Semantically Enhanced, Multfaceted, Collaborative Access to Cultural Heritage

Project IST-034984

Virtual Expeditions

User Manual

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Summaries

1. REQUIREMENTS AND FIRST USE 3
1.1. The Sun Java Plug-in 3
1.2. First Use actions 3
2. VIRTUAL EXPEDITIONS 5
2.1. Creating or Editing a VE 5
3. SCENE TYPE 7
3.1. Different type of scene 7
3.2. Text Box 7
3.3. The Ask Box 8
3.4. The Ressource Selection Box 9
4. VE CREATOR INTERFACE 10
4.1. Basic Actions 10
4.2. Saving a Virtual Expedition 11
5. PLAY A VIRTUAL EXPEDITIONS 13

1. REQUIREMENTS AND FIRST USE

1.1. The Sun Java Plug-in

To use Virtual Expeditions, you need to have the SUN Java Plug-in installed on your computer.

To check if java is correctly installed on your computer, use the SUN Java test page located here: http://java.com/fr/download/installed.jsp

I java is not installed on your computer, you can install it by following instruction at this link: http://java.com

1.2. First Use actions

The first time you will use Virtual Expeditions, you will be asked to :

A. Validate the Java Security Warning, ticked the *'Always trust contents from this editor'* box then click on *'Execute'*.

B. The Virtual Expeditions tools is now loading, wait until the tool is loaded

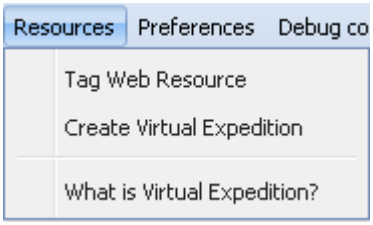
2. VIRTUAL EXPEDITIONS

Virtual Expeditions are resources like any other resource in the MOSAICA system.
Virtual Expeditions – VE from now on, are prebuilt stories or scenarios that aim to give you a better understanding of the topics who's building blocks are the resources stored in MOSAICA.
VE use resources from MOSAICA in order to tell their stories.

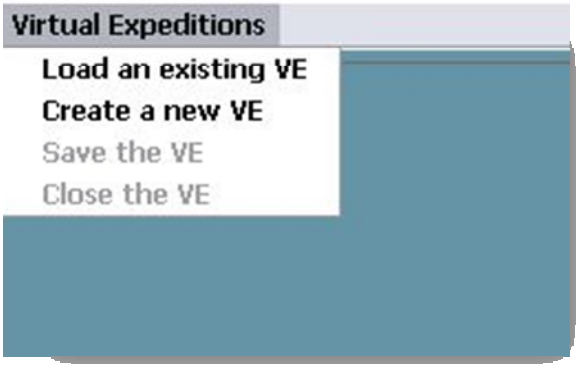
- To view a VE, just search for it within the resources (Searching and Browsing resources – Look at chapter 4) and double click it to open.
- If you have just created a new VE that is still located on your computer, you can activate it by choosing ' Virtual Expeditions' from the top toolbar and then selecting the file from your disk.

2.1. Creating or Editing a VE

A. Choose 'Resources' from the top toolbar and then choose 'Create Virtual Expedition'.

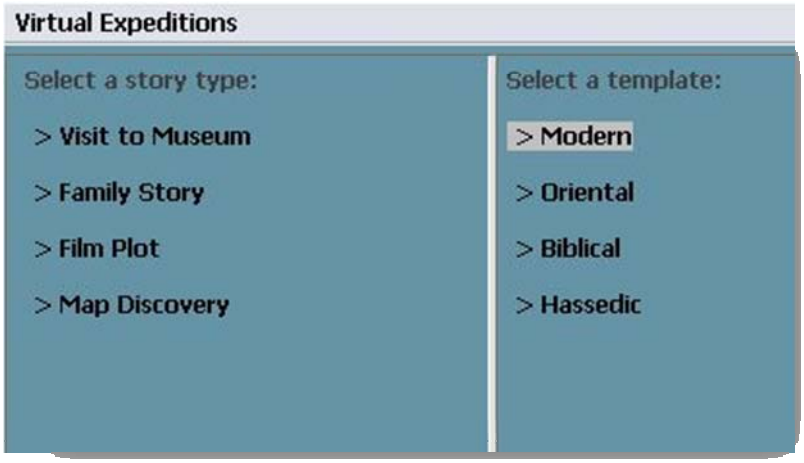


B. Click on Virtual Expeditions and select either 'Load an existing VE' or 'Create a new VE'.
If you choose to open an existing VE a dialog window will open, allowing you to select a VE file and display it. These are VE that you have created.

