

Selecting a Project Environment

Environment and the ERD

The environment of your CPD module helps to establish the mood of the overall experience. When selecting an environment, it can be helpful to think about the following:

- How will this specific environment or spawnpoint make the learner feel?
- Does a specific environment more closely align with the places learners will practice these skills in the real world?
- How many virtual humans does this environment support?
- What interactions do the virtual humans need to have with the learner? With each other?

A Note on Accessibility

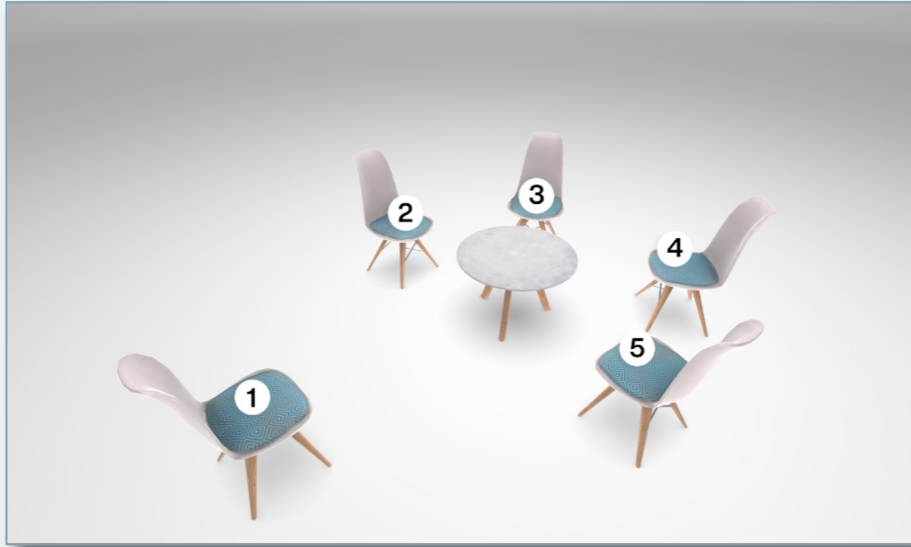
CPD allows both learners and virtual humans to be assigned to standing spawn points. Unless your specific experience requires a standing interaction and will never be deployed to learners who cannot stand, ***we advise to limit standing spawn points to virtual humans.***

When a flow requires a standing spawnpoint, users will see an automatic message instructing them to stand. If a user is unable to stand, this instruction could discourage them from continuing with the experience.

Building accessible experiences ensures all learners can equally enjoy and benefit from your hard work!

Surreal & Scenic Environments

The Void



Description: A group of chairs gathered around a low, round table within a blank white, featureless void that stretches into an infinite horizon. A little sci-fi? Maybe. Awesome? Definitely.

Spawn points: Five seated spawn points

Use Cases: The Void is ideal for any interaction that requires a sense of omniscient authority, reduced emotion, or removal from the scenario. This includes coaching, introductions, or allowing for decompressing “breaks” during emotionally charged or potentially triggering conversations.

Lounge Open Glass Dome



Description: Like an image lifted from the pages of Architectural Digest, the Lounge Open Glass Dome offers opulent seating, a soft sunset skyline, soaring translucent glass ceilings, and trickling water features all around.

Spawn points: Six spawn points: four seated, two standing

Use Cases: The Lounge Open Glass Dome is perfect for inspiring a sense of wonder or excitement. It's a location that would look at home in a luxury resort. This would be a great introduction to VR and the beautiful places it can transport you to!

Traditional Office Environments

Office Middle Management



Description: Shelving, knick knacks, and a tasteful abstract of tree branches decorate this tasteful, minimalist office. Perfect for your mid-level manager (or anyone who would like to speak to a mid-level manager.)

Spawn points: Two seated

Use Cases: The Office Middle Management environment is a great option for any conversations that you'd like to occur in a series of different offices. It is small, minimalist, and private enough to be believable in almost any office setting. The two spawn points on opposite sides of a desk would also be ideal for any conversations that should emphasize a power differential or an organizational hierarchy.

Office Management 1



Description: It's late afternoon in this modern office space. The glass enclosure gives you some privacy to have the difficult conversations you might not want everyone to overhear. A messy desk adds an element of realism- no matter which side of it you're sitting on.

Spawn points: Four spawn points: two seated and two standing

Use Cases: Office Management 1 is great for feedback conversations with direct reports, or any tricky conversation a manager might need to practice.

