

Simple VR Game Creation For Kids

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VR Game Creation for Kids (Introduction)

VR technology has its place in school, after school, and summer camp programs, the basic VR skills the students learned are the building blocks for careers in all facets of virtual reality, understanding the technology of today and technology of the future is the key to better education.

In this video, we will introduce you to the **VR Studio**.

VR Studio has all the tools you need for creating VR experiences, like visualizations, educational and vocational training, and even VR Games, all that without writing a line of code, educators can build virtual lessons in different fields of education with VR evaluation that utilize quizzes which measure student performance. Now **VR studio** is available as free Edition, it is a fully functional version, this will make it easier to learn, this introduction is preparation for tutorial series on how to make a simple VR game for kids, this introduction is targeting the educator in the first place, who will later convey it to his students, so they can proceed to build and discover how it is easy to create their own VR experience or VR Games and share it with others. As an educator, you will find **VR studio** is the best choice to start implementing VR technology.

<https://www.youtube.com/embed/3Tk2iAepJul>

Watch this video as an Introduction to create an Interactive VR Game.

Lesson 1 : Introduction to the VR Studio

Lesson 1

In this lesson you will have a quick general introduction to the **VR studio** as a preparation for the Simple VR Game Creation series.

Incase you don't have The **VR Studio** you can download it from the link named "Download VR studio" below the video, in addition you need to download **SimLab VR viewer** from the link named "Download VR viewer".

<https://www.youtube.com/embed/OBjpU90z5ic>

Watch this Video tutorial to follow up with the steps necessary to create an Interactive VR Game.

[Download VR studio](#)

[Download VR Viewer](#)

Lesson 2 : Catching Dinosaur VR Game (Part 1)

Lesson 2

In this tutorial, we are going to walk you through the necessary steps to create your first interactive VR Game in **SimLab VR Studio**. The interactive VR Game we will be creating is about catching pop up dinosaurs in an arcade game , the tutorial is targeting both “ teachers and students “ , and parents and children ,so let us have fun doing VR game .

Preparation

Before we begin, let us first download the 3d scene that we will be working with in addition to the project resources . Find the Download links below the video .

<https://www.youtube.com/embed/YkY0Nvv-5vU>

Watch this Video tutorial to follow up with the steps necessary
to create an Interactive VR Game.

[Click here](#) to download the model.

[Click here](#) to download the project resources.

In this lesson, you will import a 3d environment, which consists of two science fiction style-rooms where our game will take place, then you will create a plane as a start guidance message, and a discoverable key that upon interacting with the gate the player can then progress to the second game Level. you will also add a sound action for the created interaction. the previously mentioned elements will be then implemented in the

training builder to create the interactions.

Lesson 3 : Catching Dinosaur VR Game (Part 2)

Lesson 3

In this lesson, you will create a gate opening animation, a trigger button, and the pop-up dinosaur's card animations, additionally you will utilize these elements in the training builder to create the interactions.

<https://www.youtube.com/embed/3fIBm5z6774>

Watch this Video tutorial to follow up with the steps necessary
to create an Interactive VR Game.

Lesson 4 : Catching Dinosaur VR Game (Part 3)

Lesson 4

In this lesson, you will create the dinosaur catching component of the game, the win and lose scenarios, and adding a successful hits Counter, then adding more visual and sound enhancements to the game.

<https://www.youtube.com/embed/ZIDB3H24c-g>

Watch this Video tutorial to follow up with the steps necessary
to create an Interactive VR Game.