

CareerWIL VR Workplace Experience

Feature introduction for every stakeholder · Quest 0.1.84

Induction · Shadow · Perform · Prove · on a three-hour work shift

Time to Be Down to Earth — practical workplace experience in VR

Document control (QMS)

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Project	CWIL-MILZET-2026
Owner	Milzet Holdings & Institute
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Classification	Internal + Client (Controlled)
Headset build	CareerWIL VR 0.1.84 · versionCode 94 · package online.careerwil.vr
Phone app	1.0.16+18 unchanged. Approve Quest remains on Me.
Audience	Worker, mentor, host, facilitator, assessor, moderator, observer, funder, verifier, core team
Status	Issued. Dynamic workplaces on this build use the shift described here.

This controlled note introduces the workplace experience now on the Quest headset. It tells every stakeholder what appears in the room, how a three-hour shift is counted, how a worker moves from induction to proof, and how the logbook slip is filed for SchoolLMS Digital Paper. Install, fleet setup, and scenario authoring stay in the companion guides.

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1. Purpose and how to use this note

CareerWIL puts a worker into a simulated workplace for a real shift length. The worker completes tasks that match the phase they have reached on that host's project. A mentor can stand in the same room. When the proving tasks are done, the sitting files a logbook slip for SchoolLMS Digital Paper.

Read this note before a training day on Quest build **0.1.84**. Workers, mentors, and hosts use sections 6 to 13 on the day. Assessors, moderators, verifiers, and funders use sections 8, 11, and 4 to see what evidence the sitting produces. Facilitators use the same path as a joining worker when they are in the room to coach.

Language. People in the workplace are workers. Official DHET and SETA statistics may still say "learner" when those statistics are quoted. CareerWIL product language on the headset and in this note says worker.

2. Control, supersession, and distribution

Document **CWIL-UG-VRUX-001** Revision **A**, effective **14 November 2026**, project **CWIL-MILZET-2026**. Owner: Milzet Holdings & Institute. Delivery partner: CEDEC. Classification: Internal + Client (Controlled). Printed copies are uncontrolled unless stamped. The next revision replaces this file in full.

This note does **not** withdraw CWIL-UG-REG-001, CWIL-UG-APP-INST-001, CWIL-UG-VR-INST-001, CWIL-UG-VR-001, CWIL-UG-FLEET-001, or CWIL-UG-SCENE-001. Those remain the Join, phone, install, lobby, fleet, and authoring guides.

One sentence in CWIL-UG-SCENE-001 Rev C still tells a mentor to open Dynamic as a Quest Browser 360. On Quest 0.1.77 and later, Dynamic is a walkable workplace. For the shift, the clock, the task cards, and resume, this note is the controlling text. Recorded mode remains the 360 film. The scene film CWIL-AV-SCENE-001 was not re-narrated for this revision.

Distribution of this issue: Milzet Holdings & Institute, CEDEC delivery contacts, and the founder copies used for CareerWIL stakeholder material. The hosted PDF is the controlled electronic copy.

3. The release in one view

Quest **0.1.84** (versionCode 94) is the public headset build these features belong to. The rows below are what a stakeholder meets in a Dynamic workplace on that build.

Table 1. Features stakeholders use on Quest 0.1.84

What the stakeholder meets	What it does on 0.1.84
Walkable Dynamic workplace	The apps node sends the room. The headset draws it. The worker walks with the stick and teleports on the floor, as in the lobby.
Sector room	Six packs: roadworks trench, plant floor, clinic room, warehouse, kitchen, induction room. A new project in those packs is published data. It does not need a new app.
Three-hour clock	Lower left. Work shift HH:MM:SS / 03:00:00. It counts worked time only.
Eye rest	Every 20 minutes of worked time the view asks for 60 seconds of eye rest. The work clock pauses.
Phase cards	Readable cards for the current phase only. Point and press the trigger. The old pole labels are cleared while these cards are up.
Phase order	Induction, then shadowing, then performing, then proving. A later phase stays closed until the current phase is complete.
Resume	Leaving and returning to the same host project reopens that sitting: same phase, same worked time, same tasks already marked.
Many hosts	Each host project is its own sitting. A qualification is covered by connecting to the projects that together hold its outcomes.
Mentor in the room	Host and Join with the workplace code. Workers see the mentor’s hi-vis body and follow. The mentor’s own sitting stays separate.
Logbook slip	The last proving task files a SchoolLMS Digital Paper slip with the occupation’s logbook codes.
Headset update	The app downloads a newer build by itself and keeps the Install card in view. The wearer confirms Install.

