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Starlight Xperience is a groundbreaking new program from Starlight Children’s Foundation. With your help, this program will transform the hospital experience for kids by virtually transporting them out of the hospital to anywhere in the world — or galaxy — they dream to go. Starlight Xperience offers hospitalized kids a variety of fun, age-appropriate and fantastic virtual reality experiences geared toward entertainment and distraction. Starlight Xperience features a suite of state-of-the-art equipment, including a wireless VR headset that is easy to transport, quick to wipe clean and does not require Internet access for daily use, making it highly accessible and easy-to-use in the healthcare environment.

You can find more resources and up-to-date documentation at www.starlight.org/xperience.
The Starlight Xperience kit includes:

- A Starlight customized Lenovo Mirage Solo and controller
- 15+ preloaded VR experiences
- Headset mounted, wipeable VR headphones
- 2 charging cables
- A carrying case
- An optional remote holder that you can mount onto your headset (see section 2.15)
2.1 TURNING ON THE HEADSET

1. Press and hold the power button
   • A white indicator light will flash, then remain steady

2.2 PUTTING ON THE HEADSET

1. Loosen the ratchet wheel on the back of the headset
2. Put the headset to your face like a pair of goggles, ensuring you can see the screen clearly
3. Tighten the ratchet wheel so that the headset is snugly resting on your forehead

Note: If the screen is not clear, try to readjust the headset’s position on your head. If that doesn’t work, hold down the Headset Release Button on the bottom of the headset and slide to adjust the screen’s distance from your eyes.
2.3 USING THE CONTROLLER

For most applications, you will use the controller to interact with the virtual world. Becoming comfortable with pointing the controller and using its buttons is important to have an enjoyable VR experience.

1. Daydream Button
   - Press to open the Daydream Dashboard
   - Press and hold to re-center your headset and controller

2. App Button
   - This button depends on the app you are using. It is usually used to open menus, pause, or go back

3. Touchpad
   - Click or scroll the touchpad to interact with your virtual world

4. Volume Buttons

Note: A virtual representation of your controller will usually be visible while in the headset. This can help you get your bearings.
2.4 CONNECTING THE CONTROLLER

If your controller is not awake and connected, a screen will appear in VR. Follow the on-screen instructions to wake up and connect your controller to the headset.

Note: Your controller and headset have been paired ahead of time and marked with matching ID numbers. Make sure you use the correct controller and headset.

2.5 RECALIBRATING THE CONTROLLER

If your controller and virtual controller ever feel misaligned:

1. Point the controller forward
2. Click and hold the Daydream Button

Note: This will also re-center your view, so ensure you are facing forward.
2.6 LAUNCHING A VR EXPERIENCE

To launch an app from the Starlight Home:

1. Find the desired app in the menu. You can swipe through the pages of apps or use the arrows on the left and right side of the menu.
2. Point and click the controller Touchpad to launch the desired app.
3. Have fun!

2.7 EXITING A VR EXPERIENCE

1. Press the Daydream Button on the controller to open the Dashboard
2. From the Dashboard, you can click the "Discover" button to return to the Starlight Home, or click the "Library" button to get quick access to all available apps.
2.8 CONNECTING TO WI-FI

Wi-Fi is not necessary to enjoy the majority of the Starlight Xperience content, but it does allow you to receive automatic updates and get immediate access to new content. To connect to your Wi-Fi network:

1. Press the Daydream Button on the controller to open the Dashboard
2. Click the Wi-Fi icon in the top right
3. Find and connect to your Wi-Fi network

2.9 TURNING OFF THE HEADSET

1. Press and hold the power button
   - A white indicator light will flash, then turn off
2.10 CLEANING THE HEADSET

When cleaning your Starlight Xperience kit, make sure to refer to your facility’s policy for cleaning electronic equipment.

- Use sanitizing wipes to clean the hardware; all parts of the Starlight Xperience kit are wipeable.
- To prevent damage to any parts of the hardware, use Hydrogen Peroxide-based sanitizing wipes.
- Alcohol-based wipes may be used on the plastic and foam parts of the headset, but not on the glass lenses or front cameras.
- When using wipes, wring out any excess liquid before using them to prevent any liquid from going inside the hardware.
- Do not spray liquid or aerosol cleaners directly onto any hardware.