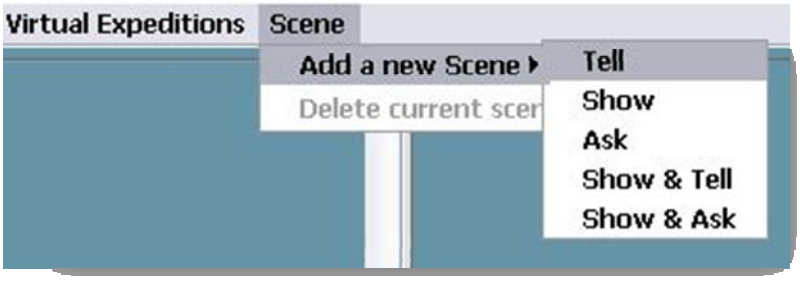


C. If you choose to create a new VE, you will be prompted, on the left part of the screen, to select the story type:

D. Select a template



E. After selecting the VE template, start recording scenes.
Click on '*Scene'* in the VE toolbar menu, choose the option '*Add a New Scene'* and select one of the available scenes:



3. SCENE TYPE

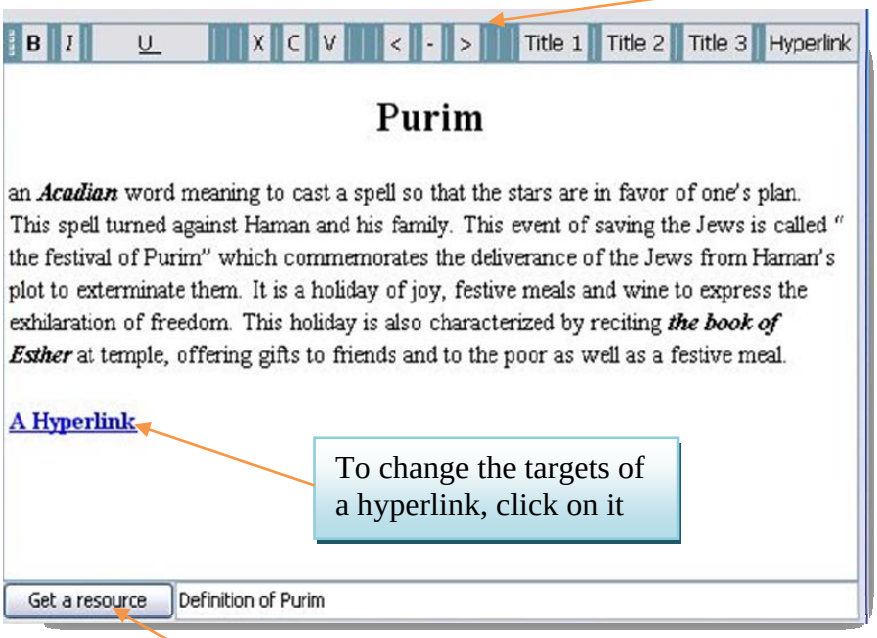
3.1. Different type of scene

There is 5 different type of scene that you could add to your virtual expedition

- ***Tell*** is to present a text, written by yourself or get from the MOSAICA semantic database
- ***Show*** is to present a resource (other than text) likes images, videos …
- ***Ask*** is to create a question form
- ***Show & Tell*** is a composite type from Tell and Show type
- ***Show & Ask*** is a composite type from Show and Ask type

3.2. Text Box

In the text box you could write your own text or import text from the MOSAICA semantique database



