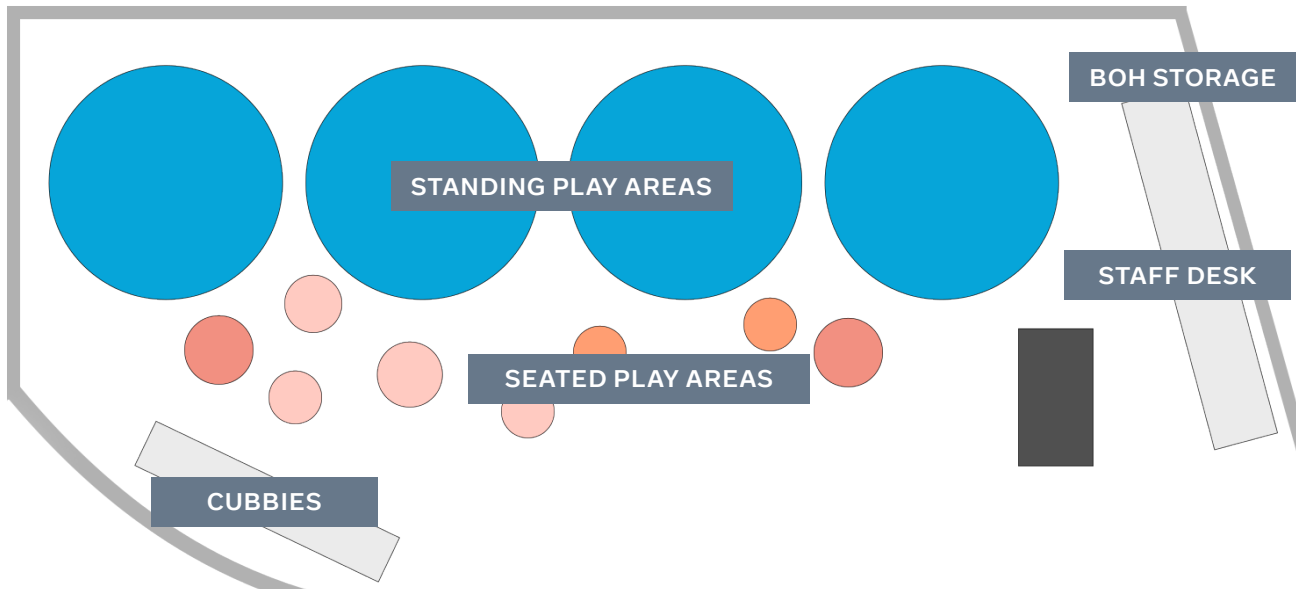
MAXIMUM CAPACITY

Max capacity of 22 is allowed inside of the Creators Zone.

DEVICE & TECH INSTALLED

4x Quest play stations (outlined by large blue circles in the floor plan below)

