Immersive Learning Environment: User Guide

Author	Version	Project - Output	Date
Dot Beyond	V2	Erasmus+ Digital Libraries – Immersive Learning Environment (ILE)	6th Oct 2026

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

Contents

1. Introduction....4
2. Registration and account access....4
2.1. Registration....4
2.1.1. Personal data....4
2.1.2. Profile and declarations....4
2.1.3. Email verification....5
2.2. Account access....5
3. The initial wizard....7
3.1. Step 1: Readability and display parameters....7
3.2. Step 2: Choosing navigation mode....8
3.3. The welcome tutorial....9
4. Moving in the environment: free navigation....9
4.1. Keyboard commands....9
4.2. Point and click (automatic movement)....10
4.3. Rotating and orbiting with the mouse....10
5. The interface in free navigation....11
5.1. The Lessons available in this room list....11
5.2. Visual settings during navigation....12
6. Interacting with content....12
6.1. Recognising interactive content....12
6.2. Bringing content into focus....12
6.3. Content types....13
6.4. Closing focus....13
7. The focus mode interface....13
7.1. Open the content....14
7.2. Information....14
7.3. Reactions and views....14

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

7.3.1. Reactions 14
7.3.2. Views 15
7.4. Content chat 15
8. Moving between rooms 15
8.1. Doors in the environment 15
8.2. Room list 15
8.3. Room loading 16
9. Moving in the environment: guided navigation 16
9.1. Choosing a module 16
9.2. Following a guided module 16
9.3. Changing module 17
9.3.1. Module completed 17
9.3.2. Module in progress 17
9.4. Returning to free navigation 17
10. Command summary 18
11. System messages and troubleshooting 18

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

1. Introduction

The Immersive Learning Environment (ILE) is a browser-based 3D learning space developed within the Erasmus+ project Digital Libraries (DigLib). Users move freely between the rooms of the environment, explore learning materials (videos and PDF documents) freely or via guided learning paths.

Who this guide is for. This guide is intended for all registered users of the platform: librarians, library staff and educators, and general learners (e.g. *citizens*). Where a feature depends on the user's role, this is stated explicitly.

Recommended setup. The ILE runs in a web browser and does not require any installation. It is designed for desktop and laptop computers: for the best experience, use an up-to-date version of Google Chrome or Mozilla Firefox (recommended browsers) and a stable internet connection. Rendering quality and loading times depend on the device and on the connection.

The experience consists of two overlapping layers: the 3D scene, where the user moves and interacts with objects, and the interface (button bars, panels and overlays) layered over the scene, which brings together all system controls. The guidance below describes both layers separately and explains how they work together.
This guide follows the order in which users encounter the features: registration and Personal Area, the setup wizard, free navigation, content interaction, focus mode, moving between rooms and guided navigation. A command summary and a troubleshooting section are provided at the end.

2. Registration and account access

2.1. Registration

To access the DigLib Immersive Learning Environment, users must first create an account on the project website (https://dig-lib.eu/). The registration form guides the user through three steps.

2.1.1. Personal data

Users enter their basic account credentials: first name, surname, email address and a password of their choice.

2.1.2. Profile and declarations

This step collects role information and requires the user to accept the platform's terms before proceeding.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

Who are you? The user selects one of two roles: "I am a librarian, library staff or educator", or "I am a learner (e.g. library user)". Selecting the librarian/educator role reveals an additional optional field: Name of the Institution. The role determines which environments are available (see Section 2.2).

Age Confirmation. Since the platform and its educational materials are designed for adult learners, users must confirm they are at least 18 years old by ticking the checkbox: *"I confirm to be 18 years old or older."* Access to the platform is only permitted for users who meet this minimum age requirement.

Platform Netiquette. The DigLib Immersive Learning Environment brings together library professionals, educators and adult learners from across Europe. Users are asked to read the full netiquette document (available via a link on the registration page) and declare their agreement to comply with its guidelines throughout their use of the platform.

