Pfizer

XP 1

KORSCH

TABLET PRESS

VR Assembly Experience

Storyboard <u>FINAL</u> V1.0

Document History

Version #	Date	Written/Revised By	Description
Draft V0.1	2022-02-10	Eric M. Scharf Solution Design Architect	• Initial storyboard draft
Draft V0.2	2022-02-18	Eric M. Scharf Solution Design Architect	• Instructional placards updated with modified content
Draft V0.3	2022-03-08	Eric M. Scharf Solution Design Architect	• Steps updated to reflect additional reference imagery received from client
Draft V0.4	2022-03-16	Eric M. Scharf Solution Design Architect	• Inventory table items highlighted to reinforce order of interaction for development
Final V1.0	2022-03-22	Eric M. Scharf Solution Design Architect	• Imagery and guidance for powder jar pouring animation and tablet production animations added

DISCLAIMER: This document – like all storyboards across feature film, episodic broadcast television, interactive software, and other similar media – demonstrates (1) a ***visual approximation*** and (2) an accurate feature set for development of the agreed upon "Pfizer KORSCH X-P1 Tablet Press VR Assembly Experience" end product.

Please NOTE: This document has been created for both the client and offshore outsource development resources. This document contains no proprietary information.

X-P1 ASSEMBLY

User Experience

Welcome to Pfizer's KORSCH XP-1 tablet press assembly experience. Use the labeled components and installation tools located on the table to complete the assembly.

CONTINUE

***DESCRIPTION**: Upon entering "Pfizer's KORSCH XP-1 Tablet Press Assembly Experience" within a production laboratory environment, the user sees an INSTRUCTIONAL PLACARD displayed in front of the device. The XP-1 is in its default, powered-ON state, awaiting missing components which need to be installed.*

***PLEASE NOTE**: The DISCHARGE CONTAINER PLATFORM is CLOSED by default. The DISCHARGE CONTAINER is on the table by default.*

INTERACTIVITY:

The user reads the INSTRUCTIONAL PLACARD (located in front of the XP-1 tablet press) and presses the CONTINUE button.

***PLEASE NOTE**: The INSTRUCTIONAL PLACARD will always be static and based upon format displayed on SLIDES 55-57.*

***PLEASE NOTE (as shown)**: The DISCHARGE CONTAINER PLATFORM is CLOSED by default. The DISCHARGE CONTAINER is on the table by default.*

The XP-1 tablet press is plugged in and powered on. Before installing any missing components, ensure the tablet press is in manual mode by turning the key to the right.

***DESCRIPTION**: The user successfully turns the key 30 degrees RIGHT or CLOCKWISE to set the XP-1 tablet press to SET UP (MANUAL) MODE. The key shall remain in this position until the user has finished assembling the tablet press.*

***PLEASE NOTE**: The DISCHARGE CONTAINER PLATFORM is CLOSED by default. The DISCHARGE CONTAINER is on the table by default.*

INTERACTIVITY:

The user reads the updated PLACARD (located in front of the XP-1 tablet press).

User reaches with their controller for the highlighted KEY and turns the KEY 30 degrees CLOCKWISE to ensure the XP-1 tablet press is set to SET UP (MANUAL) MODE.

***PLEASE NOTE (as shown)**: The DISCHARGE CONTAINER PLATFORM is CLOSED by default. The DISCHARGE CONTAINER is on the table by default.*

Open the plastic door of the XP-1 tablet press.

