

# Ovation



VR Public Speaking Trainer

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## QUICK START GUIDE

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# Launch

If you have not already done so, please be sure to [setup your play area](#) and [adjust your headset properly](#). If you have any issues launching Ovation, please read our [FAQ](#).

Launch Ovation by double-clicking Ovation.exe. You will either find a shortcut on your desktop (if you chose to create one), or you can open Windows File Explorer and navigate to C:\ProgramFiles (x86)\Ovation (if you chose to install to the default location).

## Title Area

Ovation always launches to the Title Area. This is a white room that displays the Ovation text and logo. While this area is still visible, you should move to the center of your play area and face your desired starting direction. Once ready, pull the trigger on one of your motion controllers.

## Look Around

You will now find yourself in Ovation's Backstage. Feel free to look around. In front of you is a lectern, some presentation tools, a menu, and a curtain. If you look down at your hands you will see virtual replicas of the motion controllers you are holding in your real-world hands. On one of the motion controllers are small text tips describing what the controller's buttons do.

# Menus

The vast majority of Ovation's features are accessed through the menu system, so it is critical that you learn how to navigate it.



## Menu Interaction

Menus in Ovation are floating 3D planes with text and common user interface elements, including buttons, check-boxes, drop-downs, etc.

Menus can be interacted with by pointing either motion controller at the menu and selecting the available item with the trigger under your index finger. To make selection easier, a laser will appear whenever you are pointing at the menu, and the currently hovered item will brighten and/or scale up in size.

## Menu Help

When opened for the first time, various menus in Ovation display helpful dialog windows describing how to best use and navigate that particular menu. Be sure to read them thoroughly.

# Sign In

When you are done looking around Backstage, select Sign In. You can do so by pointing either controller at the button on the menu in front of you and pulling the trigger under your index finger. You will then be prompted to enter your username and password, which you [created](#) when initially setting up your Ovation account on the website.



If you will be the only person using this PC, you can choose Remember Me to save your credentials for faster sign in.

Once you have successfully signed in, you will be taken to the User Settings menu to customize Ovation.

# User Settings

Each Ovation account has its own personal [user settings](#). These settings are applied automatically whenever a user signs in.



## General

When a [Speech or Recording](#) is created, you can choose to automatically [share](#) them with everyone (public), your organization, your organization administrator, or no one. The default value is no one.

## Avatar

A user's avatar can be customized in many ways, including its clothing, skin shade, and accessories. There are thousands of possible combinations; however, only the hand type (controller or realistic), hand size, and skin shade are visible during regular play. The remainder of the avatar is only visible during [VR Playback](#).

If you already feel comfortable using the motion controllers to interact with Ovation, you should select the realistic Hand Type. Realistic hands can have a large impact on the overall realism of Ovation when using various [handheld presentation tools](#).

## Graphics

Ovation is a demanding program on a computer's CPU and GPU. If you are finding it difficult to run the program without jittering or screen tearing in the headset, try selecting the low preset. Turning off Mirror Ovation to PC Monitor can also improve performance.

## Audio

Ovation prefers to use the microphone embedded in your VR headset to record your voice while delivering a [Recording](#). It is important that you select the appropriate Audio Input Device (the headset's microphone) to ensure your voice is recorded properly.

You can now select "Finished" to continue to the main menu.

# Speech

Ovation defines Speeches—and their component Recordings—in a particular way. It is important that you familiarize yourself with these definitions before continuing. The following are brief descriptions, but you can learn more by visiting the [Speeches & Recordings](#) page.

## Speech

A Speech can be thought of as how a user customizes their surroundings and tools to match a desired speaking scenario. It is essentially a file folder which contains all settings that define the speaking scenario. For example, a Speech could be named JFK Moon Speech and be defined as having:

1. Imported text from JFK's "We choose to go to the Moon" speech at Rice in 1962
2. Standing teleprompters
3. A handheld microphone in your right hand
4. A half-full, informally dressed audience

A different topic, such as The History of Virtual Reality, would require a different Speech with its own settings.

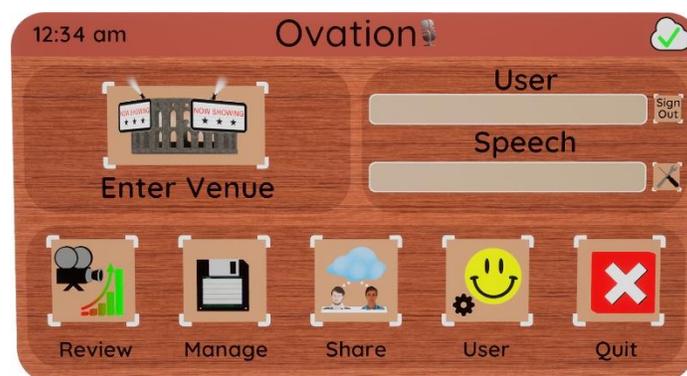
## Recording

A Recording can be thought of as an individual instance of practice -- it is what is delivered over and over with the goal of incremental improvement. For example:

1. Recording #1 was delivered March 3rd, lasted 4 minutes, and contained 6 spoken filler words.
2. Recording #2 was delivered March 4th, lasted 3 minutes, and contained 3 spoken filler words.