Privacy Notice and Consent. Pursuant to Article 13 of Regulation (EU) 2016/679 (GDPR), users are informed that their personal data will be processed by the joint controllers of the Digital Libraries project for purposes related to registration and access to the learning platform. Providing personal data is voluntary but necessary. The full Privacy Policy is available at https://dig-lib.eu/privacy/privacy-policy.pdf. Tip: open the Privacy Policy in a new browser tab, so that the data already entered in the form is not lost.

2.1.3. Email verification

After submitting the form, users receive a verification email at the address provided. They must click the confirmation link to activate their account. Once verified, the Registration Badge is automatically awarded in the user's Personal Area. If the email does not arrive within a few minutes, check the spam or junk folder.

2.2. Account access

Logging in

Registered users log in from the Login page of the project website by entering their email and password and clicking Login. The eye icon in the password field shows or hides the password while it is typed. If the password has been forgotten, click Forgot password? below the password field to reset it. Users who do not have an account yet can click Sign up to register. If the email address or password is incorrect, an error message is displayed.

The Personal Area

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

After logging in from the project website, users are directed to their Personal Area. At the top of the page, a green banner *"Continue your learning journey"* provides quick access to the Immersive Learning Environments available to the user:

- Environment 1 *Digital competences for librarians and citizens*: available to all users;
- Environment 2 *Digital pedagogy competences for librarians as community facilitators*: available to librarians, library staff and educators.

Below the banner, the Personal Area is organised into four tabs: Profile, Badges, Quiz and Survey. The icons at the top right of the page open the Personal Area (person icon) and log the user out (Log Out icon).

Profile

The Profile tab displays the user's personal data (such as name, surname and email address) and the chosen role (*librarian, library staff or educator*, or *learner*). All fields can be updated at any time using the Edit button.

Badges

The Badges tab opens the Manage Badges page, which shows the user's progress through the DigLib training path. Badges reflect progress, skills and active participation, and are awarded automatically:

- *Registration Badge*: earned by completing the registration.
- *First Access Badge*: earned the first time the user logs in and enters the learning environment.
- *Progress Badges*: unlocked automatically as the user opens educational resources (videos and PDFs), based on the percentage of all resources published in that environment: Bronze at 10%, Silver at 20%, Gold at 30% and Platinum (top tier) at 60%. Thresholds are calculated on the total number of resources and rounded down to the nearest whole number. Progress Badges are awarded separately for each environment.
- *Module Completion Badge*: earned by opening all resources in a learning module and completing its quiz.
- *Final Badge*: the highest achievement on the platform, earned by completing all modules and all quizzes in the environment.

At the top of the page, the Progress panel shows the number of badges earned out of the total available, a progress bar with the percentage completed and, for each level (Bronze, Silver, Gold, Platinum), the number of badges earned out of those available. Below it, four summary cards show the badges earned, the lessons opened (text and video), the quizzes completed and the surveys (completed or in progress). Filters display all badges or only those of a given category (e.g. Access and First Steps, Content Exploration).

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

Each badge displays the date it was earned and can be shared directly from the platform. Progress is updated each time the Personal Area is opened: while using the ILE, click the Dashboard button (top left) or reload the Personal Area page to see the latest badges.

Quiz and Survey
These tabs give access to the end-of-module quizzes and to the platform satisfaction survey. The survey is shown once the user has unlocked 10 educational resources. If it is dismissed or ignored, it is shown again as the first element of the Personal Area at the next login.

3. The initial wizard

Once logged in, the user can enter the environments available to their role:

- Citizens/learners access Environment 1;
- Librarians, library staff and educators access both Environment 1 and Environment 2.

Before entering the environment, the user goes through a short wizard that gathers display preferences and the desired navigation mode. It is designed to configure the experience upfront; all choices remain editable during navigation.

The wizard consists of two steps, shown at the top by a progress indicator displaying the title and subtitle of each step:

- Content visibility (Customise content): readability and visual rendering parameters.
- Navigation (Explore the environment): choice of navigation mode.

3.1. Step 1: Readability and display parameters

The screen is titled "Visibility elements" with the prompt *"Adjust and modify parameters to customize the experience"*. The parameters are presented as side-by-side cards, each with an icon, title, description and adjustment control.