Office Management 2



Description: This office is bright with natural light and a neutral, contemporary color scheme. The ground floor view might not be as glamorous as some, but the occupant of this office has a perfect escape in the event of a fire. The copy machine on top of the filing system, the water cooler, and the functional items on the desk lend a sense of realism that make this space feel “lived in.”

Spawn points: Five spawn points: three seated, two standing

Use Cases: As the only office environment with three seats at the desk, it allows for mediations, proposals, and problem-solving in a more formal setting than a conference room.

Office Management 3



Description: Office Management 3 offers the same aesthetic as Office Middle Management, only in a space large enough to suggest an extra zero in someone's paycheck.

Spawn points: Six spawn points: four seated, two standing

Use Cases: As it compliments the smaller Office Middle Management environment, this is a great option for a series of conversations which take place within the same building and/or company.

Office Executive 1



Description: A large executive desk with seats on either side is situated within a modern, small office. There is a small seating area around a low table. The giant minimalist wall clock is a great reminder that time is slowly tick-tick-ticking towards your next project deadline ...

Spawn points: Six spawn points: four seated, two standing

Use Cases: Executive Office 1 is helpful for any conversation that requires a power differential. It's a little darker, and more formal. The smaller space can also lend a feeling of tension or confinement.

Office Executive 2

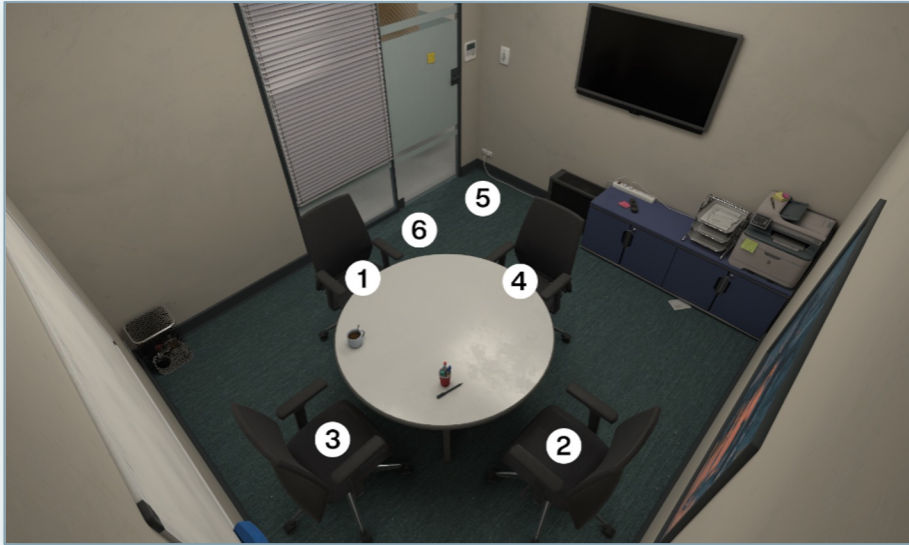


Description: Executive Office 2 is a mix of classic and modern, a juxtaposition of warm parquet and the clean lines in the furniture. The desk is relegated to a small area, with most of the space given over to several cozy seating areas to work or meet. The use of space suggests collaboration, comfort, and an open-door policy. The office includes an eclectic mix of books and art. While the blinds on both sides of the office may be closed, several healthy plants suggest this is may be a rare occurrence.

Spawn points: Six spawn points: four seated, two standing

Use Cases: Executive Office 2 has a more informal and casual feel, due to it's decor, lighting, and sense of space. Possible uses include collaborative or problem-solving conversations.

Meeting Room Small



Description: Think about an office meeting, and then make it a little claustrophobic, and you've got Meeting Room Small. A round conference table can place participants on even footing, but the small space can feel confining

Spawn points: Six spawn points: four seated, two standing

Use Cases: Meeting Room Small can help emotionally escalate tensions in a way that other meeting environments can't quite do. The small space can test some people's' patience, especially when things get heated. A great place to practice self-regulation.

Conference Room Small



Description: Do you enjoy tastefully subtle geometric wallpaper? Have a thing for whiteboards? Ever wished you could experience mild claustrophobia with your coworkers? The small conference room is for you!

Spawn points: Four spawn points: two seated, two standing

Use Cases: The small conference room is an intimate setting perfect for private conversations, including giving feedback to employees or coworkers. This environment would also be great for any conversation where you'd like to challenge the learner by ramping up the sense of pressure. The small, confined space could be a great tool to up the tension.