FLOOR PLAN / LAYOUT





MIAMI

HOURS OF OPERATION

Monday - Friday: 9:00am - 6:00pm

*with special weekend hours for events

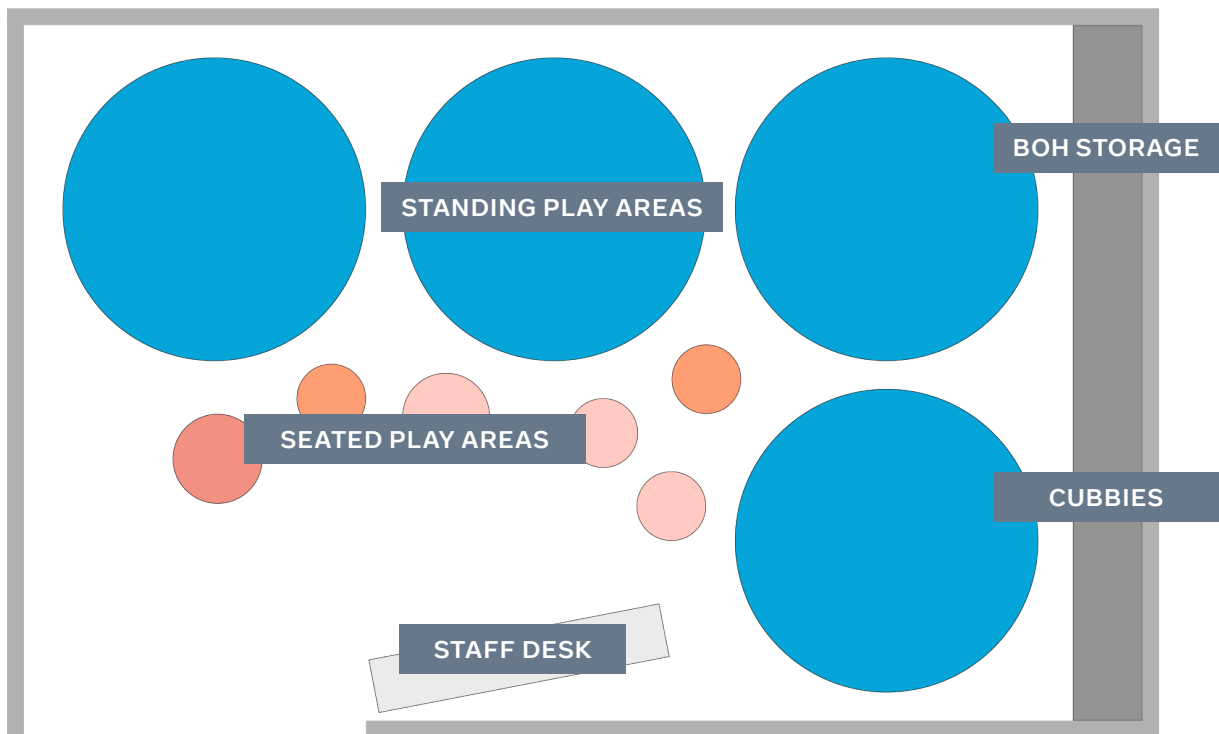
MAXIMUM CAPACITY

Max capacity of 20 is allowed inside of the Creators Zone.

DEVICE & TECH INSTALLED

4x Quest play stations (outlined by large blue circles in the floor plan below)

FLOOR PLAN / LAYOUT



Staffing Attire

Staff should be in smart casual attire with closed toed shoes, un-branded shirts and pants without holes in them.

Opening Procedures

Opening staff should review the opening checklist to confirm all tasks were completed the night before.

OPENING CHECKLIST

1. Make sure all Quest 2 devices are accounted for along with their two paired controllers. We recommend labeling headsets along with their specific controller pairings.
 2. Ensure all devices are cleaned and sanitized.
 3. Check that all devices are fully charged and operational.
 4. Confirm the room and windows were cleaned the night before.
-

Closing Procedures

Closing staff to set up the room for the following morning.

CLOSING CHECKLIST

1. Make sure all Quest 2 devices are accounted for along with their two paired controllers.
 2. Clean and sanitize all devices.
 3. Plug in all devices and test for functionality.
 4. Make sure devices are fully up-to-date.
-

Creators Zone Maintenance

Local FYF staff is responsible for the maintenance of their Creators Zone including the sanitation and upkeep of all equipment.

Security

All Creators Zones should be monitored by security cameras, and feature locks on each point of entry. Staff will be registered for code entry to the Creators Zones.

Rooms and equipment must be locked up anytime a site lead is not present.

Onsite building security should be contacted with any safety concerns.

Scenario Gameplans / Playbook

Q. What policies are in place for inappropriate behavior?

A. All students in the Creators Zones are required to be supervised by staff members while on the premises. Guardians agree that their student will abide by the codes of conduct for the Creators Zones. Breaching the code of conduct will be reviewed on a case-by-case basis.

Q. How do we deal with overcrowding?

A. Schedules maintain strict number protocols and overflow space will be utilized when needed. Onsite supervisors should halt activity when unsafe conditions are present.

Q. What happens when a user breaks a device?

A. Replace the device with one of the extras that are onsite, and store the damaged device in the back. Onsite staff and 8 to 80 Zone leaders should be alerted immediately. Consider whether the participant may continue to use devices in the future depending on adherence to the Code of Conduct.

Staff Onboarding & Training

Staff members attending Creators Zones should be 18 or older.

Meta will provide onsite training at each location before the official launch of the space. After that, training will be provided on an as-needed basis in person or remotely.