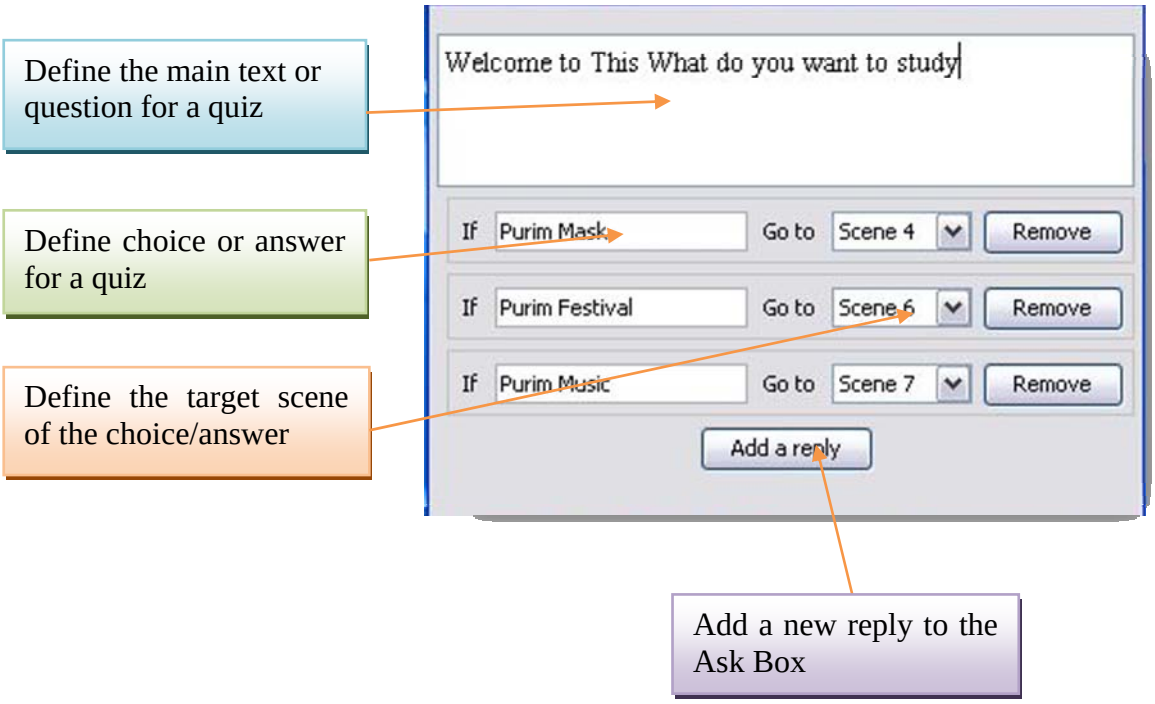
The text toolbar:
B: bold
I: Italique
U: Underline
X: Cut
C: Copy
P: Pastel
<: Left Align
-: Center Align
>: Right Align
Title 1: Title 1 preset
Title 2: Title 2 preset
Title 3: Title 3 preset
Hyperlink: to define the target of a hyperlink

To change the targets of a hyperlink, click on it

To get a text from the MOSAICA database click *« Get a resource »*
NB: You can only select a text resource from a text box