Conference Room Medium



Description: Through its bank of floor-to-ceiling windows, Conference Room Medium affords a few of the other buildings in the office park, especially those beneath it. The room is rather austere both in lighting and design, implying the work and conversations that take place here are intended to be the focus.

Spawn points: Six spawn points: four seated, two standing

Use Cases: The lighting and spartan appearance of Conference Room Medium make it a prime location for tense negotiations or serious strategy meetings, especially if the facilitator wants to ensure that nothing will distract the participants.

Conference Room Large



Description: A large conference table with seats on all sides. A white board stands next to an enormous window with a view of neighboring buildings. Sunny, bright, and perfect for larger meetings. We can guarantee no coworker will ever accidentally draw on the whiteboard in permanent marker.

Spawn points: Six spawn points: five seated, one standing

Use Cases: Conference Room Large is perfect for presentations formal business meetings or informal lunch meetings right before deadline.

Modern Lounge ***



***** The Modern Lounge enables observing a two person conversation. If the learner spawns in pt 4, virtual humans in 5 and 6 will not turn to look at them**

Description: You're an office, but you're not like the other offices– you're a *cool* office. With a mid-century modern couch like that, how could you not be?

Spawn points: Six spawn points: four seated, two standing

Use Cases: The Modern Lounge is great for more informal office conversations — water cooler talk. It can also be excellent for observing a conversation (see note above.)

The Office Kitchen



Description: No office would survive without a stash of snacks and coffee, which is where the office kitchen comes in. Sleek, updated cabinets and communal seating invite team bonding, discussions of weekend plans, and simmering resentment over who leaves their leftovers in the back of the fridge for too long.

Spawn points: Six spawn points: two seated, four standing

Use Cases: The Office Kitchen would be ideal for any office conversation that's more informal. This could be used to talk to a colleague, report who is passing on office gossip, or bringing up a sensitive concern somewhere less intimidating than in the boss's office.

Home & Remote Office Environments

Home Office



Description: A large living room area with a picture window; from here, the learner can see glimpses of other parts of the house like the dining room and stairs leading to a second floor. There's no place like home!

Spawn points: Six spawn points: four seated, two standing

Use Cases: Home office is a casual work environment or a setting where a conversation with a family might take place.

Video Conference Home Office



Description: An office chair in front of a large computer monitor. A desk with papers, knick knacks, and a thriving snake plant. Who knew you had such a green thumb?

Spawn points: Two spawn points: one seated, one virtual

Use Cases: The Video Conference Home Office is useful for any conversation that involves the complexities of remote work. Focus on your video call soft skills with no fear of accidentally forgetting to unmute.

Social & Casual Environments

Rooftop Terrace Night



Description: The terrace is a restaurant/bar setting that overlooks a metropolitan area. This versatile environment offers comfortable seating surrounds a fire pit, a high table for a standing conversation, and seated options closer to the bar with a space for a bartender to lend an ear and perhaps give some life advice.

Spawn points: Eight spawn points: three seated and five standing

Use Cases: The Rooftop Terrace is a casual setting. Anything from a date night to hanging with friends or coworkers after hours. It's more laid back and infers a more informal setting to talk about things you might not discuss in a work setting. A great spot for sharing secrets.

Zen Garden



Description: Two chairs face one another, set next to a blossoming cherry tree with a small table between the chairs. The backdrop is a majestic mountain. Breathe deep. Relax.

Spawn points: Two seated spawn points

Use Cases: The Zen Garden is an ideal environment for an interaction with a mentor. The Zen Garden makes the learner feel at ease because of the relaxed environment. It's a chance after a scored flow to reflect in a serene setting.

Sidewalk Cafe



Description: A traditional cafe setup. A place to interact with a barista at the register, a spot to be seated with another person at a cafe table, and in the back, a standing area to enjoy an espresso at the bar.

Spawn points: Six spawn points: two seated, four standing

Use Cases: Sidewalk Cafe is an informal, bustling cafe environment that can be utilized for business meetings, first dates, meetups with friends, or an informal interview spot.

Restaurant Patio Day



Description: A chic outdoor restaurant patio area partially shaded by palm trees with a bar in the back of the space.

Spawn points: Ten spawn points: four seated, six standing

Use Cases: The perfect setting for an outdoor party celebrating everything from a business anniversary to the launch of a new product. It's also perfect for a Sunday brunch or an informal get together with a friend or coworker.