After training, all staff should feel comfortable with:

1. Turning a device on/off
2. Logging into the Accounts
3. Monitoring content and deleting any non-approved content from devices
4. Turning on casting of devices
5. Being familiar with all of the apps offered to the students
6. Basic troubleshooting
7. Device cleaning after each use
8. Age verifying all participants and confirming consent forms are signed
9. The Guardian system and maintaining sufficient space between participants at all times
10. Timing each participant for breaks

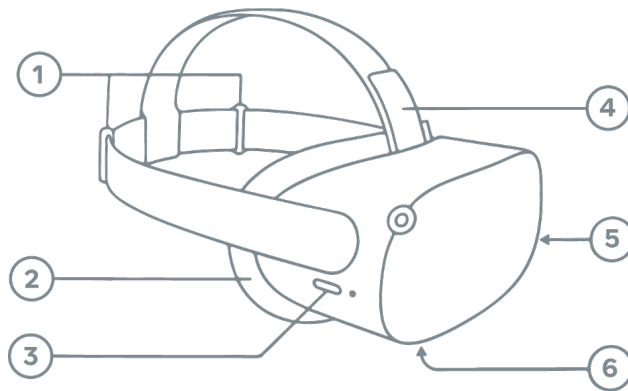
Programming

We welcome formal events and tournaments within the Creators Zones. Meta must sign off on any programs that involve more than 20 participants, political figures or VIPs in attendance. Each facility is responsible for the planning and sharing of events for their Creators Zone.

04

META QUEST DEVICES

About the Meta Quest 2



1. Back adjustment
2. Facial interface
3. Power button
4. Top adjustment
5. Audio jack
6. Volume control

Setting up your headset

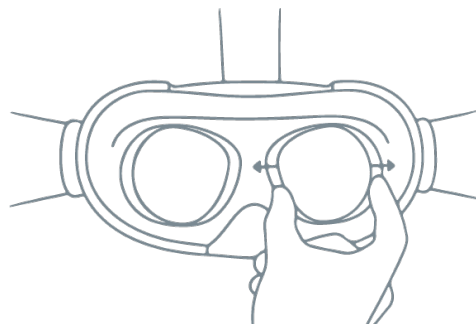
To start using your Meta Quest 2, the easiest way is to turn it on, and follow the instructions in VR. However, if you encounter any issue with the setup, here is a step by step guide on how to achieve it.

Charging your headset

To start, plug the charging cord into your Meta Quest 2 Headset (USB-C) and a power source to begin charging. The charging indicator turns green once it's fully charged. If you haven't already charged your Quest 2, we recommend keeping your headset connected to power while it runs the initial updates.

ADJUSTING YOUR HEADSET FIT AND VIEW

1. To start, gently adjust the lenses by shifting them left and then right until they click into the position that allows you to see what's on the screen most clearly.



2. Next, adjust the side straps. To do this, move the two sliders on either side of the top strap.
3. If you're wearing glasses, make sure to insert the glasses spacer. When you're ready to put the headset on, put it on from front to back.
4. Place the headset on your head and check for a good fit. Remove it to make additional adjustments to the side straps if needed.



5. Once you've got the side straps set, put your headset back on and adjust the top strap. You can adjust the top strap by pulling apart the velcro and re-attaching it so that your Quest 2 rests lightly on your face and the picture is clear.
6. You can fine tune your headset fit and clarity by gently moving the firm arms on either side of your Quest 2 up and down to adjust the angle of the headset against your face.

TURNING ON YOUR HEADSET

Once your headset is adjusted, turn it on by pressing the lateral button.



Remove the black plastic strap from the controllers to allow them to be turned on, then press a button to turn them on.



Follow the instructions in-VR, then set the Quest 2 aside for a minute to download and install the Quest mobile app to complete the setup process.

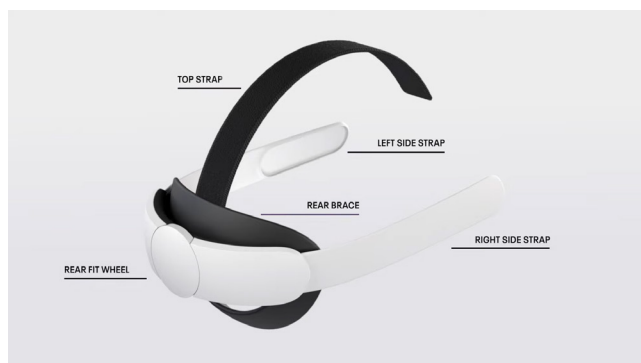


Headset Adjustment

To reduce the risk of discomfort, the headset should be balanced and centered, and the distance between the lenses (the intra-axial distance, or IAD) should be appropriately set for each user. Adjust the rear and top straps to ensure comfortable placement of the headset. Adjust the IAD for each user by moving the eyecups directly to whichever of positions 1, 2, or 3 provides the clearest image. When properly adjusted, the headset should fit comfortably and you should see a single, clear image. Re-check the settings before resuming use after a break to avoid any unintended changes to any adjustments.

