DigiCAMP

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5 DigiCAMP 3D Virtual World as a virtual learning platform and its installation

The DigiCAMP 3D World is the main output of the DigiCAMP project, hosting all learning material developed along with learning scenarios. The platform is freely available for students to use for self-learning purposes. This section will provide all the information you need to connect to the Virtual World and take part in the learning activities.
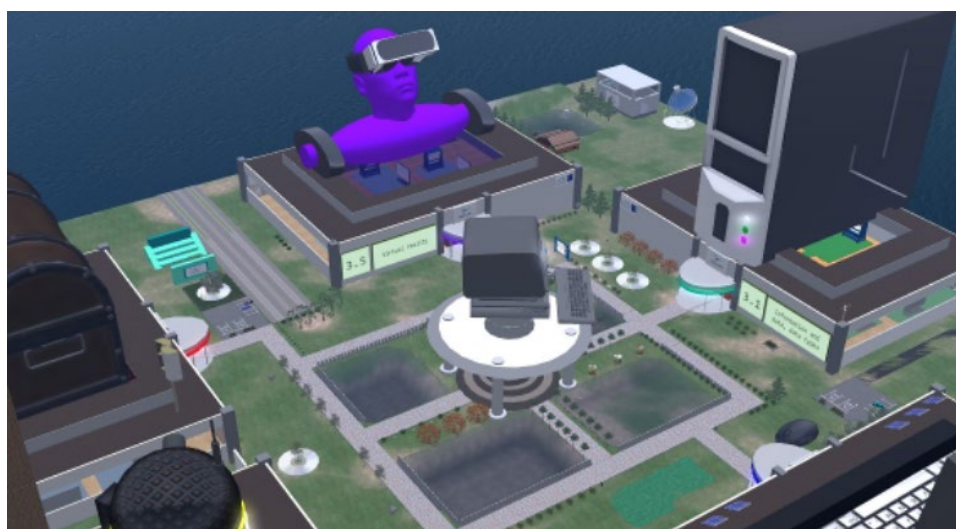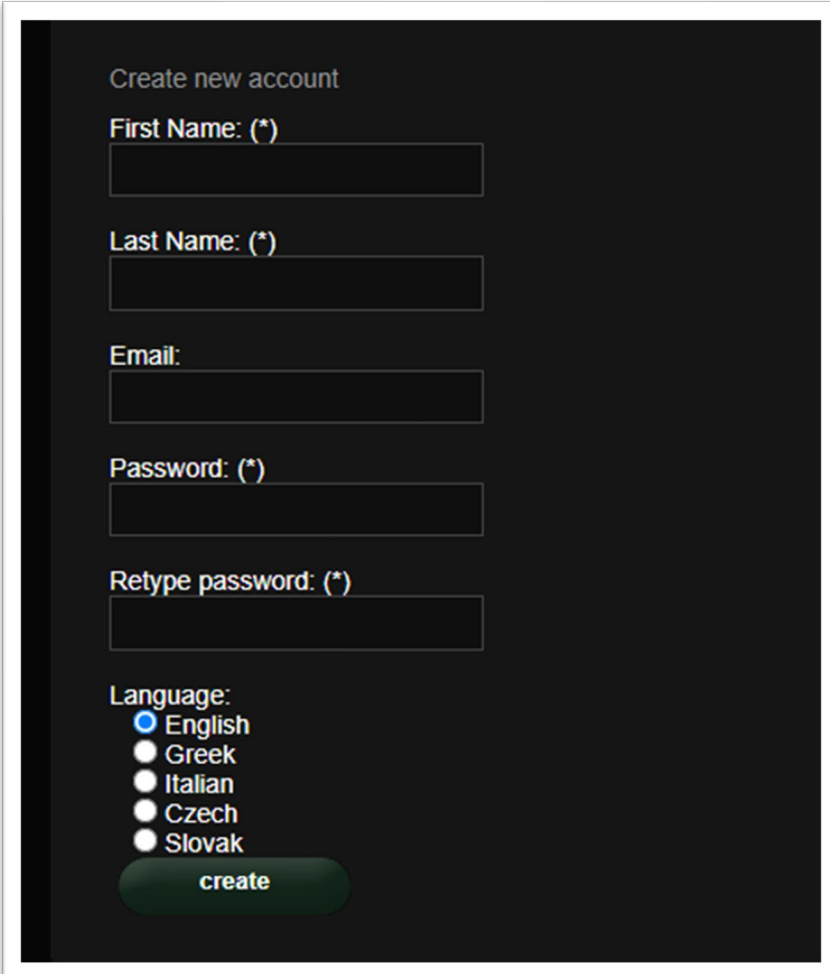