Restaurant Patio Night ***



(*** Identical to Restaurant Patio Day — but with less sunshine 😊)

Description: A chic outdoor restaurant patio area partially shaded by palm trees with a bar in the back area.

Spawn points: Ten spawn points: four seated, six standing

Use Cases: The perfect setting for an outdoor party celebrating everything from a business anniversary to the launch of a new product. It's also perfect for a Sunday brunch or an informal get together with a friend or coworker.

Restaurant Warm Ambience



Description: This is arguably the most cozy casual spot. A toasty fire, lounge chairs, a fully-stocked bar, some good virtual human company ... what more could you ask for?

Spawn points: Four spawn points: two seated, one standing in front of the counter, one behind the counter

Use Cases: The Restaurant Warm Ambience environment is great for any conversation that wouldn't happen in an office. A casual get together with a friend or your first day working in the service industry would be perfect here.

Medical Environments

Medical Nurses Station

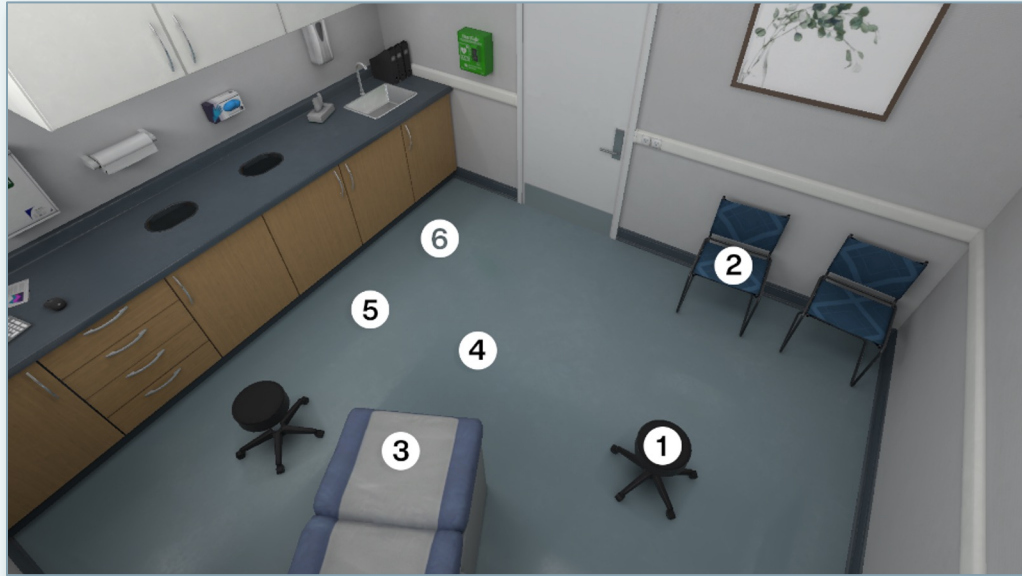


Description: An indoor fluorescent-lit nurses station and waiting area. Learn how defuse a tense patient conversation or have water-cooler talk around an actual water cooler!

Spawn points: Six spawn points: three seated, three standing

Use Cases: This very realistic nurses station is perfect for any medical backdrop. Patients could be waiting to hear back from a doctor or nurses could be going through files behind the desk.

Medical Exam Room



Description: A typical medical exam room with a resting table, chairs to sit and wait and a stool for a medical professional to sit. Don't mess with the tongue depressors.

Spawn points: Six spawn points: three seated, three standing

Use Cases: This medical exam room offers the chance to interact with a medical professional. It's a great spot to learn how to communicate with patients, or how to advocate for yourself as a patient.