***DESCRIPTION**: The KORSCH XP-1 tablet press awaits being opened.*

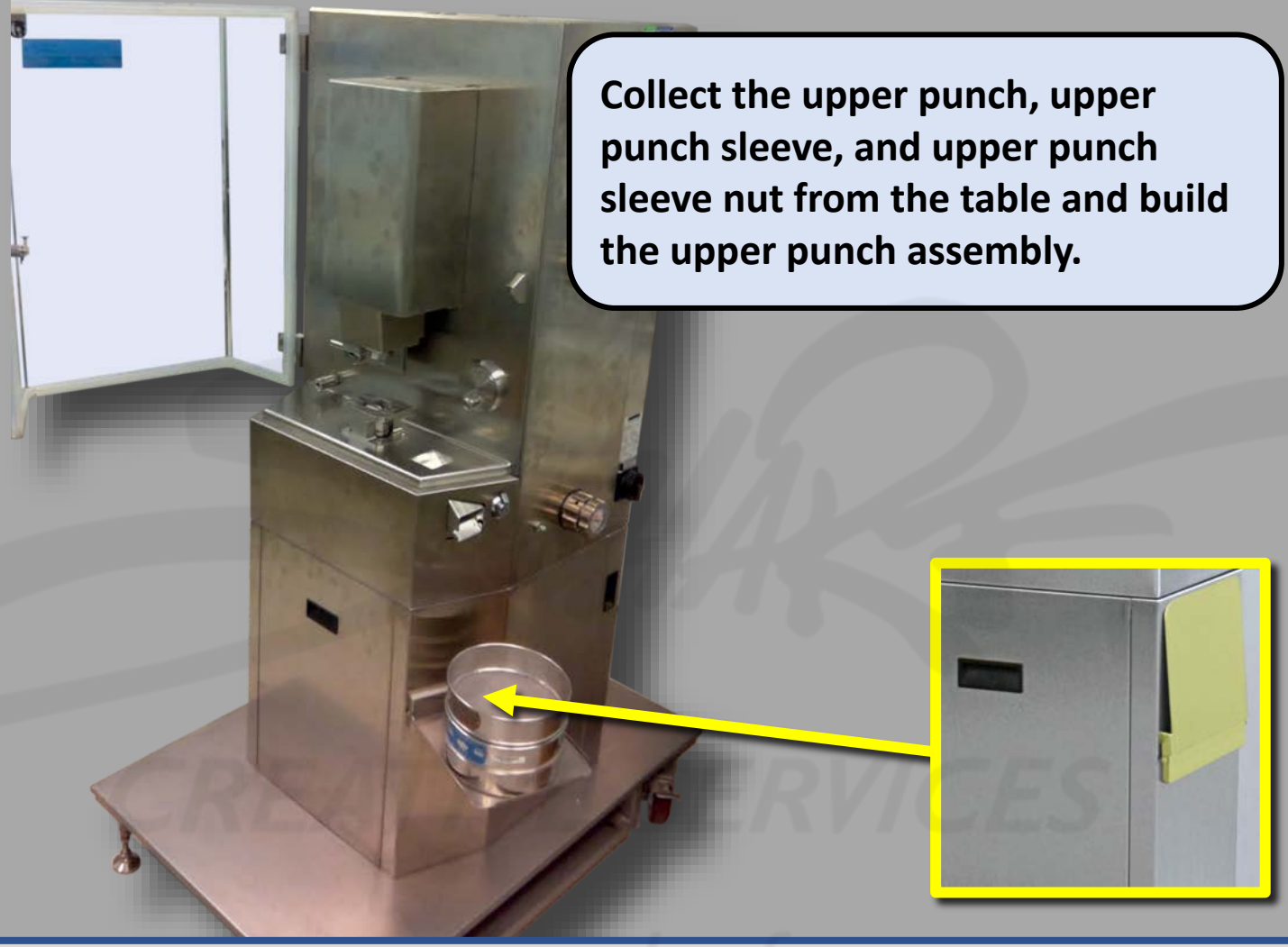
***PLEASE NOTE**: The DISCHARGE CONTAINER PLATFORM is CLOSED by default. The DISCHARGE CONTAINER is on the table by default.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user turns to face the table to review the available components and tools. The user reads the next INSTRUCTIONAL PLACARD (located just above the table).

The user turns to the device and reaches with their controller for the XP-1 plastic door, which is highlighted (via a "slow blink"). This triggers the door to slowly animate (rather than "pop") from a closed position to an open position.



Collect the upper punch, upper punch sleeve, and upper punch sleeve nut from the table and build the upper punch assembly.