Recordings become embedded in the Speech that was loaded at the time they were delivered. Recordings—linked together by a common parent Speech—can then be reviewed together to assess improvement over time.

## Enter Venue



When ready, select Enter Venue on the menu in front of you. Because a Speech is not currently loaded, you will be asked to load or create one. If you have your own text and presentation slides prepared, feel free to create your own Speech. If not, you can load the "We choose to go to the Moon" Speech that is

automatically included with each new Ovation account and comes with text and slides for you to use. Both scenarios are covered below.

## Scenario 1: Load Existing Speech

Select Load Speech from the menu. Select the "We choose to go to the Moon" Speech from the list, then select Load Speech.

## Scenario 2: Create New Speech

Select Create Speech from the menu. You will then give your Speech a name, description, and category. The description and category are optional but recommended.

## Venue Selection

When the Speech loads, the Venue Selection menu will appear. Feel free to select any venue you would like. After a brief loading period, you will arrive in the selected venue.

If the entered venue has more than one [Speech Location](#) (e.g. High Rise), you will need to [teleport](#) to the desired location (e.g. Boardroom). Once there, you can open the menu.

## Speech Settings

When the menu opens, a dialog box will remind you to customize your Speech's [Speech Settings](#). If you loaded the "We choose to go to the Moon" Speech, you can select Finished as those settings have already been selected for you. If you created a new Speech, you should at the very least import some [Speech Items](#) before selecting Finished.

## Record

You have now prepared your Speech and are ready to deliver your first Recording.

# Recording

Before starting your Recording, be sure to:

1. Position yourself where you want to begin speaking to your audience.
2. Ensure that your real-world surroundings are clear.
3. Keep real-world ambient noise to a minimum, as it could interfere with recorded audio.
4. If necessary, set all text to page 1, scroll teleprompters to the top, and set slides to 1.

When ready, open the menu. Selecting the Start button will open a menu asking whether you want to deliver your Recording in Training Mode or Presentation Mode. In Training Mode, Ovation actively warns you about mistakes you're making, such as saying filler words or holding a mic too far from your mouth. In Presentation Mode, Ovation provides no training feedback until playback.

Select Training Mode, which then begins a 5-second countdown. When it reaches 0 the menu will close and you can begin delivering your Recording.



## What Happens During a Recording?

As a quick overview, a Recording is a file that saves everything that happened in a venue (movement, actions, audio, audience reactions, etc.) while it was ongoing. It is a **3D Recording**, in the sense that when you [play it back](#), you can watch it from any perspective you want. It also contains the results of how you performed in the form of [analytics](#) and [grades](#), which were compiled during your Recording from three main sources: your gaze, voice, and gestures.

## Ending Your Recording

When you are finished delivering your Recording, you can end it by opening the menu and selecting End. A menu will ask if you want to save the Recording, and if so, whether you want to share it with anyone. Once the save process is finished, the Review menu will open, with your newly created Recording [loaded for playback](#).

# Review

Immediately after a Recording ends, it will be [loaded for playback](#) and the Review menu will open. It is a complex menu, and it is highly recommend that you visit the main [Review](#) page when ready to learn more about it. For this initial Recording, we can limit ourselves to the basics outlined below.



## Recordings Under Review

The top section of the menu holds the list of Recordings currently under review. In this case it contains only the Recording you just delivered. There is various information available about the Recording, including its creation date, parent speech, and length. The entire Recordings Under Review section can be minimized to allow for more space when navigating the bottom part of the Review menu.

## VR Playback

When you select the play button, your avatar will appear and begin performing the Recording just as you did. Feel free to move around the venue and watch yourself from any perspective you want. Most common playback tools are available to you, including pause, jump forward/backward, time scrub, and volume adjustment.

Show Active Training Features allows you to toggle on and off the various [Active Training Features](#) in the venue. For example, if checked, [Attention Distribution](#) percentages in the back of the room will appear, updating exactly as they did while your Recording was ongoing.

Heatmap Visualization will show a Green->Red heatmap of everywhere you looked during your Recording. You can set it to update live as playback is ongoing.

## Video Playback

VR Playback can only be watched by a user in Ovation who is wearing a VR headset. But what if you wanted to watch it outside of the headset, or email it to a friend, or post it on YouTube? That's where Video Playback comes in. Video Playback creates a 2D video of your VR Playback. This can be done in 5 different ways:

1. **User's Head Is Camera:** The user's head acts as the video camera. Whatever the user sees in the headset is what will be in the video.