Recorded and Live. Recorded mode remains a 360 film and keeps its own markers. Live mode remains the live feed. The shift clock and the four-phase cards described here belong to a Dynamic workplace.

4. Who does what

Table 2. Stakeholder duties for the VR workplace experience

Role	On this release
Worker	Joins the workplace code. Works the open phase. Reads each card. Marks it with the trigger. Rests when the eye-rest panel appears. Files the logbook slip on the last proving task.
Mentor	Hosts or joins the same code. The clock reads Mentor shift. The card button reads Demonstrate this. Workers shadow that demonstration. The mentor’s attempt is a separate sitting.
Host	Publishes the project in Mentor Studio against one occupation, then hosts it. Shares the six-character code the server mints. One host project holds the tasks that project can offer.
Facilitator	Joins to coach. Uses the same room as the worker. Does not skip the worker ahead of the open phase.
Assessor	May join. On a headset profile whose role is assessor, the clock uses the mentor wording. Sign-off of the competency stays with the SchoolLMS Digital Paper slip and the assessor’s own record.
Moderator and verifier	Use the submitted sitting: phase reached, worked time, tasks marked, and the logbook slip. They do not need a second catalogue.
Observer and funder	Watch from Cast on the phone or the web. Cast remains a view. The work itself happens on the headsets that Host and Join.
Core team	Keeps Studio, the generator, and this controlled note aligned with the public headset build.

5. Where the workplace comes from

Mentor Studio on careerwil.online is where a mentor or host prepares a Dynamic project: occupation, project brief, and the sector pack. The apps node stores that project and, when a headset hosts it, sends the room layout, the stations, and the shift.

The headset draws that description on its own panels. On a Quest 3S the panel is about 2K per eye. Head movement stays on the headset, which is what keeps the room comfortable to walk. The apps node is the source of the scenario, the tasks, and the saved sitting. It is the generator and the record. The wearer is looking at a scene the headset itself is drawing.

The six packs are a roadworks cutting, a plant floor, a clinic room, a warehouse, a kitchen, and an induction room. Coastal light and a quiet synthetic bed belong to the roadworks pack. The other packs are indoor and include one crew figure. A photograph is the Recorded mode. It is not laid over a Dynamic room that the server has described.

Authoring rule. Publish the project as Dynamic before the host session. Joining headsets type the workplace code. They do not select the scenario title. Selecting the title on Dynamic starts a new host session.

6. The three-hour shift, the clock, and eye rest

A Dynamic workplace opens a work clock at the lower left. It reads **Work shift** and a time such as **00:12:40 / 03:00:00**. The clock advances while the worker is in the workplace and working. At three hours it stops and tells the worker to exit and rest. The next sitting continues the phase they had reached.

Every 20 minutes of worked time, a panel covers the view: **Rest your eyes**, a countdown of 60 seconds, and the line **The work clock is paused.** The rest is there so a long sitting does not keep the eyes locked on the panels. The same interval applies on every project. The tasks decide what must be finished inside the three hours. The eye rest decides when to look away.

The clock posts the worked time to the server about every 30 seconds, and also when the worker leaves. A short interruption of signal loses at most the last half-minute of the clock. A task is stored when the headset accepts the button press.

7. Resume, and work across many hosts

No single host project can carry every outcome of a QCTO occupational qualification. CareerWIL treats that as the normal shape of workplace experience. The worker connects to several projects, from several hosts. Each project keeps its own open sitting for that worker.

Coming back to a project that is still open restores the phase, the worked seconds, and the tasks already marked. The clock line reads that the project was resumed. A project the worker has never opened starts at induction, with the clock at zero. After proving is submitted, the next visit to that same project starts a new induction sitting. The submitted sitting remains the evidence record.

Worked example. A road-maintenance worker may hold an open sitting on a coastal barrier project with one host, and a separate open sitting on a plant-yard project with another host. Monday’s barrier work resumes on Tuesday. The plant-yard clock is a different three hours.