Parameter	Control	Effect
Contrast	Slider between the “-” and “+” icons	Adjusts contrast between interface elements and the background. Value ranges from 0 (standard contrast) to 2 (maximum contrast).

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

Text size	Slider between A- and A+	Adjusts the size of all interface text, from 1× (base size) to 2× (double size). Frames also scale with the chosen factor.
Theme	Three buttons: Light, Dark, System	Sets the colour rendering of the interface. “System” follows the operating system or browser setting.

A Continue button leads to the next step; a secondary Skip button takes the user directly into the environment, bypassing the remaining steps.

3.2. Step 2: Choosing navigation mode

The screen is titled "Navigation" and asks, *"How do you prefer to navigate and explore the environment?"*, with the note *"You can change mode at any time during navigation"*. The two options are presented side by side; the selected option is highlighted in the primary colour.

Option	On-screen description	What it does
Guided module mode	A guided mode that takes you straight to the learning module that interests you	Starts the experience in guided module mode: once loading is complete (and after the welcome tutorial, if shown), the module selector opens automatically.
Free navigation	Move freely within the environment and interact with the individual lessons	Starts the experience in free navigation: the user controls their own movement and decides which content to open and in what order.

The Continue button only appears after one of the two options has been selected. The secondary Start button allows the user to enter the environment without making a selection: in that case the experience begins in free navigation and the module selector is not opened automatically.

Important: The choice made here is not binding. During navigation it is always possible to start a guided module or return to free movement using the first button in the bottom-right bar.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

3.3. The welcome tutorial

The tutorial opens automatically as soon as the environment has loaded. It is organised into four pages, corresponding to the four main aspects of the experience:

- MOVING IN SPACE: movement and rotation controls.
- EXPLORING LEARNING MATERIALS: how to bring content into focus and use its icons.
- CHANGING ROOMS: in-scene doors and interface shortcut.
- EXPLORE GUIDED MODULES: how to start automatic module playback.

Pages are scrolled using the side arrows; the centre dots indicate the current position. The bottom button reads Skip tutorial and, on the last page, becomes Explore the learning environment. The tutorial shows the keyboard and mouse controls used in the environment.
The tutorial can always be recalled during navigation using the Tutorial button (the “?” icon) at the bottom right, and it always restarts from the first page.

4. Moving in the environment: free navigation

In free navigation the user controls their position and orientation in first person. Three movement modes are available (keyboard, point-and-click and mouse rotation) and can be freely combined.

4.1. Keyboard commands

Forward and backward movement is available on both W/S keys and the vertical arrow keys; view rotation is available on both A/D and the horizontal arrow keys. Vertical view tilt uses the I/K keys.

Keys	Action	Notes
W or ↑	Move forward	Moves the character in the direction they are facing. Movement has a brief initial acceleration.
S or ↓	Move backward	Moves the character in the opposite direction, maintaining orientation.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

A or ←	Rotate left	Rotates the viewpoint on the vertical axis (character rotation, not lateral movement).
D or →	Rotate right	Same as above, in the opposite direction.
I	Look up	Tilts the view upward. Tilt is limited to prevent flipping.
K	Look down	Tilts the view downward, with the same limit.

All rotations are smoothed: speed builds progressively while the key is held and eases off gently on release, for a more natural and less fatiguing feel.

4.2. Point and click (automatic movement)

This is the most immediate way to cover distance: left-click on the floor. The chosen point is marked by a ground indicator and the character walks automatically until reaching it, gradually turning in the direction of travel.

- The path is calculated over walkable surfaces: obstacles and furniture are skirted and clicks outside walkable areas are ignored.
- The ground indicator looks different for nearby and distant destinations, making the distance easy to read.
- Automatic movement stops immediately if a movement key is pressed, returning direct control to the user.
- Clicking on content or a door does not produce movement but activates the corresponding interaction.

4.3. Rotating and orbiting with the mouse

Holding right-click and dragging freely rotates the view: horizontal mouse movement controls rotation, vertical movement controls tilt. This is the recommended control for quickly looking around and for orbiting around a scene element, keeping it centred in frame.