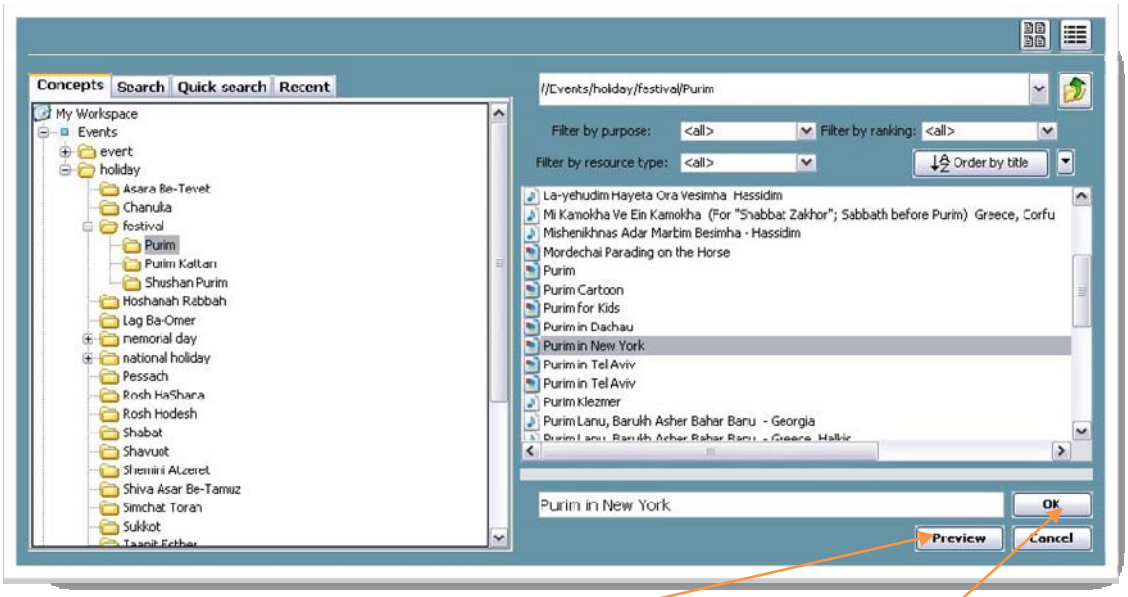
3.3. The Ask Box

The ask box can be used as a quiz or as navigation tools.



3.4. The Ressource Selection Box

When you select a '*show*' scene or '*get a resource*' from text box, the resource selection appear.



You could preview the resource you have selected, by clicking on the '*preview*' button

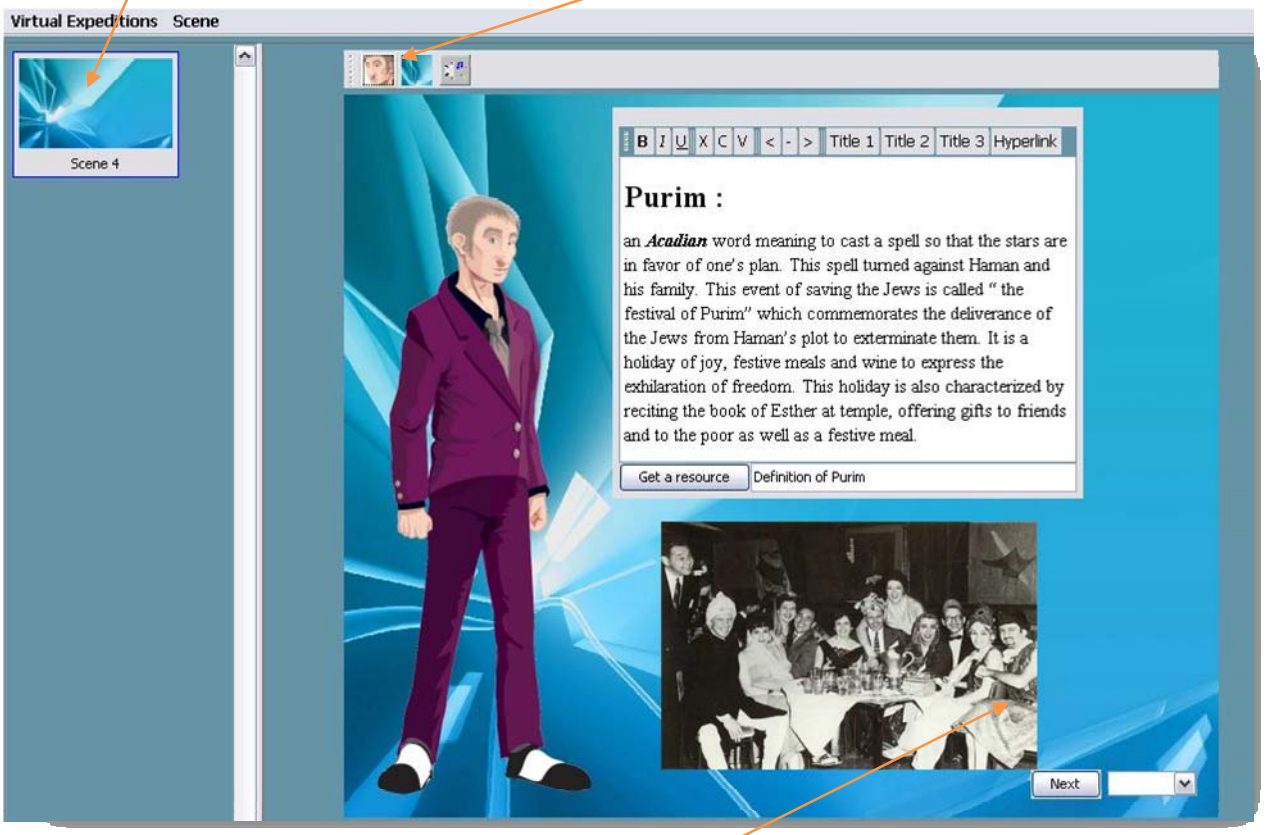
Once you have selected your resource, click on the '*ok*' button to validate