***DESCRIPTION**: The KORSCH XP-1 tablet press is in an open state, awaiting the assembly of missing components.*

***PLEASE NOTE**: The DISCHARGE CONTAINER PLATFORM is CLOSED by default. The DISCHARGE CONTAINER is on the table by default.*

***INTERACTIVITY**:*

The user reads the updated PLACARD.

The user turns to the table to begin collecting and installing XP-1 components.

Each component is labeled by name and highlighted (via a "slow blink") in order of installation priority.

Each component that must itself be assembled before installation on the XP-1 will be animated together and attached to the user's virtual hand for placement onto the XP-1.

DESCRIPTION: *The user successfully builds the UPPER PUNCH ASSEMBLY (as displayed in hand) from its individual components (UPPER PUNCH, UPPER PUNCH SLEEVE, and SLEEVE NUT). The highlighted component is the UPPER PUNCH. The user ensures the head of the UPPER PUNCH rests on the beveled edge of the UPPER PUNCH SLEEVE.*

INTERACTIVITY:

The user turns to the table and reaches with their controller for the UPPER PUNCH ASSEMBLY (displayed as THREE components: UPPER PUNCH, UPPER PUNCH SLEEVE, SLEEVE NUT).

Those components are animated together. (1) UPPER PUNCH gets inserted into UPPER PUNCH SLEEVE. (2) SLEEVE NUT gets twisted onto the UPPER PUNCH SLEEVE. The completed UPPER PUNCH ASSEMBLY gets attached to the user's controller for placement onto the XP-1 tablet press.

Collect the upper punch, upper punch sleeve, and upper punch sleeve nut from the table to build the upper punch assembly. Ensure the head of the upper punch rests on the beveled edge of the upper punch sleeve.

DESCRIPTION: *The user successfully builds the UPPER PUNCH ASSEMBLY (as displayed in hand) from its individual components (UPPER PUNCH, UPPER PUNCH SLEEVE, and SLEEVE NUT). The highlighted component is the UPPER PUNCH SLEEVE. The user ensures the head of the UPPER PUNCH rests on the beveled edge of the UPPER PUNCH SLEEVE.*

INTERACTIVITY:

The user turns to the table and reaches with their controller for the UPPER PUNCH ASSEMBLY (displayed as THREE components: UPPER PUNCH, UPPER PUNCH SLEEVE, SLEEVE NUT).

Those components are animated together. (1) UPPER PUNCH gets inserted into UPPER PUNCH SLEEVE. (2) SLEEVE NUT gets twisted onto the UPPER PUNCH SLEEVE. The completed UPPER PUNCH ASSEMBLY gets attached to the user's controller for placement onto the XP-1 tablet press.

DESCRIPTION: *The user successfully builds the UPPER PUNCH ASSEMBLY (as displayed in hand) from its individual components (UPPER PUNCH, UPPER PUNCH SLEEVE, and SLEEVE NUT). The highlighted component is the SLEEVE NUT. The user ensures the head of the UPPER PUNCH rests on the beveled edge of the UPPER PUNCH SLEEVE.*

INTERACTIVITY:

The SLEEVE NUT is animated onto the bottom of the UPPER PUNCH SLEEVE to form the UPPER PUNCH ASSEMBLY, which is then attached to the user's controller for proper placement onto the XP-1 tablet press.

The SLEEVE NUT specifically slides onto the exposed end of the UPPER PUNCH until it makes contact with the bottom surface of the UPPER PUNCH SLEEVE.

Install the upper punch assembly within the XP-1 tablet press.

DESCRIPTION: *The user has successfully placed the UPPER PUNCH ASSEMBLY into the required position on the XP-1 tablet press (with the keyway of the UPPER PUNCH SLEEVE facing the right side of the tablet press, as displayed in hand).*

INTERACTIVITY:

The user reads the updated PLACARD.