ELITE STRAPS

Up your game with enhanced comfort. This ergonomic strap increases balance and support with a quick twist of the fit wheel, so you can stay levelheaded in VR no matter what comes your way.



To attach the Elite Strap to your Quest 2 headset:



Gently pull out the facial interface foam.



Detach the soft strap from the headset arms by placing your finger on the back of the strap's plastic casing, pulling it away from the headset with a slight twist downward. Unsnap both sides.



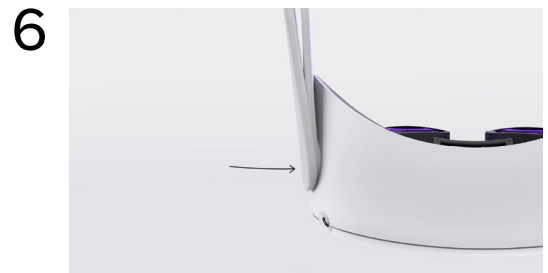
Unfasten the top strap and pull it through the bracket in the front of the headset.



Extend the elite side straps by turning the rear fit wheel to the left. This will lengthen the straps and make it easier to attach them.



Starting from the front of the headset, hook the strap sides to the arms of the headset.



Snap on by gently applying pressure down the length of the strap.



After the side straps are attached, thread the top strap through the front bracket and fasten it.



Place the headset with the strap on your head and ensure the rear brace is cradling the back of your head.



Reinsert the facial interface foam and snap it into place.



Tighten the overhead strap so it's supporting the weight of the device.

It's important to adjust the elite strap for every new user that wears it. A proper fit will help ensure the headset is resting comfortably on your face and the picture is clear. For best fit, follow these steps:



Twist the rear fit wheel to loosen or tighten the side straps until the headset fits snugly and comfortably.

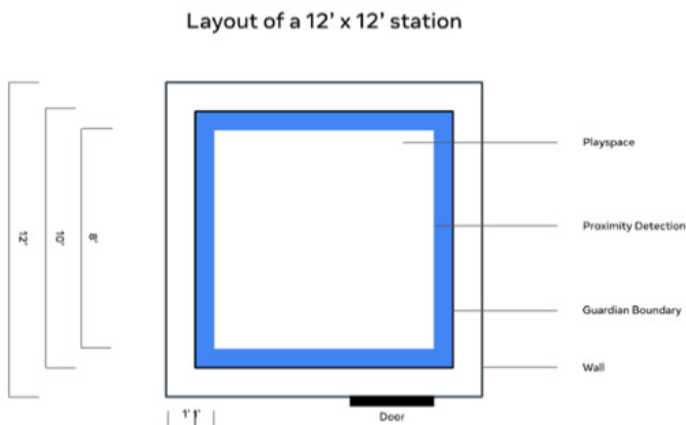
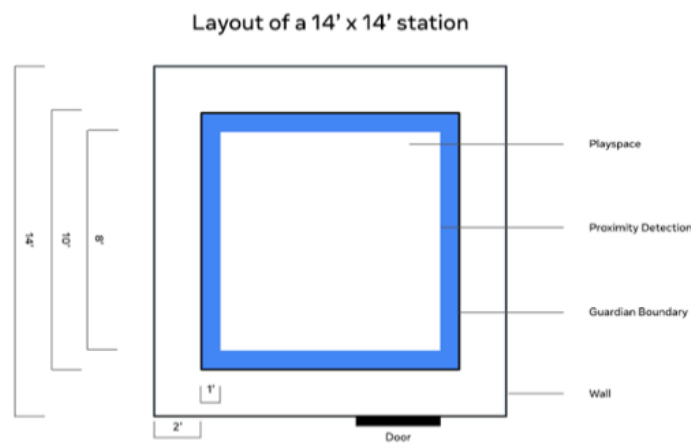
Technical Considerations

QUEST 2 PLAYSPACE GUIDANCE

In order to ensure a safe experience for all users, we recommend the following play space size. In the Meta Creators Zones, these are delineated by the rugs intended for (1) user at a time.

