



Masters of Prep

Frequently Asked Questions

1. **Q: Preparing You? What's this about?**

A: 'Preparing You' (Launched June 2015) is a Disaster Preparedness and Emergency Evacuation Project specifically designed for persons with special needs. The project focuses on training and improving the Disaster Management Frameworks across the beneficiary schools in 3 phases:

- i. Risk Assessments and selection of beneficiary institutions
- ii. Training and Empowerment
- iii. Infrastructure and Facility Upgrades

2.Q: Why is this initiative important?

A: The Digicel Foundation recognizes that response alone is not sufficient to meet the increasing demand caused by hazard impacts on vulnerable populations. It bears the obligation to share knowledge that can help with identifying hazards and risks, taking action to build safety and resilience, and reducing future hazard impacts across our special needs facilities

3. Beneficiary Schools? Who are they?

A: Eighteen (18) special needs schools throughout Trinidad and Tobago have been impacted through our 'Preparing You' programme.

They include: Aspirare Learning, Each One Teach One, Goodwill Industries Training & Vocational Centre, Lady Hochoy School Penal, Lady Hochoy School Gasparillo, Lady Hochoy Arima, Memisa Centre, National Centre for Persons with Disabilities, New Beginnings, Palmera's Learning Centre, Pointe-a-Pierre Special School, Servol Special School Sunshine Hill, Strategic Learning & Development Centre, Tobago School for the Deaf, Rio Claro Learning and Development Centre, Servol Happy

Venture, Wharton Patrick Government School and Enaame's Special School.

4.Q: What is Masters of Prep?

A: '*Masters of Prep*' is an interactive virtual reality game that engages persons with disabilities to identify hazards within the home and mitigating tools.

The game is presented in the form of an animated room where the player participates in a school or home hazard hunt.

The Masters of Prep App launched on June 12, 2020 at Digicel's C-3 Experience Store. The app can be downloaded from the Google Playstore

5.How can I download it? Is it free?

A: To download open the Google Play Store app. [Note: you can also go to play.google.com]. Next search or browse for the name Masters of Prep. Select the content and tap install.

The app is free to download

6.Q: It is a virtual reality game but is it available in other formats? Why was virtual reality chosen?

A: Virtual reality gives persons the opportunity to practice 'real world' skills in a safe environment. This was the premise on which the Digicel Foundation decided to use a virtual reality game as part of the capacity-building exercises.

Although, '*Masters of Prep*' is a VR game, it is available on android and in desktop applications for wider usage.

7.Q. How is virtual reality used in education?

Is it safe for persons with special needs?

- A. Virtual reality technology has the potential to greatly enhance collaboration between teachers and students, both in distance learning and classroom-based teaching. Research shows that virtual and augmented reality simulations increase student motivation and improve collaboration and knowledge construction.

Technology in the classroom offers many benefits for students with disabilities; special needs teachers can now engage their students more comprehensively than

ever before due to assistive technologies. For example, virtual reality provides students with opportunities to control their environment without physically moving objects.

8. Is it safe for persons with learning disabilities including autism?

A. Virtual Reality (VR) and Virtual Environments (VE) have already been used in special applications to treat motor problems, or intellectual disabilities including Autism. As a simulated environment, it helps the educator to create a coherent organisation of certain important routine activities in disaster preparedness.

9.Q: How do I play?

A: The game can be played on VR Headsets, on personal computers and mobile devices (including tablets)

Mobile

Looking Around:

1. Place a finger on the screen
2. Move said finger in the direction you wish to look.

Movement:

Tap the walk button (button with the icon of a person walking) at the bottom, right hand corner of the screen.

Note: Upon pressing the walk button, you will not stop moving unless you contact an

object in the environment, or if you tap the walk button again, while moving.

Interaction

When you are within a specific distance from an object with which, you can interact, a button with a hand icon will appear in the top, middle of the screen. Tap it to interact with the object.

Other forms of feedback that take place when within range of an interactable object are:

- the object in question will become brighter
- the object will begin to pulsate

Note: Some interactions must be performed before others. So even if the button appeared on the screen, tapping it

will not result in a successful interaction, as other task(s) must be completed first.

PC (Personal Computer)

Movement:

1. Press and hold the right mouse button (right click) to walk
2. Move the mouse to look in the desired direction

Interaction

When you are within a specific distance from an object with which, you can interact, it will:

- become brighter
- begin to pulsate

This means you will be able to interact with it. Aim the reticule at the object and click

the left mouse button (left click) to interact with it.

Note: Some interactions must be performed before others. So even if the button appeared on the screen, tapping it will not result in a successful interaction, as other task(s) must be completed first.