2. **Automated Camera:** The camera is automatically moved around the venue to watch the playback from different perspectives.
3. **Camera Locked At Start:** The camera remains locked in place in the location it was in at the start of playback. It will remain there until playback finishes.
4. **Arrows & Numbers Cycle Camera:** The camera is manually cycled between 5 different locations by the user. The left and right arrows go to the previous and next locations, respectively, while numbers 1-5 move the camera directly to those specific locations.
5. **Mouse & Arrows Move Camera:** The camera can be "flown" wherever the user wants using a combination of the mouse to look in a direction and the up/down/left/right arrows to move in that direction.

\*Note: #2, #3, #4, and #5 all take control of the image shown in the headset away from the user. This can cause serious discomfort. Users should remove the headset from their head entirely until playback has finished. These modes can be exited at any time by pressing the menu button on the controller.

When playback has finished, the video will be uploaded to the user's account on the Ovation website and will be available to watch in the menu.

## Analytics

While delivering your Recording, Ovation captured data of three main types: gaze, voice, and gesture. These data are processed and presented to you in various ways, including graphs, tables, a heatmap, and more. You should inspect all the available analytics to get a full picture of what you did well and where you can improve.

\*Additional Recordings can be added to Recordings Under Review. When multiple Recordings are under review simultaneously, the analytics category compares the Recordings to show you how your performance has changed over time.

## Grades

Using analytics data from the Recording, an algorithm determines how well you performed overall, as well as how you performed in a variety of specific categories. A generated text evaluation is also provided based on the recorded data.

\*Similar to the analytics category, grades can also be reviewed for multiple Recordings at a time.

## Feedback

You can give feedback for Recordings [shared](#) with you, and review feedback for Recordings you have shared with others. Feedback includes the number of downloads, the number of VR playback views, likes/dislikes, and comments.

# Share

Now that you have created your first Recording, you should share it with others! This can give others an opportunity to learn from you and provide you with feedback.

## Share Recording

To share your Recording, in the Recordings Under Review section of the Review menu select the button with an image of a gear on it under the Options column. Now select the View Sharing Details button in the pop-up menu.

You will be taken to the Sharing menu, specifically the Share With Others - Recording section. You can also reach this menu by selecting Share from the Main Menu.

## Details

The details panel is initially selected, showing all the information about your Recording, including its name, length, and date.

## Public Sharing (Requires Default Sync Method)

You can designate whether you want to share your Recording publicly. If you choose to make the Recording public, anyone with an Ovation account—whether a member of your organization or not—will be able to download and review it.

## Direct Sharing (Requires Default Sync Method)

Here you can share your Recording with specific Ovation users. If you are a member of an organization, the list of available users will be pre-populated with the other members of your organization. If you are not a member of an organization, you will need to add a user to the list by specifying their email or username.

## Export (Any Sync Method)

You can export a file of your Recording to your PC then send it using traditional transfer methods (USB stick, Dropbox, etc.). Another user can then import and review it.

## Comments

Users you share your Recording with will be able to comment on it. You can read comments and add your own here.

# Next Steps

Congratulations! If you've completed all of the steps in [First Launch](#), you now have the necessary knowledge to begin using Ovation to reach your own goals. Keep the following in mind as you continue your journey with Ovation.

## Record, record, record

Repetition is essential to improvement. Every pilot spends thousands of hours in flight simulators, first to learn how to fly, and then consistently over their career as a way to ensure they are proficient with cockpit controls and emergency procedures. With virtual reality, public speaking (and more generally, communication) can now use that same basic strategy.

Ovation is designed around the central idea that consistent virtual practice leads to real-world success. In theory, the more Recordings you create, the more you will improve. With enough practice, you should develop a "muscle memory" for speaking, while also becoming more aware of your strengths and areas for improvement—many of which are exceedingly difficult if not impossible to measure without virtual reality.

## Follow a curriculum

You should be systematic with your training by following a curriculum, whether designed by yourself, your organization, or [us](#).

A successful, well-rounded public speaker possesses many different skill sets and is comfortable in a variety of speaking scenarios. They can speak to small and large audiences, hold a microphone or slide changer, speak extemporaneously or follow bullet points on a notecard, read from a teleprompter, etc. Ovation can be used for all these scenarios, and many more. Make sure any curriculum you follow takes advantage of as many scenarios as possible, tailored to your specific goals.

## Learn from others

Ovation has many tools to help you improve. Perhaps the best is plain old-fashioned human feedback. You can share Recordings (and videos of Recordings) to anyone and ask for their advice. You can also watch another user's Recordings for inspiration.