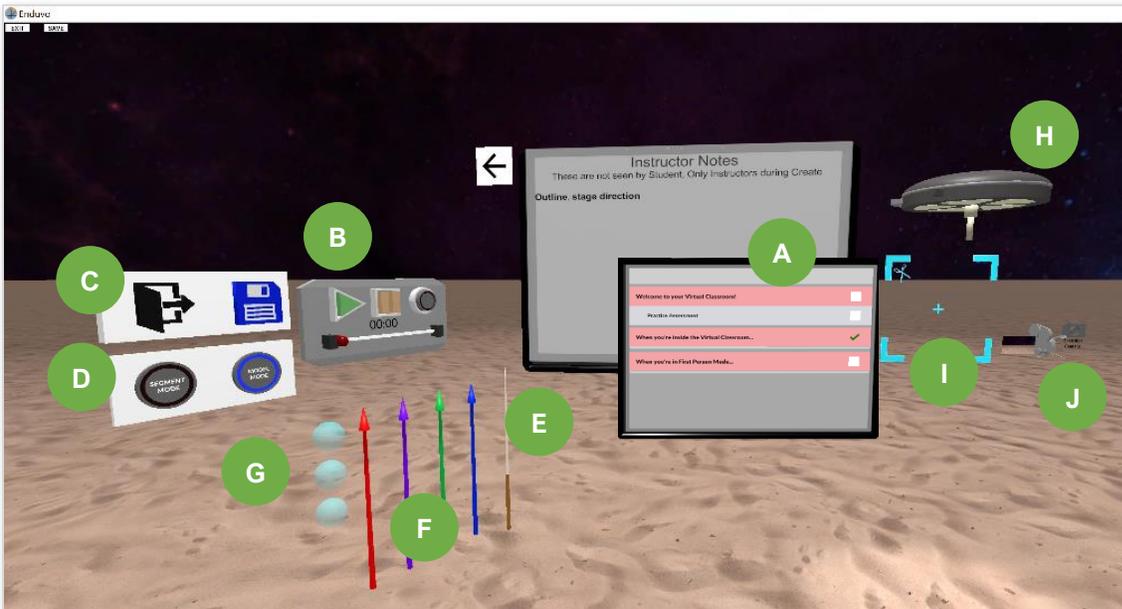


The following terms are used throughout the Enduvo platform. We recommend reviewing these terms before getting started creating and learning in Enduvo.

TERM	DEFINITION
Experience	Also called a lesson, course, or simple lesson is the immersive content that someone creates and shares for users to consume.
Users	Users are creators as well as sometimes, and they are called instructors and learners.
Creator/instructor	Users who produce immersive experiences also called lessons and courses.
Learner/student	Users that experience immersive content in Enduvo
Workspace Admin	Users who manage the permissions for a workspace and its users, including adding and removing users, defining a user's role, and determining what experiences/content is published to the workspace.
Workspace	A repository of content where users enroll, publish, store, and select content to experience In Enduvo. Workspaces can be public or private. Everyone who has access to Enduvo can use a public workspace. Private workspaces are accessible by invitation.
Learning objective	Bite-sized learning topic recorded in 5-minutes or less; lessons are made up of a series of learning objectives.
Lesson	Immersive experiences that are created and experienced in Enduvo. Lessons are made up of one or more learning objectives.
Course	A lesson or series of lessons that are published to a workspace.
Simple Lesson	Experiences you create without any learning objectives or assessments.
Assessment	A multiple-choice question that creators use to test a learner's understanding of the course content.
Asset	Two-dimensional files such as photos, documents, or videos, and 3D models that you incorporate in lessons to make them more engaging and interactive.
Publish	What users do when they are ready to share their content to a specific workspace.
Virtual/virtual classroom	The immersive learning space/environment within Enduvo.
Lesson Board	A virtual board that allows users to select the content they want to experience. On the lesson board will be the name of the lessons in the Course, the title of each learning objective associated with the lesson, and any assessment questions, if available.
Environment	The scene learners select before experiencing a lesson in Enduvo.

Below we highlight tools that are available for enhancing your experience creating and learning in Enduvo.



LETTER	ITEM	DEFINITION/USE
A	Lesson Board or Topic Board/ Instructor Notes Board	The virtual board in the Enduvo virtual classroom allows users to select the content they want to experience. In creation mode, the board shows the instructor notes.
B	Record/ Playback Panel	Contains the recording, play, and pause buttons as well as a slider/scrubber bar to rewind and fast forward an experience.
C	Save/Exit Panel	Contains the exit and save buttons.
D	Model/Segment Mode Panel	Contains the buttons to enable segment mode for taking apart models, and model mode for snapping the layers back together.
E	Pointer	Enables creators to call attention to assets or part of an asset during a lesson.
F	Arrows	Calls attention to assets during an experience; also used to select assessment answers.
G	Spheres	Provides an additional tool to highlight assets.
H	Light	Highlights an asset in the Enduvo virtual classroom.
I	Cut Plane	Enables you to view each layer of a 3D model (models must have layers to use the cut plane).
J	Camera	Allows you to snap a picture or record a video when creating and learning in Enduvo.