- During dragging the cursor is hidden and locked to the window so rotation is not limited by screen edges; on releasing the button the cursor reappears at the starting position.
- Vertical tilt is limited to approximately ±80° to prevent inverted views.
- On releasing the right mouse button the orientation reached is maintained and keyboard controls resume from that position.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

5. The interface in free navigation

During free navigation the interface is intentionally minimal: the Dashboard button at the top left, a top-right bar with system controls and a bottom-right bar with exploration controls.

Position	Element	Function
Top left	Dashboard button	Clickable: opens the user's Personal Area (e.g. to check badges and progress).
Top right	Audio ON / Audio OFF	Turns the environment audio on or off. The icon shows the current state.
Top right	Settings	Opens the Visual Settings panel.
Top right	Full screen / Windowed	Toggles full-screen display in the browser.
Bottom right	Guided module mode	Opens the guided module selector. During a guided module, this position hosts the Free navigation button, used to exit it.
Bottom right	Module	Opens the list of rooms, with the modules associated with each room.
Bottom right	Lessons available in this room	Opens the list of content in the current room.
Bottom right	Tutorial	Reopens the welcome tutorial from the first page.

Note. The Module and Lessons available in this room buttons are only available in free navigation: during a guided module they are hidden, as rooms and content are managed automatically. The Tutorial button remains accessible at all times.

5.1. The Lessons available in this room list

The Lessons available in this room button opens a panel listing the content of the room where the user is located. The panel serves two purposes:

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

- Direct access: clicking a content title immediately moves the camera to bring it into focus, without having to physically reach it in the scene.
- Progress tracking: a checkbox next to each item indicates whether the content has already been viewed; it is ticked automatically the first time the content enters focus.

The list always refers to the current room only and updates with each room change. Opening the list automatically closes the room list, and vice versa: the two panels are never visible at the same time.

5.2. Visual settings during navigation

The Settings button at the top right opens the “Visual Settings: Adjust parameters to customise your experience” panel, which contains the same parameters as the wizard with the addition of reset controls:

- Theme: three-segment selector: Light, Dark, System.
- Text size: slider from A- to A+, with a reset icon (Restore default size).
- Contrast: slider between “-” and “+”, with a reset icon (Restore default contrast).

Changes take effect immediately across the entire interface and remain active for the rest of the session.

6. Interacting with content

Content items in the environment are placed in the scene as three-dimensional objects: video stands and presentation stands. Interaction always follows the same sequence: approach, recognise the interactive element, open it in focus.

6.1. Recognising interactive content

Interaction is proximity-based: the user must approach the object and point at it with the cursor. When the object is within range, a tooltip with the content name appears at the top of the screen, so the user knows what they are about to open.
Moving the cursor away makes the tooltip disappear. If no tooltip appears, the object is either not interactive or the user is not close enough: moving a few steps closer is usually enough.

6.2. Bringing content into focus

A click on the object, while its tooltip is shown, enters focus mode. The camera moves with a smooth animation to the ideal viewing position for the object, framing it from the front; during focus, movement controls are disabled, as attention is entirely on the content.
The framing position is defined for each piece of content.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

6.3. Content types

The content type determines what happens when the Open the content button is used in focus mode:

Type	Opening behaviour
Document	PDF reader showing one page at a time, with page navigation (Previous page / Next page) and zoom. PDFs can also be downloaded.
Video	Videos play in the embedded YouTube player. No YouTube account or sign-in is required; subtitles and automatic translation can be activated from the player settings (gear icon).
Panel	Text is readable directly in the scene: the panel is simply framed.

6.4. Closing focus

The close button (×) at the top right returns the camera to its previous position and restores movement control to the user. The Esc key does not close content: always use the × button. During a guided module the button is not shown, as progression between content items is handled by the guided module navigation bar.

7. The focus mode interface

Focus mode replaces the navigation interface with a set of controls dedicated to the framed content: opening, information, download and, where available, reactions, a view count and the content chat.

Position	Control	Function
Top right	× (close)	Exits focus and returns to navigation. Not shown during a guided module.
Bottom right	Free navigation	**Present only during a guided module**: exits the guided module and returns to free movement (after confirmation).