Hydrogen Peroxide-based wipes, like the Clorox Healthcare Hydrogen Peroxide Wipe, are the preferred method of sanitization.
2.11 CHARGING THE HARDWARE

You will want to keep the headset and controller charged when they are not being used. To charge the hardware:

1. Plug the power adapter into a wall socket with the two provided USB-C charging cables connected to it
2. Plug one of the provided USB-C cables into the VR headset’s charging port
   - An orange indicator light inside the power button will turn on
3. Plug the other provided USB-C cable into the controller’s charging port
   - A white indicator light will pulse

Headset Battery Life: ≈ 3 hours
Controller Battery Life: ≈ 12 hours

*Note: The provided charging cables are the same — both will work for the headset and controller.*
2.12 VR LYING DOWN/WITHOUT A CONTROLLER

Most VR content is designed to be played in a seated position with a controller in hand. In order to make VR more accessible, Starlight Xperience includes a few pieces of content that were designed for the healthcare setting and include options to play in any orientation, with or without a controller. These VR applications are:

- Pebbles the Penguin
- Space Pups
- Asteroid Miner

To play these games without a controller:

1. Use your head to steer/jump/aim

To play these games with a controller:

1. Click the touchpad to activate controller mode. Each game has its own controls which are displayed while you play.

To reorient these games so that they can be played in any orientation:

1. Get into the preferred playing orientation (ex: lying down)
2. Click and hold the Daydream Button

These games also include the ability to increase the cognitive load of the VR experience. This can be a useful distraction tool. To increase the cognitive load for 15 seconds:

1. Triple-click the App Button on the controller
2.13 PLAYING LEFT HANDED

To switch to between left/right handedness:

1. Click the Daydream Button on the controller to open the dashboard
2. Click the Settings Button in the top-right
3. Click "Switch to Left/Right Handed"

Note: Matching left/right handedness to the user will improve the controller experience, but it is not necessary.
2.14 MOTION SICKNESS IN VR

Virtual reality is an exceptional form of entertainment and distraction that is sure to inspire and delight your patients. While most people are enthralled by their experiences in VR, the immersive technology can be uncomfortable to some users — particularly those who are prone to motion sickness.

The most common factors that lead to an uncomfortable VR experience are:

- History of motion sickness, nausea, or increased risk for nausea/vomiting
- History or increased risk of headaches/migraines
- History or increased risk of seizures
- Claustrophobia or previous intolerance of virtual reality
- Visual problems
- Facial trauma

Kids tend to have a much greater tolerance for motion sickness than adults, but it is still important to assess for the risks of VR. If at any point your patient is feeling any kind of discomfort, instruct them to close their eyes and take off the headset.
The remote holder included in the kit is an optional add-on that may be useful for your workflows. You can use the remote holder to keep your headset and controller together as a single unit. This is particularly helpful if you need to transport the Starlight Xperience kit without the carrying case.

To mount the remote holder:

1. Peel the plastic from the adhesive tape on the back of the remote holder
2. Place the holder as shown in the photos to the right

**Caution:** The adhesive tape takes 24–48 hours to bond. At that point, the remote holder will be permanently mounted onto the headset.
**Holding the Controller the Right Way**
It’s most people’s natural instinct to hold the controller with their thumb resting on the App Button. Before helping a patient put on the VR headset, ensure they know to rest their thumb on the touchpad, as that is the main way they’ll be interacting with the virtual world.

**Helping Others into the Headset**
When helping others into the headset, have them first hold the goggles to their face, then help them tighten the ratchet wheel.

You may see your patient holding the headset up with one hand while using it (particularly young patients). This is usually due to the headset being blurry, rather than too heavy.