Medical Doctors Office

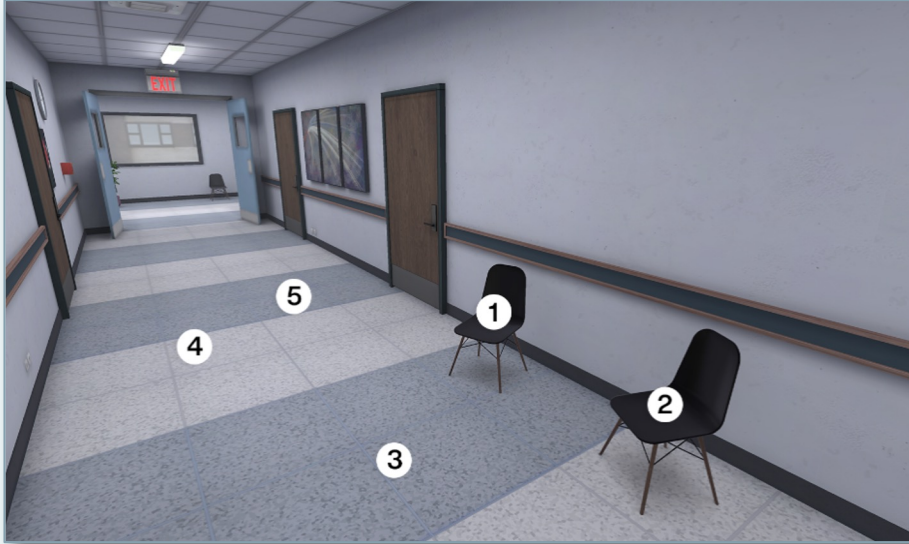


Description: The medical doctors office includes a place to sit and speak to patients face-to-face from behind the desk. There is a light to hold up x-rays and a certification on the wall. Plus, pamphlets. So many pamphlets.

Spawn points: Five spawn points: three seated, two standing

Use Cases: This is the kind of place where a doctor can discuss test results or plan for treatment with patients. Pharmaceutical company representatives may also find this environment useful to practice sharing information on medical trials.

Medical Clinic Hallway



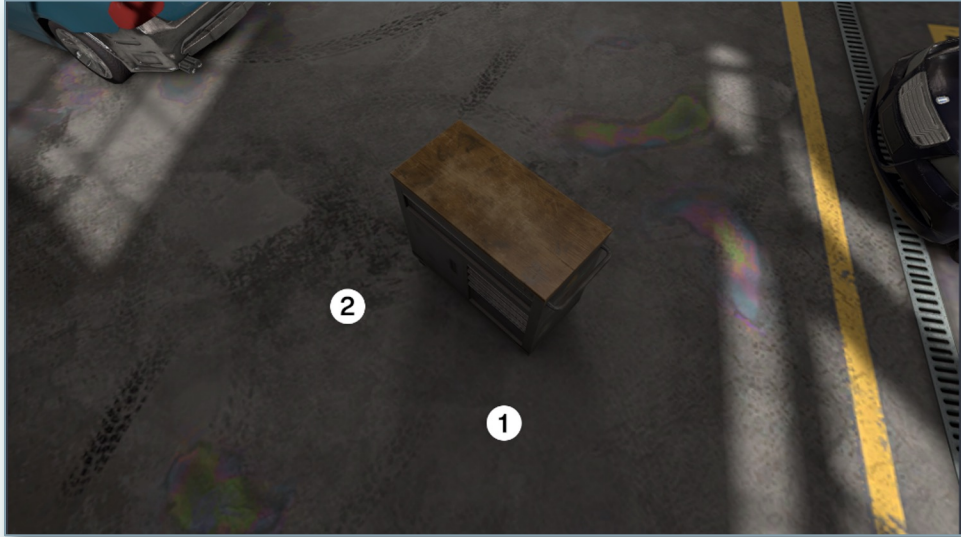
Description: The tile floor, the fluorescent lights ... this could be any hospital or medical clinic hallway.

Spawn points: Five spawn points: two seated, three standing

Use Cases: The Medical Clinic Hallway allows you to practice medical conversations that happen in passing. Learn to speak to family members or to consult with a colleague on the way to see a patient.

Mechanical, Manufacturing, and Construction Environments

Auto Garage



Description: The auto garage is an indoor location with a tool chest and glimpse of cars in the process of getting repaired. Oil changes not included.

Spawn points: Two spawn points: two standing

Use Cases: Any conversation about cars, auto repair, or auto insurance adjusting can take place in the area.