- 14' x 14' for roomscale experiences (ability to move freely within the space)
- 10' x 10' for standing experiences (ability to move arms freely)
- 6.5' x 6.5' for seated experiences (restricted)
- In addition, there should be a 12 inch buffer on all sides between the Guardian boundary and any solid object (wall, shelves, furniture etc.) to prevent injury and damage to the demo devices or surrounding objects.
- Avoid playing in sunlight as it may affect the game sensors and will permanently damage the internal screen

Playspace Footprint Examples



Quest 2 Tracking Considerations

- **Outstanding Features:** Quest 2's tracking works better when there are more visual details for the sensors to use as anchor/tracking points. If the space is featureless and lacks color, the headsets tracking performance may suffer RF Interference.
- **RF Interference:** Quest 2 uses RF signals to track the controllers (2.4GHz ISM band.). Environments saturated in RF waves may interfere with the Quest's ability to accurately connect to the controllers.
- **Infrared/LED Interference:** Quest 2 controllers also use infrared LEDs that the headset's sensors pick up in order to further facilitate accurate tracking. Environments saturated in infrared light have potential to confuse Quest's tracking.
- **Sunlight Damage:** Direct sunlight to the lenses will irreparably damage Quest 2's screen. Because of this, experience MUST be kept indoors.

System Alerts

For your protection, you should take immediate action when prompted by system alerts. The headset may provide you with the following alerts:

Overheating Alert. An audio and visual alert in the event the headset is overheating. If the alert appears/sounds, immediately remove the headset and let it cool down before continuing use.

Sound Volume Alert. A visual alert in the event of high volume levels. If the alert appears, lower the sound volume to reduce risk of hearing loss.

Outside of Play Space Alert. A visual alert if you are outside of your play space. If the alert appears, remove the headset or go back to the play space to continue the experience.

Tracking Error System Alerts. A visual alert if the headset's tracking system is not operating properly. Note if the headset is experiencing tracking issues, then the Guardian system may not be functioning properly or may be disabled. If this alert appears, remove the headset and move to a safe space. Afterwards, follow the instructions provided on-screen to address the issue.

Setting Up a New Device

FYF will be responsible for setting up new user accounts for each device that they will then be managing. FYF will also be in charge of app downloads from the Quest Store.

None of the devices that are operating in the Creators Zones should be connected to personal student accounts under any circumstance.

INITIAL SETUP INSTRUCTIONS

1. **Unbox:** After removing the Quest 2 and its accessories from the box, you'll need to charge the headset. Plug the charging cord into a power source and into the USB-C port on the left side of the headset. The charging indicator will change from orange to green when the battery is fully charged.
2. **Turn It On:** Power up your Quest 2 with the button on the right side (next to the charging indicator). Then hold the headset on both sides, slowly sliding it up and down your face until the image is clear.
3. **Get the Quest App:** Using a supported phone (iOS 10+ or Android 5.0+), download the app and follow the onscreen instructions.
4. **Connect the Device to Wifi:** Using Quest 2 requires Wi-Fi. Fortunately, setting that up is easy. Press the Quest button on your right Touch controller, which brings up the universal menu. Then, point at the clock on the left side of the menu, which pulls up the Quick Settings panel. Next choose Wi-Fi, toggle it on, and pick the network you want to connect to. Then enter the password using the pop-up keyboard. Last, select Connect.

Meta Quest Casting

Each device will be casting in two places. Once on the TV in front of each playstation so other guests can watch gameplay and once on an iPad or similar device that one of the staff is continuously monitoring.

There are two ways to begin casting:

HEADSET

From the home menu:

1. Click sharing.
2. Select casting.
3. Choose where you want to send your footage.

APP

1. Click the casting button in the top right corner.
2. Choose your destination.
3. You will receive a confirmation message in your headset.

Available Content

The following apps will be available on the demo devices. FYF will be responsible for purchasing and downloading any content they would like to include on the devices. Content should be age-appropriate.

A passcode will be required to download for the app store from the FYF managed accounts.

NFL Pro Era

NFL PRO ERA is the first fully licensed NFL virtual reality (VR) simulation game that lets players experience what it's like to compete as the QB of their favorite NFL team. Utilizing real-time NFL game data, NFL PRO ERA is one of the most authentic and immersive first-person VR football games ever to come to market. Athletes will be able to step under center and see if they have what it takes to compete at the highest level and make the big plays. Lead your team to a Super Bowl, improve your QB skills by participating in drills, or play catch virtually with your friends in your favorite NFL stadium. As a NFL QB you'll feel the excitement of what it's like to lead your team and compete under the bright lights with thousands of screaming fans. Developed by StatusPRO, Inc., a company founded by athletes with a mission to democratize the professional athlete experience, NFL PRO ERA brings fans closer to the gridiron than they've ever been before.