Help them readjust the headset so they can see clearly. This may require adjusting the headset’s distance from the patient’s face:

1. Take off the headset
2. Press and hold the Headset Release Button on the bottom of the headset
3. Slide the goggles as needed (usually closer to where your face would be)

**Reset the Headset Orientation**
The VR headset orients itself based on its position when you first put it on. If you feel like you’re off center, you can either:

(a) Click and hold the Daydream Button on the controller, or
(b) Take off the headset, wait for a second, and put it back on
Avoid Direct Sunlight
The VR headset’s lenses are like magnifying glasses. When exposed to direct sunlight, they will magnify the sun and quickly burn the headset’s screen. Avoid direct sunlight when using or storing the Starlight Xperience headset.
The Starlight Xperience kit has locked a few apps to prevent unauthorized users from downloading inappropriate content, uninstalling existing content, or changing the device’s settings.

If you try to access the Google Play Store or the Device Settings, you will hit a lock screen requesting a PIN code to continue.

Device Admin PIN: **5112**

After you’ve entered the Device Admin PIN, all locked apps will be unlocked for 5 minutes.
The Starlight Xperience preloaded content can be separated into a few different categories. Each category loosely targets specific age groups and usage scenarios.

**Passive Experience**
Experience: Sit back and watch a story unfold.
Use Case: Passive VR experiences are great for kids of all ages; specifically those who want to use VR without using a lot of energy.

**Quick, Casual Play**
Experience: Interactive, arcade-style games that you can jump into and out of quickly.
Use Case: Quick, casual games are good for kids of all ages because they’re easy to understand and play. They’re a great intro-to-VR experience and are a good opportunity to share the VR headset around the room.

**Narrative/Puzzle Game**
Experience: A longer-form, interactive game that takes some time to learn, but offers engaging stories and/or puzzles that you can keep coming back to. If you can, allow repeat users to use the same headset so they can play from where they left off.
Use Case: These games are great for patients who may use the VR headset several times throughout their stay.

**Educational**
Experience: Interesting and educational environments to engage with.
Use Case: These experiences are a great way for kids to escape to new worlds and learn new things.

**Relaxation/Meditation**
Experience: Serene environments for relaxation and guided meditation.
Use Case: These experiences allow patients to relax in a comfortable, new environment.
3.1 PRELOADED CONTENT

INVASION!
Category: Passive Experience
Summary: A well-made and colorful VR animated short about a pair of aliens with grand ambitions to take over the world. Instead, when they arrive on the planet, they are greeted by a cute, cuddly bunny who manages to save the day.
Use Case/Notes: This is a fun VR animated short story. It requires no interaction, and it is a great way to spend a few minutes in VR.
Duration: ≈ 6 minutes
Comfort: Comfortable

ASTEROIDS!
Category: Passive Experience
Summary: A well-made and colorful VR animated short about a quirky pair of aliens in outer space.
Use Case/Notes: This is a fun VR animated short story. It has opportunities for interaction but does not require it. It is a great way to spend a few minutes in VR.
Duration: ≈ 11 minutes
Comfort: Comfortable
Ocean Rift
Category: Passive Experience
Summary: Explore a vivid underwater world full of life including dolphins, sharks, turtles, sea snakes, rays, manatees, sea lions, orcas, humpback whales, and dinosaurs. The environments range from coral reefs and shipwrecks to lagoons, the Arctic and Atlantis.
Use Case/Notes: This is a relatively passive experience that will be enjoyable to anyone looking to explore a nice underwater world. Some of the scenes can be scary to certain kids (specifically the shark and dinosaur scenes).
Duration: N/A
Comfort: Comfortable/Moderate. No required movement, though the player can move in any direction. Movement brings with it a risk of nausea for those who get motion sick easily.

Hello Mars
Category: Passive Experience & Quick/Casual Game
Summary: There are a number of space-related activities in this well produced, NASA researched, space simulation experience. You can passively enjoy a 7-minute Mars landing sequence, control a rover on the surface of Mars, or practice shuttle landing in a lab environment.
Use Case/Notes: This is a great VR app for any space lover. The landing practice is the most fun for the majority of users.
Duration: 15+ minutes of entertainment
Comfort: Comfortable/Moderate. A little bit of very slow movement. Can cause nausea in people with high risk of motion sickness.
Pebbles The Penguin

**Category:** Quick/Casual Game  
**Summary:** Control a penguin sliding down a mountain. Collect the shiny pebbles and unlock new power-ups.  
**Use Case/Notes:** This game is fun for everyone and has been designed to be useful in any healthcare scenario:  
  - It can be played with/without a controller  
  - It can be played in any orientation  
  - There are no menus to get stuck in  
  - There is no way to lose (it never ends)  
**Duration:** 5-10+ minutes  
**Comfort:** Moderate – Slow constant movement in one direction. Can cause nausea in people with high risk of motion sickness.

