Introductory Guide for the Principles of Aviation Experience
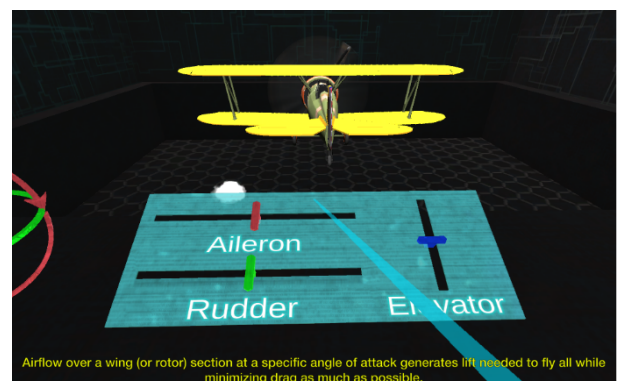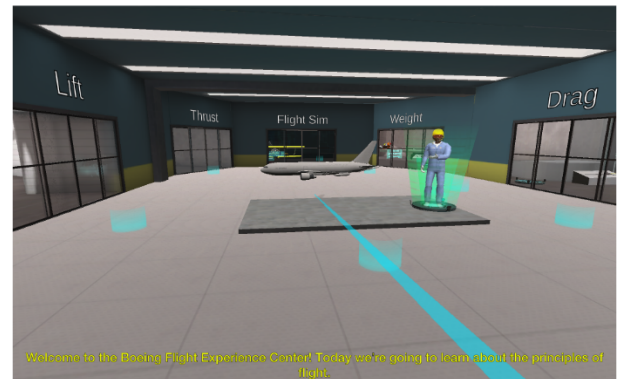
Experience Flow

This experience takes the user on a virtual tour to learn about the Principles of Flight in a virtual museum based setting. Understanding the principles of flight is a vital component when learning about aviation. This experience starts when the user meets Glenn, an Instrumentation and Data Systems manager from Boeing Mesa. He explains the four principles of flight in the entrance hall of the virtual Boeing Flight Experience Center and encourages the user to check out the rooms to get a more in-depth understanding of each principle.

Once the user has had a chance to speak to Glenn, they have the ability to freely roam around the museum. In each room, there are various exhibits which help further understand each principle of flight. Glenn, in hologram form, appears at each exhibit as the user stands on the exhibit teleport pad. He explains each exhibit and allows the user to experiment with different configurations to deepen their understanding.

After the user has gone through each room, they will be ready for the fight simulator! In the flight simulation room, Glenn will explain how three different aircraft components influence flight and the user will be able to participate in a guided flight experience by manipulating the rudders, elevators, and ailerons.

Triggering the Voice Narration

Certain teleport pads trigger Glenn to start talking to the user. He will talk automatically and finish his blurb even though the user may teleport elsewhere, unless they shift to another room. Press the repeat button in front of Glenn's hologram pad to have Glenn repeat the blurb.

Interaction Guide

In order to move around the Boeing Flight Experience Center, you will need to learn how to interact with the environment to move around and enjoy exhibits. It is highly recommended that you complete the short tutorial, which can be accessed in through the Menu, before you start the experience. Below is a summary of what the tutorial covers.
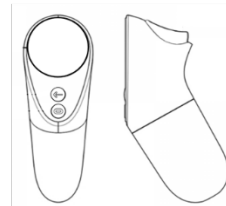
Looking Around

Use the mouse to look around
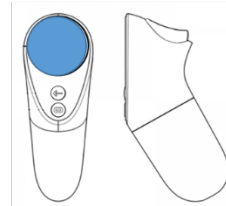
Turn your head to look around

Teleporting

Aim at a teleport location and left click to move around

Aim at a teleport location and click thumb pad to move around
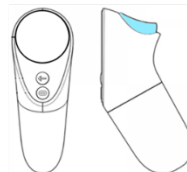
Clicking Buttons

Aim at the button and left click to click on a button

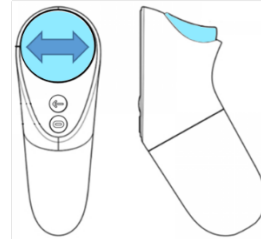Aim at the button and click trigger pad to click on a button

Using the Slider

Left click and hold slider and move mouse in direction you want to move the slider

Press and hold the trigger down on the slider, then move your thumb along the thumb pad in the direction you wish to move the slider

You can access the **Pause Menu** at any time during the experience. The pause menu allows you to pause, and go back to the Main Menu where you can access the tutorial. Press P to unpause.

Press the "P" key to access the Pause Menu
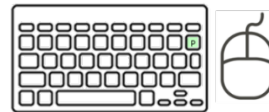
Press the back button to access the Pause Menu