Residence Under Construction

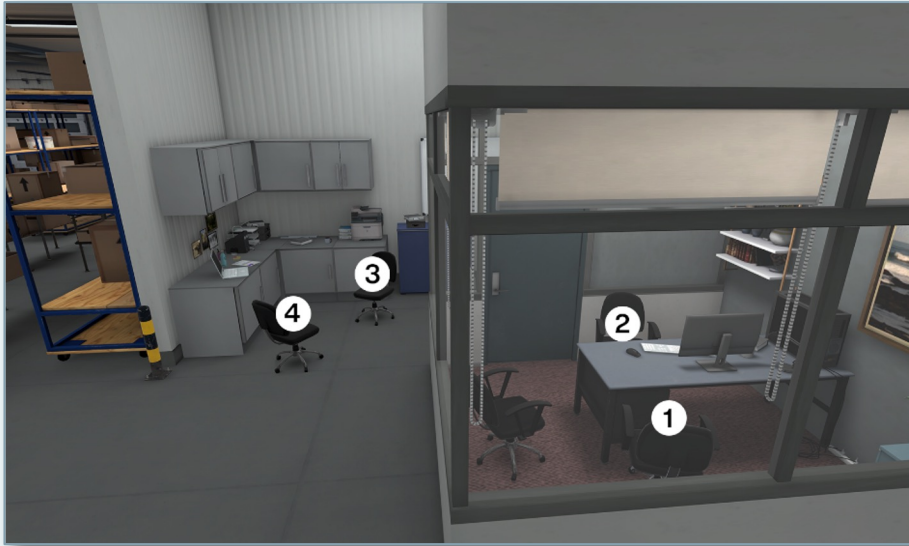


Description: This is an indoor environment in which several areas of a residence (or office with a full kitchen) can be seen in various stages of construction. Tools, building materials, and a makeshift desk of ply and sawhorses evoke the smell of fresh-cut lumber and sawdust. An easel with a blank blueprint is set up for discussions.

Spawn points: Four spawn points: two standing, two sitting

Use Cases: Any conversation regarding home remodeling, new construction, inspections, client meetings, and most aspects of residential construction.

Warehouse Office



Description: A warehouse can be a busy place, and this location is where things are kept running smoothly. There are options for private conversations behind closed doors, or a casual chat in the open.

Spawn points: Four spawn points: all seated.

Use Cases: The Warehouse Office allows managers in production or shipping to have industry-specific discussions in a realistic spot. This could be good for planning production schedules or addressing warehouse worker concerns.

Auto Garage Office



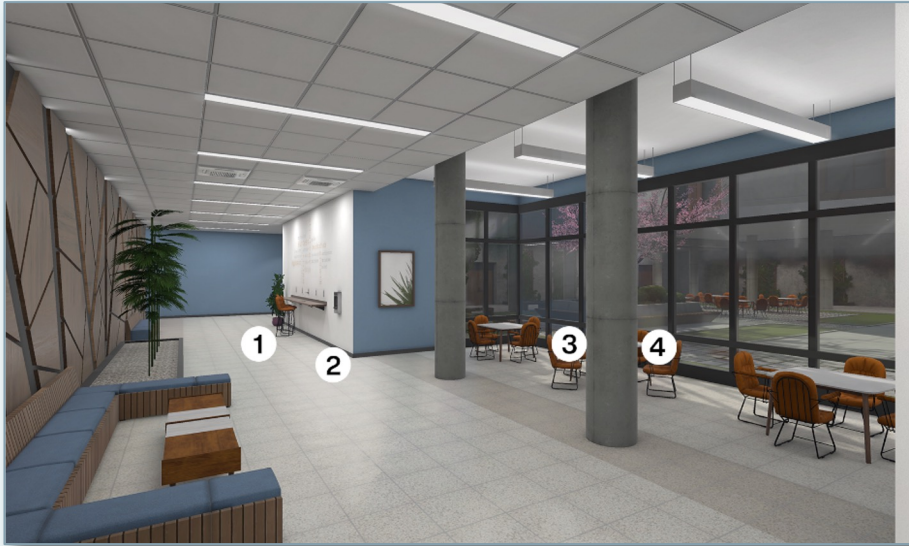
Description: You can almost smell the motor oil and hear the sounds of the busy shop outside the minute you spawn in this office. The Auto Garage Office is for any mechanical profession.

Spawn points: Four spawn points: all seated.

Use Cases: The Auto Garage Office allows managers in auto repair to have industry-specific discussions in a realistic spot. This could also be good for insurance related conversations.

Education Environments

Campus Entrance ***



*** The Campus Entrance can be used to mimic an omniscient voice by hiding a virtual human in sp 1 and having the user seated in sp 4. From the sp. 4 vantage point, sp. 1 is not visible.

Description: It's an open lobby overlooking a courtyard on a campus. Is it a college campus? A high school campus? A teaching hospital campus? Any of the above are plausible.

Spawn points: Four spawn points: two seated, two standing

Use Cases: The Campus Entrance is great for educational conversations as a teacher, TA, or student. The courtyard visible in the background deescalates some tension.