

CLAIMS

1. A method for managing a multi-realm, computer-generated reality, comprising:
 - defining a prescribed path through one or more virtual reality contexts provided by a managed reality system;
 - receiving information generated by one or more sensors in a device worn by a participant in a session conducted using the managed reality system, where the information generated by the one or more sensors indicates a point of focus or a point of view of the participant within the one or more virtual reality contexts;
 - providing focus measurements for the participant based on the information generated by the one or more sensors, each focus measurement characterizing a duration of focus of the participant on a leader of the session or on one or more objects indicated by the leader of the session while engaged in a plurality of activities associated with the session; and
 - generating a session performance metric for the participant by quantifying variances of the focus measurements for the participant from corresponding baseline focus measurements for the session, wherein the baseline focus measurements include measurements received from each participant in the session including the leader of the session, and wherein the variances relate to adherence to a sequence and duration of focus on one or more objects or one or more locations associated with the prescribed path; and include temporal or spatial variances of attendance by participants at a plurality of assembly points defined for the session.
2. The method of claim 1, further comprising:
 - authenticating a user of a user reality context at a controller that manages or controls the multi-realm, computer-generated reality;
 - configuring a logical connection between the user reality context and the one or more virtual reality contexts provided by the managed reality system using one or more physical communication channels; and
 - establishing presence of the user as the participant in the one or more virtual reality contexts through the logical connection while maintaining presence of the user in the user reality context.
3. The method of claim 1, wherein the baseline focus measurements are obtained by statistical analysis of focus measurements for a plurality of participants in the session.
4. The method of claim 1, further comprising:
 - defining a timeline for following the prescribed path; and
 - calculating variances that relate to the timeline,
 - wherein the baseline focus measurements are based on aggregate focus measurements related to the prescribed path and the timeline for a plurality of participants in a plurality of sessions conducted using the managed reality system.

5. The method of claim 1, wherein the baseline focus measurements include a measurement of relative difference between locations of an avatar of the participant and an avatar of the leader of the session.
6. The method of claim 1, wherein the baseline focus measurements include a measurement of a difference between location of an avatar of the participant and a location or an object indicated by the leader of the session.
7. The method of claim 1, wherein the baseline focus measurements include a difference in time of arrival of an avatar of the participant at a location or at an object indicated by the leader of the session and a corresponding time of arrival of an avatar of a leader of the session at the location or object indicated by the leader of the session.
8. The method of claim 1, wherein the baseline focus measurements include a difference in time of departure of an avatar of the participant from one location of the one or more locations defined in the prescribed path and a corresponding time of departure of an avatar of a leader of the session from the one location.
9. The method of claim 1, wherein the variances comprise a difference in dwell time of an avatar of the participant at one location of the one or more locations defined in the prescribed path and a corresponding dwell time of an avatar of a leader of the session at the one location, and
wherein the dwell time of the avatar of the participant at the one location is calculated as a total dwell time associated with multiple visits to the one location.
10. The method of claim 1, wherein the one or more sensors include a motion sensor or a location sensor.
11. The method of claim 1, wherein the one or more sensors include a camera.
12. The method of claim 1, wherein providing the focus measurements for the participant comprises:
monitoring chat activity of the participant.
13. The method of claim 1, wherein providing the focus measurements for the participant comprises:
monitoring accesses of system information by the participant.
14. The method of claim 1, further comprising:
providing focus measurements for a plurality of participants to a leader of the session.
15. The method of claim 1, further comprising:
displaying activity performance metrics for a plurality of participants to a leader of the session as corresponding session performance metrics are being generated.
16. The method of claim 1, wherein the computer-generated reality comprises a simulation.

17. The method of claim 1, wherein the computer-generated reality implements an experiential teaching reality.
18. A method for operating a virtual reality system, comprising:
 - providing a first virtual or augmented reality context that includes a first scene;
 - causing one or more participants to gather within the first scene;
 - presenting an image of an object within the first virtual or augmented reality context;
 - providing a virtualized version of the object within the first virtual or augmented reality context or within a second virtual or augmented reality context; and
 - providing a representation of the object that may viewed in three dimensions in a virtual room through a portal in the first scene.
19. The method of claim 18, wherein providing a virtualized version of the object comprises:
 - providing a three-dimensional representation of the object within the first scene.
20. The method of claim 18, wherein providing a virtualized version of the object comprises:
 - opening the portal to provide a passage between the first virtual or augmented reality context and the second virtual or augmented reality context; and
 - providing a three-dimensional representation of the object within a second scene that is provided in the second virtual or augmented reality context, wherein the second scene includes the virtual room and wherein the virtual room is depicted by the image of the object.
21. The method of claim 18, further comprising:
 - causing the one or more participants to gather near the virtualized version of the object;
 - and
 - suppressing visual representations of a plurality of participants provided to a first participant within the virtual reality system, thereby causing the plurality of participants to enter an invisibility mode.
22. The method of claim 21, further comprising:
 - restoring the visual representation of a second participant when the second participant is separated from the first participant by a minimum distance configured for the virtual reality system.
23. A method for creating a multi-realm, computer-generated reality, comprising:
 - defining a prescribed path through one or more reality contexts associated with a plurality of activities defined in one or more documents, including for each activity in the plurality of activities:

generating a three-dimensional representation of an object associated with the each activity, wherein the three-dimensional representation of the object is assigned a unique identifier and is configured for use in a first reality context;
calibrating a location of the object on the prescribed path and within the reality context;
defining one or more points in time associated with the object, the one or more points in time being expressed with respect to a start time of the first activity; and
defining a plurality of thresholds for the object, the plurality of thresholds including time-based thresholds and location based thresholds; and

providing the three-dimensional representation of the object within the multi-realm, computer-generated reality when one or more participants present in the multi-realm, computer-generated reality engage in the first activity.

24. The method of claim 23, wherein the one or more points in the timeline plurality of activities associated with the object identify when the three-dimensional representation of the object is visible within the multi-realm, computer-generated reality.

25. The method of claim 23, wherein the one or more points in the timeline associated with the object identify a start time and an end time for viewing the three-dimensional representation of the object.

26. The method of claim 25, wherein the plurality of thresholds includes a maximum time period between the start time and the end time.

27. The method of claim 26, wherein the plurality of thresholds includes a minimum time period between the start time and the end time.

28. The method of claim 25, wherein the plurality of thresholds includes an earliest start time for viewing the three-dimensional representation of the object.

29. The method of claim 25, wherein the plurality of thresholds includes a latest time for viewing the three-dimensional representation of the object.

30. The method of claim 25, wherein the plurality of thresholds includes a maximum distance for viewing the three-dimensional representation of the object, the maximum distance being calculated from the location of the object within the reality context.

31. The method of claim 23, wherein the three-dimensional representation of the object includes licensing information or information that defines rights and privileges associated with the object when provided within the multi-realm, computer-generated reality.