Space Pups

**Category:** Quick/Casual Game  
**Summary:** Control an astronaut space puppy, collecting treats to the beat of the music. The gameplay is similar to music games like Guitar Hero and Rock Band.  
**Use Case/Notes:** This game is fun for everyone and has been designed to be useful in any healthcare scenario:  
  - It can be played with/without a controller  
  - It can be played in any orientation  
  - There are no menus to get stuck in  
  - There is no way to lose (it never ends)  
**Duration:** 5-10+ minutes  
**Comfort:** Comfortable
Asteroid Miner

Category: Quick/Casual Game

Summary: Mine colorful asteroids and upgrade your mining beams as you go.

Use Case/Notes: This game is fun for everyone and has been designed to be useful in any healthcare scenario:

- It can be played with/without a controller
- It can be played in any orientation
- There are no menus to get stuck in
- There is no way to lose (it never ends)

Duration: 5-10+ minutes

Comfort: Comfortable

Wonderglade

Category: Quick/Casual Game

Summary: This game features 5 fun, carnival-themed mini-games like basketball, mini golf, and racing.

Use Case/Notes: This game is enjoyable for all ages and an easy game to play with others — just pass the headset around and compete for a high score. The large variety of games ensures it is fun for everyone.

Duration: Each mini-game lasts 3-5 minutes.

Comfort: Comfortable
LEGO® BrickHeadz Builder VR
Category: Quick/Casual Game
Summary: Play with LEGO® in VR. In the app, you play with a variety of LEGO® characters and props to see how they interact with each other. Follow the formulas in the “magic book” to unlock the specific challenges.
Use Case/Notes: This game is great for any LEGO® lover. It provides some loose objectives but allows anyone to have fun by mixing and matching premade LEGO® objects. The app can be tricky to use and will take a few minutes to learn.
Duration: 10+ minutes
Comfort: Comfortable

Droid Repair Bay
Category: Quick/Casual Game
Summary: Enter the Star Wars universe as an astro-mechanic to help Poe Dameron’s sidekick repair BB-8 and his droid friends.
Use Case/Notes: This game is great for any Star Wars lover. It provides easy to follow instructions and a quick, fun story.
Duration: 10 minutes
Comfort: Comfortable
**Bait!**

**Category:** Narrative Game  
**Summary:** Explore Bait Island, make friends with locals, and catch a variety of fish in many different beautiful, relaxing, and whimsical environments. You can follow the game’s objectives, or simply fish in your favorite location.  
**Use Case/Notes:** This game is quick to start and easy to play. It’s a good choice for anybody looking for quick, relaxing entertainment that can last for a while.  
**Duration:** 1-2 hour story with endless amounts of replay-ability  
**Comfort:** Comfortable

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**Along Together**

**Category:** Narrative Game  
**Summary:** Guide a young boy or girl through environmental puzzles to find their lost dog.  
**Use Case/Notes:** Great for anyone looking for a long-form game that they can come back to over several play sessions. The puzzles and controls are not overly-challenging, making it a suitable game for most children. It will require a few minutes of gameplay before having a complete understanding of the game, controls, and objectives.  
**Duration:** 2-4 hours  
**Comfort:** Moderate — Slow movement in all directions. Can cause nausea in people with high risk of motion sickness.
Flutter VR
Category: Narrative Game
Summary: Play as a young researcher studying butterflies in the rainforest. The game spans over 5 days where you accomplish various objectives throughout the day. The environment is beautiful and gameplay is relaxing.
Use Case/Notes: This game is great for anybody looking for a relaxing and interactive experience. It could be considered boring by those who are looking for a highly engaging game. It requires a bit of reading.
Duration: 1-3 hours
Comfort: Comfortable/Moderate. Quick bits of movement controlled by the player. Can cause nausea in people with a high risk of motion sickness.