8. Induction, shadowing, performing, and proving

Tasks run in one order. The server rejects a mark on a task that belongs to a later phase. The headset then tells the worker that the task opens in a later phase of this project. Completing the last task of a phase opens the next phase by itself.

Table 3. The four phases and the words on the worker’s button

Phase	What the worker is doing	Button on the card
Induction	Read the instruction for the task. This is how the workplace introduces the job before any shadowing.	I have read this
Shadowing	Follow the mentor in the room and watch the demonstration of this task.	I shadowed the mentor
Performing	Carry out the task in the simulated workplace, using the instruction on the card.	I performed this
Proving	Show the task to the standard the project set. The last proving task files the logbook slip.	File the logbook slip

If a project's stations were all tagged as induction, and there are at least four, the server spreads them across the four phases so the cycle still has a shadow, a performance, and a proof. A phase with no station of its own receives one bridge task, so the worker still passes through every phase. The cards on the headset are the tasks of the open phase, up to six at a time.

This is the competency path for the project: induction, then shadowing, then performing, then proving. The occupational qualification is the set of such projects. QUAL-001 remains the register of qualifications, sectors, SAQA identities, and logbook codes.

9. Task cards the worker can read and press

Earlier hotspot poles were difficult to read and did not take a trigger press as a completed task. On this build, when the shift cards appear, those poles are cleared. Each current task is a dark card with light lettering: the task title, the instruction, and one button.

Cards stand at the project's stations and turn to face the worker. If a project has no stations, the cards stand in a short row in front of the worker. Aim the hand ray at the button and press the trigger. The card is large enough to read at the station. It is the induction instruction when the phase is induction, and it is the work instruction in every later phase.

Navigation of the room is unchanged from the lobby: the stick moves, snap turn changes facing, and teleport lands on the floor. The worker walks to the station, reads the card, and marks it there. Marking is the record. Walking past a card does not complete it.

10. The mentor in the same workplace

The mentor connects by the same Host and Join the workers use. One person hosts. The server mints a six-character workplace code and shows it on the host's board. Everyone else types that code on the keypad and presses Join workplace. The host leaves the keypad empty. Typing an old code into Host session does not reopen that room.

Once Relay has connected, each person appears to the others as a hi-vis body. Shadowing means the workers follow that mentor through the stations. The shadow card tells the worker to follow the mentor. On a mentor, host, or assessor profile the clock reads **Mentor shift** and the button reads **Demonstrate this**.

The mentor can demonstrate, and can mark their own card. That mark belongs to the mentor's sitting. It does not mark the worker's tasks. Each worker still presses their own button. There is no separate camera that drags the worker along. Presence in the room is the shadow.

Sequence. Publish the Dynamic project. On the headset: Lobby, Dynamic, select the project, Host session. Read the code aloud or on Cast. Other headsets: keypad, Done, Join workplace. Exit scenario leaves the sitting. Host session again opens a new code for that profile and closes that profile's previous open room.

11. SchoolLMS Digital Paper and the logbook slip

SchoolLMS Digital Paper is the stroke-canvas evidence desk CareerWIL uses for workplace records, including logbooks. On this build the headset completes the hand-off at the end of proving.

When the worker files the last proving task, the server stores a slip on that sitting: system SchoolLMS, status ready for the slip, the project's SAQA identity, and the logbook codes carried by the occupation. The headset says the logbook slip is ready for SchoolLMS Digital Paper, and the clock notes that the project is filed.

The SchoolLMS form itself is completed on SchoolLMS. The headset stores the ready slip and the codes. Assessors and mentors use that slip, together with the phase record and the worked time, as the compliance evidence for this simulated shift. A verifier can see which project, which worker, which phase was submitted, and which logbooks were named.

12. Keeping many headsets on this build

CareerWIL VR checks the public latest build about six seconds after launch, and about every six hours. When a higher version code is published, the app downloads it and opens the Android install card. From 0.1.84 that card stays in front of the wearer until they confirm. The words on the card are: update downloaded, confirm Install on the headset card. That confirm is the same step the CareerWIL and BusinesSite phone apps use.

The public install page remains **https://careerwil.online/wil/careerwil/vr**. A fleet that cannot tap Install on each headset uses Quest for Business or an MDM (ManageXR or ArborXR) for a silent install. The in-app path is the automatic download plus the wearer's confirm.