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

Bottom right	Views	Number of times the content has been opened by users.
Bottom right	Open the content	Opens the content in the viewer dedicated to its type.
Bottom right	Download content	Downloads the original PDF. Not available for YouTube videos.
Bottom right	Information	Opens the content description card.
Bottom left	Reaction panel	Allows the user to express a reaction to the content.
Bottom right, above the other controls	Content chat (green button)	Opens the content chat, where users can exchange messages about each specific resource with all other users.

7.1. Open the content

This is the primary control of focus mode: the Open the content button opens the content full-screen in the viewer appropriate to its type (PDF reader or video player).
Opening the viewer increments the content's view counter and, if it was open, closes the information card. Closing the viewer with the × button returns to focus mode, with the content still framed.

7.2. Information

The Information button expands a description card containing content title. The card closes using the back arrow at the top left of the panel, or by pressing the Information button again.

7.3. Reactions and views

7.3.1. Reactions

The panel at the bottom left shows a series of emoji, each with its own counter. A click on an emoji adds the reaction; a second click on the same emoji removes it. The selected reaction is highlighted, distinguishing the user's choice from others. Each user can express only one reaction per content item: selecting another replaces the previous one.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

7.3.2. Views

The counter shows how many times the content has been opened in total and increments when the viewer is opened. Persistence: Reactions and views are shared across all visitors and are saved when focus is closed. On the next visit the user will find the updated counts.

7.4. Content chat

Each educational resource has its own content chat: an open, real-time space where all users viewing the same resource can share thoughts, observations and learning experiences. To open it, click the green chat button at the bottom right of the focus mode interface.

Messages show the author's name and remain visible to everyone, including users who open the resource later and can read the full conversation thread. There are no private or direct messages, and emoji reactions to individual messages are not available. Please bear in mind all users are asked to follow the Platform Netiquette.

8. Moving between rooms

The immersive environment spans multiple rooms. Moving from one room to another happens in two equivalent ways: walking through doors in the scene or choosing a destination from the Modules list.

8.1. Doors in the environment

This approach preserves the spatial continuity of the journey. Walk up to a door and point at it: a tooltip at the top of the screen shows the name of the room it connects to. A panel above each door also helps identify it. A single click on the door triggers the transition. Checking the destination name before clicking helps prevent accidental room changes.

8.2. Room list

The Module button (door icon) at the bottom right opens a panel with a list of all rooms in the environment. Clicking a name starts the direct transition, regardless of the user's position in the scene: it is the quickest way to reach a distant section.

- If the current room is selected, the notice "Warning: You are already in the selected room." appears and no loading is triggered.
- Opening the panel automatically closes the Lessons available in this room list, and vice versa.
- The button is not available during a guided module, as room transitions are managed automatically.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

8.3. Room loading

Every room change involves loading a new environment. During the operation the overlay “Loading content: Please wait for the next stage to load” is shown, tooltips are hidden and the interface is temporarily non-interactive. On completion the user finds themselves in the new room (near the connecting door if the transition happened through a door, or at the designated entry point for that room if the destination was chosen from the list) and the Lessons available in this room list updates with the content of the new environment.

9. Moving in the environment: guided navigation

Guided module mode leads the user from one content item to the next following the order set by the training programme, without having to locate the elements in the 3D scene.

9.1. Choosing a module

The guided module selector opens in two ways:

- Automatically, after the environment loads, if Guided module mode was chosen in the wizard. If the welcome tutorial is shown, the selector opens once the tutorial is closed.
- Manually, at any time during free navigation, using the Guided module mode button (first button in the bottom-right bar).

The panel is titled *“Guided modules: Discover the available learning modules and click on the one you want to explore in more detail”* and lists the available modules. Clicking on an item starts the module immediately and closes the selector.

9.2. Following a guided module

When a guided module starts, the interface changes: the Module and Lessons available in this room buttons are hidden and the navigation bar appears at the bottom centre, consisting of three elements:

Element	Function
← (left arrow)	Returns to the previous stop. Not visible on the first stop.
n / total	Shows the current stop and the total number of stops. During transitions the counter is replaced by a circular loading indicator.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

→ (right arrow)	Moves to the next stop. On the last stop it becomes ✓ and ends the guided module.