Mekorama VR
Category: Puzzle Game
Summary: Navigate a cute, bumbling robot through 3D diorama puzzles. There are 50 levels total with varying degrees of difficulty.
Use Case/Notes: This is a great game for anyone who enjoys puzzles. It’s easy to come back and play more since it is separated into distinct levels.
Duration: 2+ hours
Comfort: Comfortable

Our preloaded content is always being updated. Go to www.starlight.org/xperience to get the most up-to-date information. | Print date: September 2018
Mindfulness - Aurora
Category: Relaxation/Meditation
Summary: This app transports users to an alpine meadow full of natural life. With the help of a 6 or 10 minute mindfulness meditation narration, users observe the world transition from day to night while focusing on their breathing. Users are meant to sync their breathing with the world around them, like floating butterflies and swaying aurora borealis.
Use Case/Notes: This app is a great escape and can be a useful tool for learning mindfulness techniques and relaxing in a healthcare environment.
Duration: 6 or 10 minutes, depending on which script you choose
Comfort: Comfortable

BBC Earth: Life in VR
Category: Educational
Summary: Explore the ocean in a beautiful, educational experience. The app is like a guided underwater tour, but it gives you opportunities to explore off the trail and find hidden content on your own. You’ll begin in the kelp beds learning about otters and make your way into the deeper parts of ocean learning about both smaller and larger sea life.
Use Case/Notes: Great for entertainment and education during any downtime.
Duration: The experience is 10 minutes long, but can last up to 40 minutes depending on how much exploration you do.
Comfort: Moderate – Slow movement in all directions. Can cause nausea in people with high risk of motion sickness.
Expeditions
Category: Educational
Summary: Expeditions is Google's educational VR platform that works like a self-guided tour. Starlight has preloaded 14 expeditions for you to enjoy, though over 800 are available to download for free. The preloaded expeditions all have guided narration, which makes them more engaging and meaningful learning experiences.
Use Case/Notes: Great for education during any downtime.
Duration: Each expedition takes 5-15 minutes to listen through completely.
Comfort: Comfortable

Google Street View
Category: Travel/Exploration
Summary: With an Internet connection, you can go anywhere in the world in Google Street View! The VR Street View app is easy to navigate and gives you quick access to specific points of interest. It also allows you to type in an address and start exploring in traditional Google Street View fashion.
Use Case/Notes: Whether you’re feeling nostalgic and want to walk down familiar streets of your hometown, or feeling adventurous and want to go somewhere new, Google Street View is a great VR experience for anybody who wants complete control and the ability to explore on their own. Requires Internet/Wi-Fi connection.
Duration: N/A
Comfort: Comfortable

Our preloaded content is always being updated. Go to www.starlight.org/xperience to get the most up-to-date information. | Print date: September 2018
Can you wear glasses while in VR?
Yes, follow the same instructions to put on the headset as described in section 2.2.

Why is this app “locked”?
Starlight has locked a number of apps to prevent unauthorized changes to the device. To continue to the locked app, use the Admin PIN: 5112. See section 2.17 for more details.

Can I use VR without a controller?
A controller is necessary to start any VR app. Most apps require a controller to play. There are 3 preloaded games that can be played without a controller: Pebbles the Penguin, Space Pups, and Asteroid Miners. See section 2.12 for more details.

Can I use VR while lying down?
Most VR apps are designed to be played while sitting up. There are 3 preloaded games that can be played while lying down: Pebbles the Penguin, Space Pups, and Asteroid Miners. See section 2.12 for more details.

How long does the battery last?
Headset Battery Life: ≈ 3 hours
Controller Battery Life: ≈ 12 hours

How long does it take to charge the battery?
Headset Charge Time: ≈ 2.5 hours
Controller Charge Time: ≈ 2 hours

Can I use my own headphones?
Yes. Simply unplug the mounted headphones and use your own headphones. You can also un-mount the Starlight Xperience headphones by pulling down from their mount base.

The controller and headset won’t connect.
First, ensure the controller is charged. Then, try restarting the VR headset.
Find more resources and up-to-date documentation at www.starlight.org/xperience.

Please reach out to Starlight Children’s Foundation for more support!

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