4. VE CREATOR INTERFACE

4.1. Basic Actions

To select a scene click on his thumbnail preview

The *'object selection bar'* allow you to add a character to a scene, to change the background of the scene, or to add a sound



To navigate between scenes you need to define the target of the next by selecting the target scene, in the box near the *'NEXT'* button.

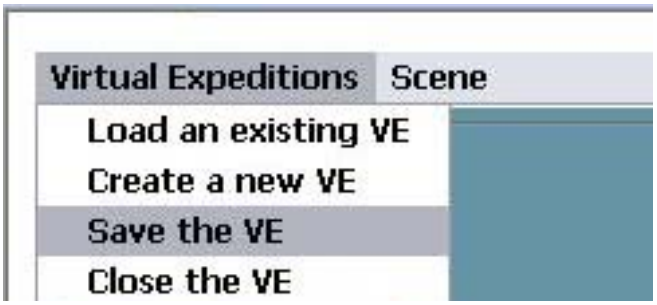
To change the resource target, do a right click on the resource and select his name. This action will call the *'resource selection box'*, and you will be able to change the resource.

You could set the layer position of objects and resources, by doing a right click and select '*Move back*' or '*Move up*'

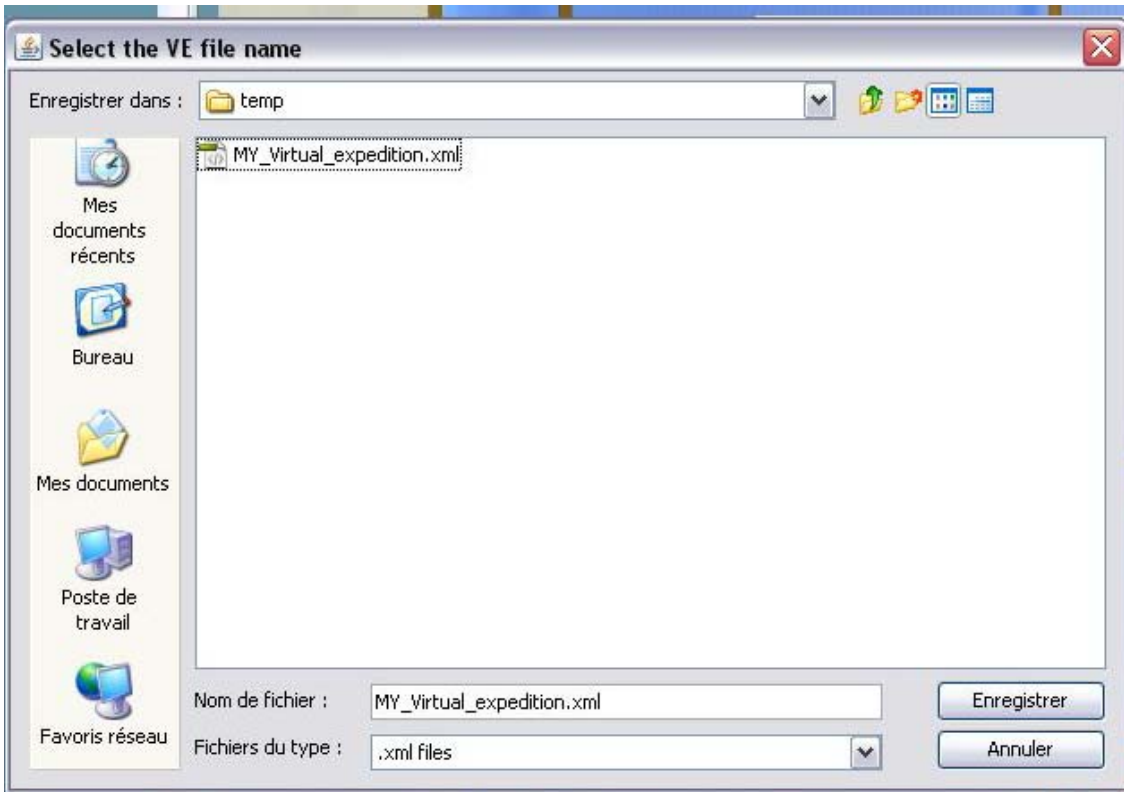
You could add sound on a template or an object, this action will call the *'resource selection box'* but only sound resource will be available.
Sound on an object is played in the ve player by doing a double click on the object.