At each stop the user is taken to the planned position and the content opens automatically in focus mode. During transitions the interface fades and buttons are temporarily disabled, to prevent repeated commands while the next content is being prepared.

9.3. Changing module

It is not possible to switch directly from one module to another: the current one must be closed first. The two possible situations are as follows.

9.3.1. Module completed

Pressing ✓ on the last stop shows the message *"You have completed the guided tour: Do you want to choose and start a new one?"* with two options:

- Go to modules: closes the module and immediately reopens the selector to choose the next module;
- Exit and return to free navigation: closes the module and resumes free navigation.

9.3.2. Module in progress

The user must first exit guided mode (see Section 9.4) and then reopen the selector using the **Guided module mode** button.

9.4. Returning to free navigation

During a guided module, the first button in the bottom-right bar takes the label **Free navigation** (icon showing a moving figure). The same control is available in the focus mode bar, so the module can be exited even while viewing content.
The control requires explicit confirmation:

- Title: "Exit guided tour"
- Message: "Do you want to exit and return to free movement mode?"
- Note: "If you reopen the selected tour, you will start again from the first stop."

Pressing Continue closes the guided module: the navigation bar disappears, the Module and Lessons available in this room buttons become available again and the user resumes direct movement control in the room they are in. As noted in the message, progress is not saved: reopening the same module restarts it from the first stop.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

10. Command summary

This section provides a quick reference for all keyboard and mouse controls available in the ILE.

Command	Action	Device
W / ↑	Move forward	Keyboard
S / ↓	Move backward	Keyboard
A / ←	Rotate left	Keyboard
D / →	Rotate right	Keyboard
I / K	Look up / look down	Keyboard
Left-click on floor	Point and click: automatic movement to the indicated point	Mouse / Trackpad
Left-click on content	Brings content into focus	Mouse / Trackpad
Left-click on door	Enters the connected room	Mouse / Trackpad
Hold right-click + drag	Look around / orbit	Mouse / Trackpad
Click on ×	Closes the content or exits focus mode (the Esc key is not used)	Mouse / Trackpad

11. System messages and troubleshooting

This section lists the messages and symptoms users may encounter during their session, along with their meaning and the recommended action.

Message or symptom	Meaning and recommended action
Loading experience	Initial 3D environment preparation. It is normal for this to take a few seconds; the interface becomes active once complete.
Loading content	Room change or transition to the next stop of a guided module. Wait for completion.
Warning: You are already in the selected room.	The current room has been selected from the list. Select a different destination.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib

The service is currently unavailable. Please try again later.	The platform cannot be reached at the moment. Check your internet connection and reload the page.
Error loading / No data available	The content information could not be loaded. Close and reopen the information card; if the problem persists, report the affected content item.
No tooltip appears when pointing at content	The user is not close enough or the object is not interactive. Move a few steps closer, or use the Lessons available in this room list.
Badges or progress are not updated in the Personal Area	Click the Dashboard button at the top left of the ILE, or reload the Personal Area page, to see the latest progress.
Reloading the page brings the user back to the entrance	This is expected: the position in the environment is not saved. Use the Module button (room list) to go directly to the desired room.
The Esc key does not close the content	Content and panels are closed with the X button at the top right.
A shaded band appears at the top of a video	This is standard YouTube player behaviour: it appears together with the player controls when the mouse is moved and disappears when the mouse is still.
YouTube asks the user to sign in	Signing in to YouTube is not required to watch videos in the ILE. The sign-in window can simply be closed.
The bottom-right buttons are partly hidden	On some screens the operating system taskbar may cover part of the interface when the browser is not in full screen. Use the Full screen button at the top right.
Movement feels slow or images look blurred	Rendering quality and loading times depend on the device and on the internet connection. Close other applications or browser tabs and check the connection.

Co-funded by the European Union

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the Foundation for the Development of the Education System. Neither the European Union nor the Foundation for the Development of the Education System can be held responsible for them.

diglib