Figure 4 – The 3D world whole structure

5.1 Connection instruction

5.1.1 *Account Creation*

You can create an avatar account (Firstname, Lastname, Password) here: http://virtualworld.sch.gr:9046/wifi/user/account/ . The Email field is optional. You will need to remember your First Name, Last Name and Password to be able to connect, so make sure you write them down.

Figure 5 - *The info required for account creation*

5.1.2 *Installation and Initial Configuration*

To connect to the 3D World with that avatar 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/ Scroll down to the "**Choose your Operating System**" section, select your Operating System from the available icons and download the suitable version.
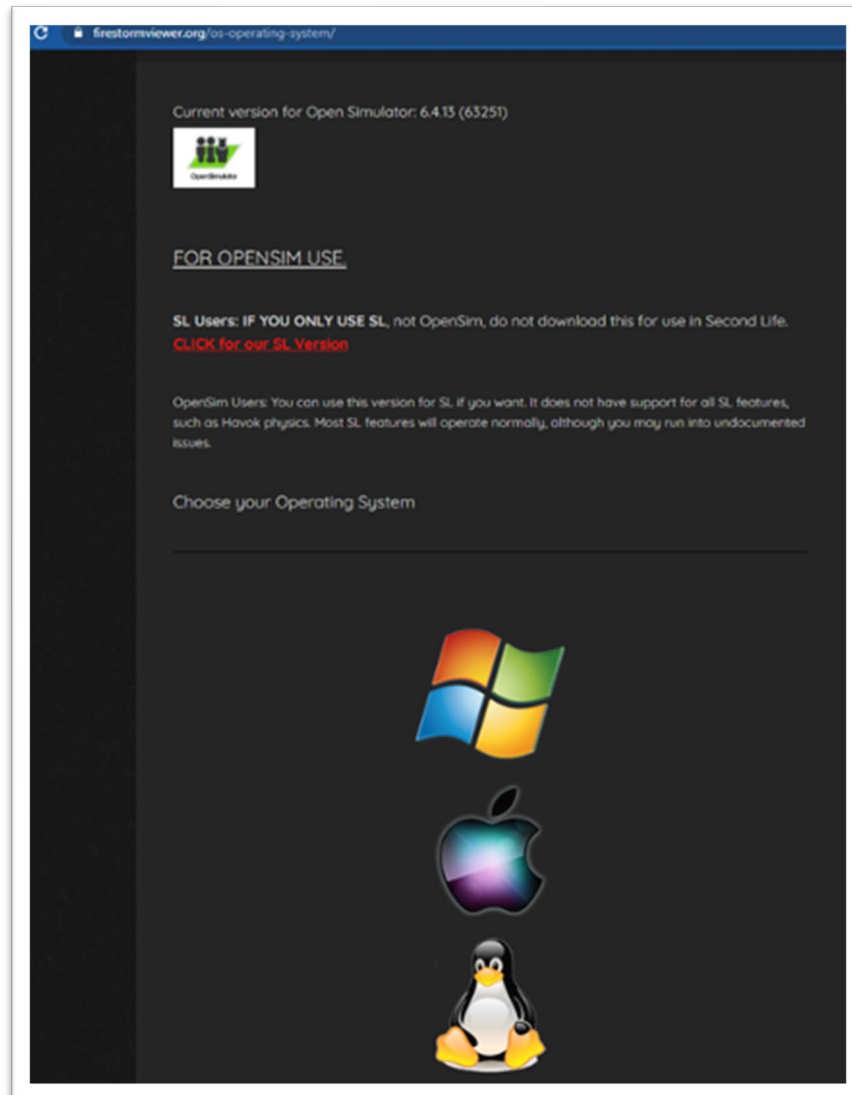
Figure 6 - Some instructions for using OpenSim

Once you have downloaded, installed, and opened Firestorm, you need to add the DigiCAMP D World in the list of available destinations (you only do this before connecting for the first time):

1. Viewer -> Preferences -> OpenSim
2. Add new grid: http://virtualworld.sch.gr:9046/
3. then click 'Apply' and 'OK.

The grid should be now added to the **Manage Grids Table**.