Beat Saber

Beat Saber is a unique VR rhythm game where your goal is to slash the beats (represented by small cubes) as they are coming at you. Every beat indicates which saber you need to use and also the direction you need to match. All the music is composed to perfectly fit the handmade levels. Our goal is to make players almost dance while cutting the cubes and avoiding obstacles. Each cut is strongly supported by great sound and visual effects to emphasize the rhythm.

Kingspray Graffiti

Create amazing street art with VR. Sharpen your skills or learn new styles with thousands of online artists from around the world. Up to 4 simultaneous players collaborating at once. Customize your in game avatar by designing your own hat, mask and spray can. Use True to life Ironlak Aerosol colors to design and develop skills and bring your concepts closer to reality. Feel immersed in 12 realistic environments including a trainyard, Alleyway, dusky city rooftop, and an abandoned subway station! This is just a fraction of the awesomeness you will find in Kingspray. Can't WAIT to see what you make!

National Geographic Explore VR

Set off as a National Geographic explorer to discover two of the most iconic locations on the planet! Head to Antarctica and set off on a thrilling expedition of discovery. Navigate around icebergs in a kayak, climb a massive ice shelf and survive a raging snowstorm as you search for a lost emperor penguin colony. Visit Machu Picchu, Peru and get immersed in amazing digital reconstructions of the ancient Inca citadel. Witness mummy worship, raise a cup of sacred chicha and encounter alpacas as you match Hiram Bingham's photographs from when he rediscovered the Inca citadel. With a mission to capture photographs for the National Geographic magazine, this interactive experience lets the entire family discover the world without ever leaving home.

Mission ISS

Take a trip into orbit and experience life on board the International Space Station! In this Emmy-nominated simulation, learn how to move and work in zero-gravity using your controllers. Dock a space capsule, take a spacewalk, and let real NASA astronauts guide you on the ISS through informative videos and images.

The Climb

Feel the exhilaration of extreme free solo climbing. Experience the adrenaline rush as you ascend to epic heights, explore caves, and find shortcuts. Race against your friends' routes to compete for the fastest times on leaderboards. Navigate and enjoy stunning landscapes from around the world, including the Alps, Southeast Asia, and the American Southwest. Features:

- Free solo climbing: Ascend to epic heights, explore caves, and find shortcuts
- Multiplayer and achievements: Race other players' ghosts, rise up leaderboards and earn over 100 achievements to unlock gear.
- Bouldering: Beat intense routes that demand perfect technique.
- Tourist mode: Climb with simplified mechanics, ideal for introducing your friends to VR.
- Outstanding environments: Enjoy three beautiful, immersive locations by day or night.

Daily Device Maintenance

MATERIALS

1. Nitrile gloves
2. Wexford cleaning wipes, or a similar formula such as Lysol
3. Zeiss/microfiber lens wipes
4. Drying microfiber cloth
5. Hand sanitizer
6. Anti fog lens wipes (if masks are used)

PROCESS

1. Clean Quest 2 facial interface after each demo, then swap it out with a previously cleaned device.
 - Keep three facial interfaces in the space to swap after every demo.
 - Let the cleaned facial interface dry for a minimum of 10 minutes.
2. Using Wexford (or Lysol) wipes, clean all contact surfaces of Quest 2 headset + controllers, and headphones (if applicable)

3. Wipe Quest 2 lenses with Zeiss or microfiber wipes
4. Use anti fog lens wipes if needed
5. Wipe any excess cleaning solution away with a drying microfiber cloth

DEVICE UPDATES

Software should be updated weekly as part of the closing protocol. Updates typically take less than 10 minutes per app.

Troubleshoot & Technical Support

All staff should be trained on the basic functionality of the technology in the space.

If casting stops:

Restart device. If that does not work, replace the device with an extra. Prioritize casting on the staff iPad in order to monitor content.

If a device shuts down and stops working:

Restart device. If that does not work, replace the device with an extra. Prioritize casting on the staff iPad in order to monitor content.

All device or onsite issues should be reported to space leaders. Any issues that are not resolved can be escalated to Meta from the Forever Young Foundation.