4.2. Saving a Virtual Expedition

A. Click on Virtual Expeditions and select *'Save the VE'*

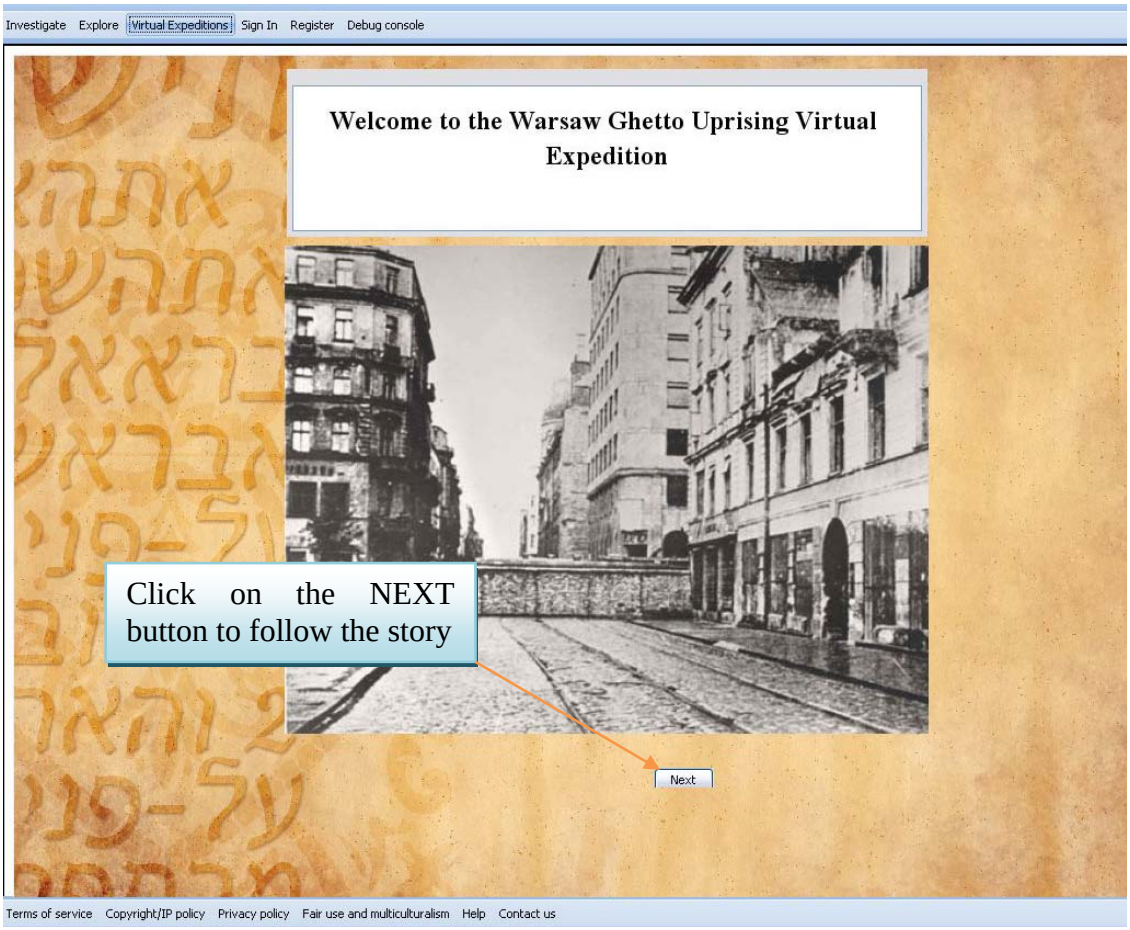
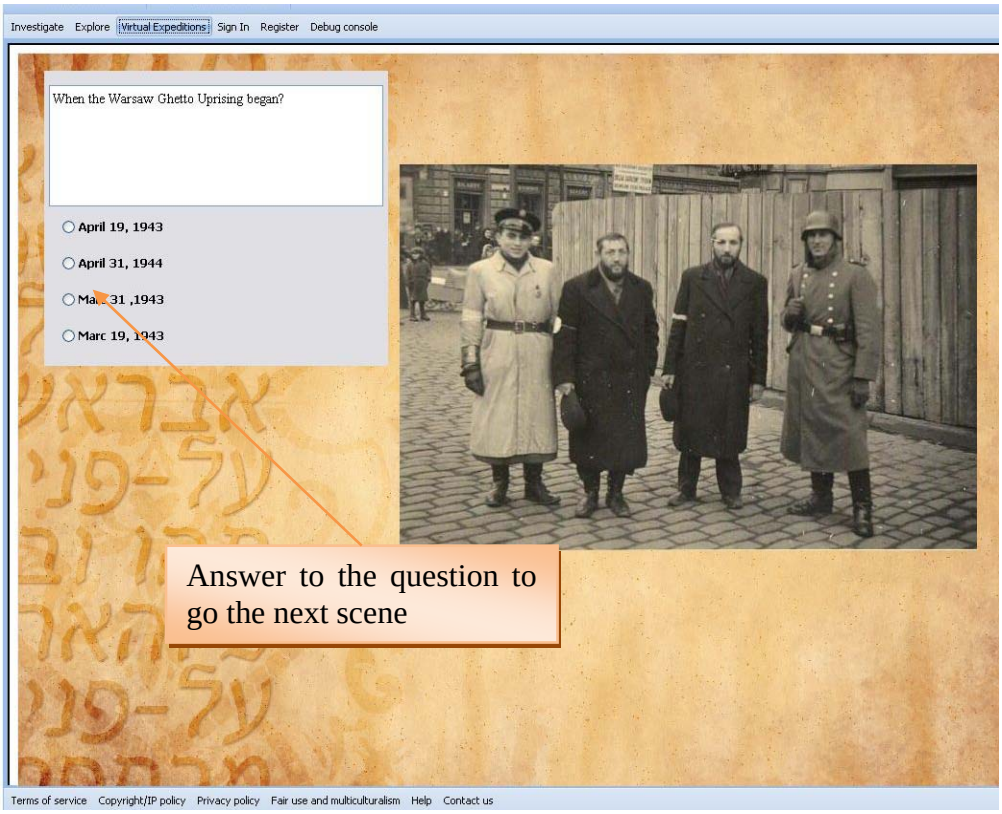


B. Select where you want to save you Virtual Expedition, and enter a file name then click on *'Save'*



5. PLAY A VIRTUAL EXPEDITIONS

A. Choose 'Virtual Expeditions' from the top toolbar

B. Select the Virtual Expedition files on your computer, and click on *'Open'*

C. Play with the virtual Expedition