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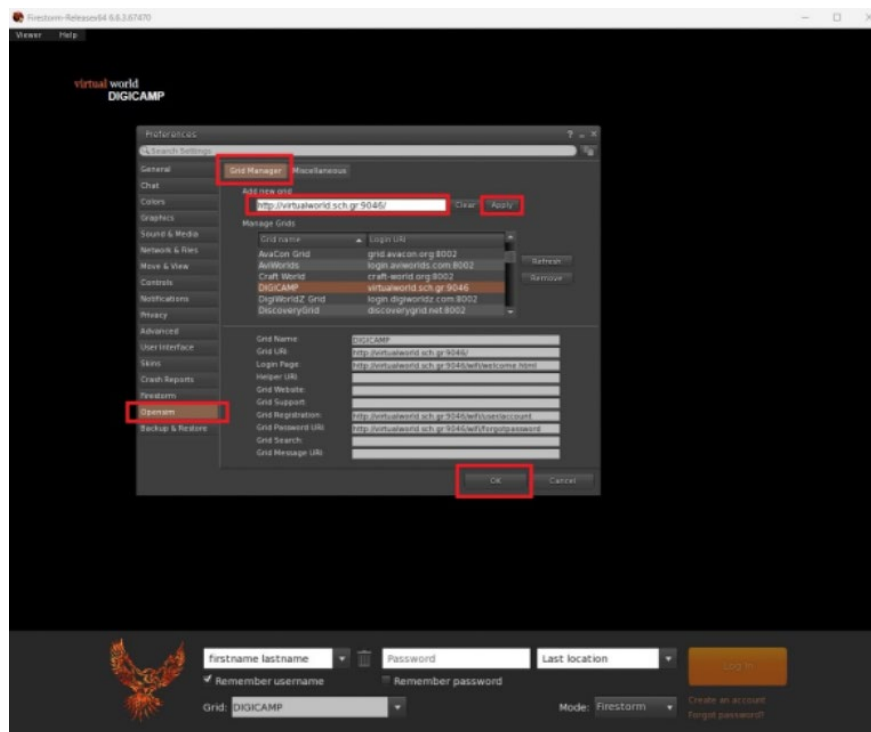Erasmus+ Programme
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Figure 7 – The Manage Grids Table

5.1.3   Connecting to the 3D World

Use your username **"Firstname Lastname"** and **password** and select the **"DIGICAMP"** grid from the drop-down menu. Click 'Log In' to enter.
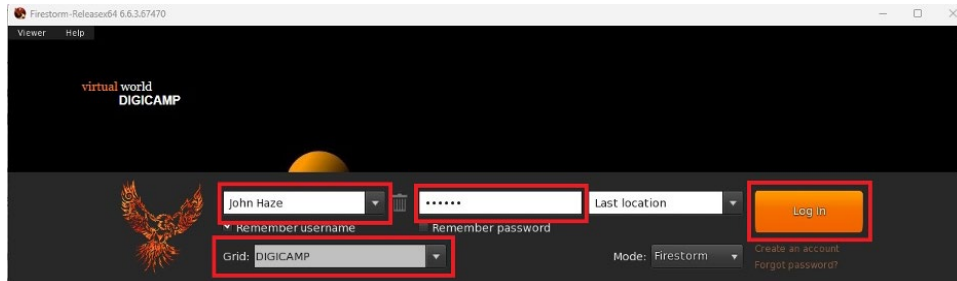
Figure 8 – The "Log In" interface

If the "Grid" dropdown list does not appear in the form, then you have probably downloaded the wrong Firestorm option (return to the installation instructions and make sure you have selected the Opensim version of Firestorm). After a connection is made you will be inside the virtual world with your avatar.

Figure 9 - A portion of the 3D world of DigiCAMP