Phone app **1.0.16+18** is unchanged. Approve Quest headset stays on Me, on the phone app and on the web profile. Sign out before the headset is handed to the next worker. Closing the app alone keeps the last profile, and the resume key follows that profile.

13. A sitting, from the lobby to Exit scenario

Table 4. Operating sequence for one Dynamic sitting

Step	Who	What good looks like
1	Any wearer	If the update card is in front of you, confirm Install, then reopen CareerWIL VR.
2	Host	Lobby → Dynamic → the published project → Host session. Read the six-character code. Leave the keypad empty.
3	Worker and mentor	Keypad → the code → Done → Join workplace. Do not tap the scenario title.
4	Everyone in the room	The workplace is around you. The clock is at the lower left. Cards for the open phase face you.
5	Mentor	Walk the stations and demonstrate. Workers follow the hi-vis body.
6	Worker	Read the card. Press the trigger on the button. Repeat for each card of this phase. The next phase opens when this phase is complete.
7	Worker	When the eye-rest panel appears, wait out the 60 seconds. The work clock is paused. Then continue.
8	Worker	On the last proving card, press File the logbook slip. The headset confirms the SchoolLMS slip is ready.
9	Everyone	Exit scenario. The open sitting remains. The next Join of this same project resumes it, until proving has been submitted.

Reception by itself does not show other people. Bodies appear after Host and Join have connected through the workplace. Exit scenario on the board means the workplace was accepted. If the room looks empty for a moment after that, wait for the other headsets to finish joining. Then walk. The clock is already counting.

14. Held for a later revision

The following items are named so training does not promise them on 0.1.84. They stay on the product list. They are not part of this controlled issue.

Richer meshes prepared in Blender on the authoring laptop, downloaded into the headset with the scenario. A photographic sky and recorded site sound for wind and surf. Opening the SchoolLMS Digital Paper form inside the headset. The slip and the logbook codes are already stored. A silent fleet install with no Install tap, which depends on Quest for Business or an MDM. Handing a tool from one person's hand to another as a shared object. The shared presence on this build is the hi-vis body in the same room.

The roadworks pack on this build is a dressed workplace with coastal light and a quiet synthetic bed. Training examples already published are the Dynamic project chapmans-peak-rockfall-barrier and the Recorded project blyde-canyon-lookout-barrier, both under SAQA 101864. The Recorded canyon remains a 360 film.

15. Companion documents

CWIL-UG-REG-001 Rev A — Registration and sign-in.

CWIL-UG-APP-INST-001 Rev A — Android app and iPhone browser.

CWIL-UG-VR-INST-001 Rev A — Quest installation. Fleet page: careerwil.online/wil/careerwil/vr.

CWIL-UG-VR-001 Rev A — Lobby buttons, Cast, and the earlier stakeholder VR guide.

CWIL-UG-FLEET-001 Rev A and film CWIL-AV-FLEET-001 — many headsets, one Meta account per headset.

CWIL-UG-SCENE-001 Rev C and film CWIL-AV-SCENE-001 — creating Dynamic, Recorded, and Live projects. Dynamic walk and this shift are controlled here where Rev C still says Quest Browser 360.

CWIL-MILZET-QUAL-001 Rev A — qualifications, sectors, SAQA identities, and logbooks.

CWIL-MILZET-PLAN-002 Rev B — implementation phase, including evidence-pack work.

Mentor Studio — https://careerwil.online/xr/studio.html

Cast — https://careerwil.online/wil/careerwil/cast

Hosted copy of this note:

https://careerwil.online/businessite/static/src/docs/careerwil/CareerWIL_VR_UX_Features_CWIL-UG-VRUX-001.pdf

16. Revision history

Table 5. Revision history

Rev	Date	Description
A	14 November 2026	First issue. Introduces Quest 0.1.84 for all stakeholders: server-described Dynamic workplace drawn on the headset, three-hour work clock, 20-minute eye rest, resume per host project, readable phase cards, mentor shadow in the Host/Join room, and the SchoolLMS Digital Paper logbook slip at proving.

End of controlled document CWIL-UG-VRUX-001 Rev A — CareerWIL · CWIL-MILZET-2026 · prepared for Milzet, CEDEC, and every CareerWIL stakeholder role.