05

GUEST EXPERIENCE

User Journey

The Creators Zone is an environment that allows users to explore the technology at their own pace. We are looking to provide opportunities for students to immerse themselves into the entire breadth of what the technology has to offer, including inspiring educational, fitness, gaming, and artistic experiences. This is a free-flowing journey where guests can engage at any level they'd like.

TIME LIMITS FOR DEVICE USAGE

In cases where there are many people waiting to use devices, playtime should be limited to 10-15 minutes per station. If there is no waitlist, playtime should be limited to 30 minutes to adhere to safety guidelines. Onsite supervisors should halt activity when unsafe conditions are present.

Guest Comfort & Accessibility

For guests who prefer staying seated, change the Guardian to the seated position settings and adjust the floor level on devices before play begins. Ensure a minimum 6.5'x6.5' area around seated participants.

COMMON ISSUES & HOW TO ADDRESS THEM

Guest reports feeling sick:

- **In Line:** Ask guests if they have a history of motion sickness. Offer a ginger chew to those who do.
- **Before Demo:** Before they put their headset on, ask if they have a history of motion sickness. If so, ensure all comfort options are enabled.
- **During Demo:** If they cannot continue comfortably, ask them to close their eyes while you assist them in taking off the headset. Offer them a seat, water and a ginger chew.

Guest approaches the boundaries of the demo space:

- **Verbal Approach:** Mention to the guest that they are “approaching the edge of the demo space” and guide them with instructions such as, “Take two steps to your right.” Assess and guide as needed. Since the guest will likely be using headphones, project your voice so they can hear you.
- **Physical Approach:** Avoid at all costs. If the need arises, vocally convey that you will be touching their shoulder to help guide them back to the center of the space.

Guest reports they feel too tall or too short:

- Swap headsets immediately and reset Guardian before next use.

Headset goes black:

- Swap headsets immediately and turn the device off and on. If trouble persists, alert leads to troubleshoot.

Guest describes white screen (guest has accidentally pressed the Quest button):

- Verbally guide the guest on how to press the Quest button again to return to the content.

Audio issues

- Check headset cable connection points to ensure they are seated properly. If that doesn't resolve the issue, swap headsets and alert space leads to troubleshoot.

Ambiance Guidelines

- Lights should remain on when devices are being used for safety and tracking.
- Creators Zones should be kept clean and organized at all times.
 - All Meta Creators Zones have cubbies for personal belongings located under the benches. Please encourage guests to use the cubbies and keep belongings out of designated play areas.
 - Age appropriate, quiet music is welcome as long as it is not interfering with guests' device experience.

06

MEASUREMENT & FEEDBACK

Tracking Participation

Guest count should be monitored daily and tracked in a comprehensive document created by FYF and shared with Meta in monthly data reports.

Ideally, Meta would like to track:

1. How many people engage with the space
2. Average age of participants
3. Where they are coming from
4. How they first heard about the space
5. What experiences they are engaging with on the devices
6. The percentage of students who return to the Creators Zone and at what frequency

We would also like to capture some qualitative data through the walk-out survey.

Quarterly meetings should take place to discuss best practices, local mentorship opportunities, what is working, and what can be improved across all active markets with Meta Creators Zones.

Guest Exit Surveys

We recommend placing devices near the exits to offer the optional walk-out survey for participants. An alternative could be providing a QR code that launches a survey on personal devices. There are opportunities to incentivize the survey, such as automatically entering guests into a monthly raffle.

Meta would be happy to collaborate on survey questions used to measure participation. Proposed survey could include questions consisting of:

1. Date of visit
2. Age of participant
3. Checklist of which experiences they used during their time in the Creators Zone
4. How much time they spent in the Creators Zone

5. If they feel more or less confident in exploring STEM classes after they used the Creators Zone
6. Open ended space for device content requests

Staff Feedback Form

Staff can report ease of training, competition levels, what games their teams would like to engage with in the future, support recommendations and ideas for new programmatic creation.

Creators Zone

Rules of Engagement

Play it Safe

Be mindful of your surroundings. Help keep play areas clear and tidy. Maintain a safe distance from players.

Play with Kindness

Create a space where everyone feels included. Celebrate differences between people.

Play with Respect

Share the space and equipment with others. Tell an adult if you witness bullying in real life or VR.

Play Free

Here you can be your authentic self. Bring your curiosity, have fun, and create new worlds for yourself and others.