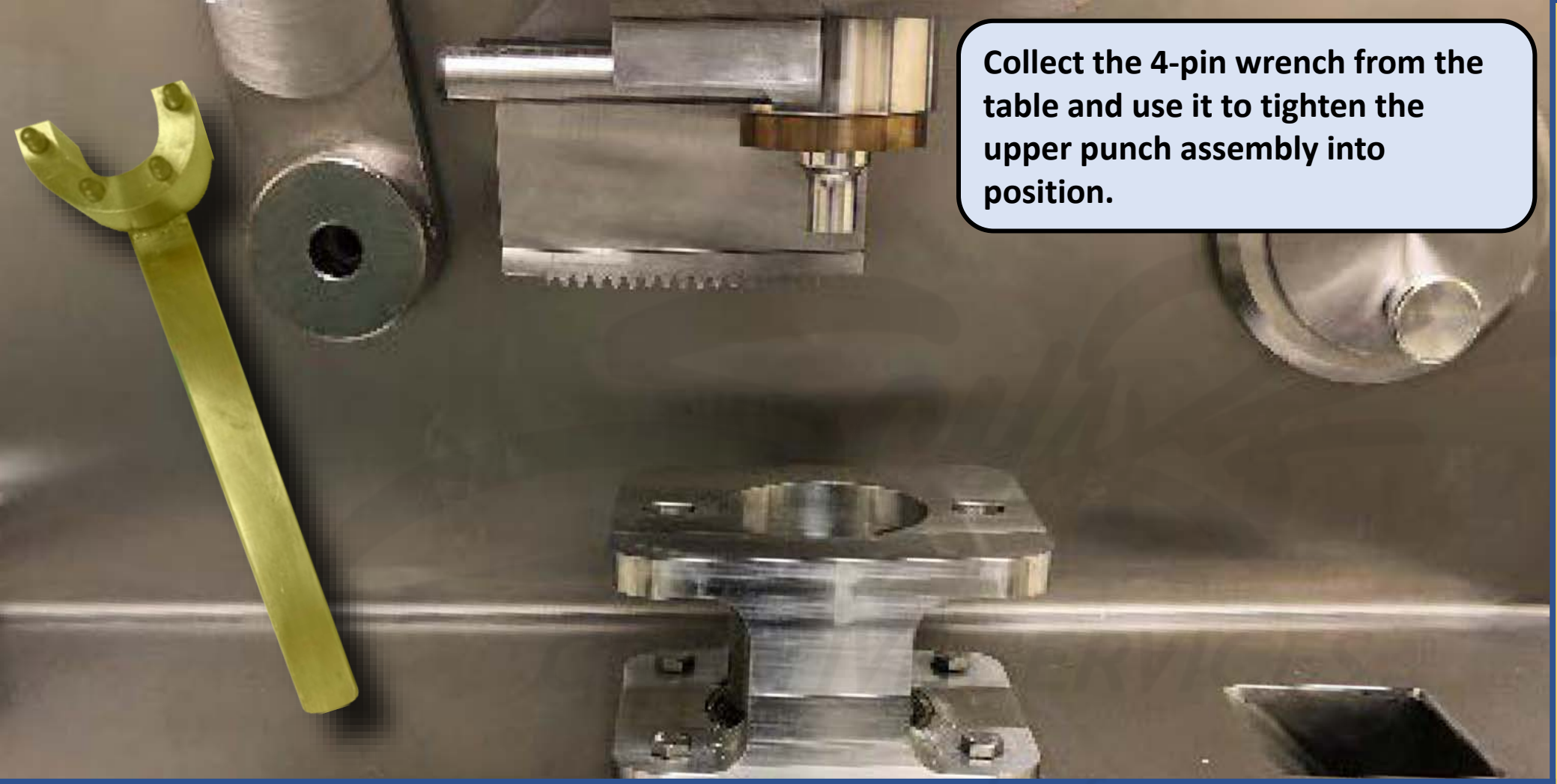
The user reaches with their controller (with the UPPER PUNCH ASSEMBLY attached) to the highlighted location on the XP-1 where the UPPER PUNCH ASSEMBLY must be installed.

The UPPER PUNCH ASSEMBLY is animated away from the user's controller and animated into the highlighted position on the XP-1.

***DESCRIPTION**: The user has successfully placed the UPPER PUNCH ASSEMBLY into the required position on the XP-1 tablet press.*

***INTERACTIVITY**:*

The UPPER PUNCH ASSEMBLY has been installed on the XP-1.



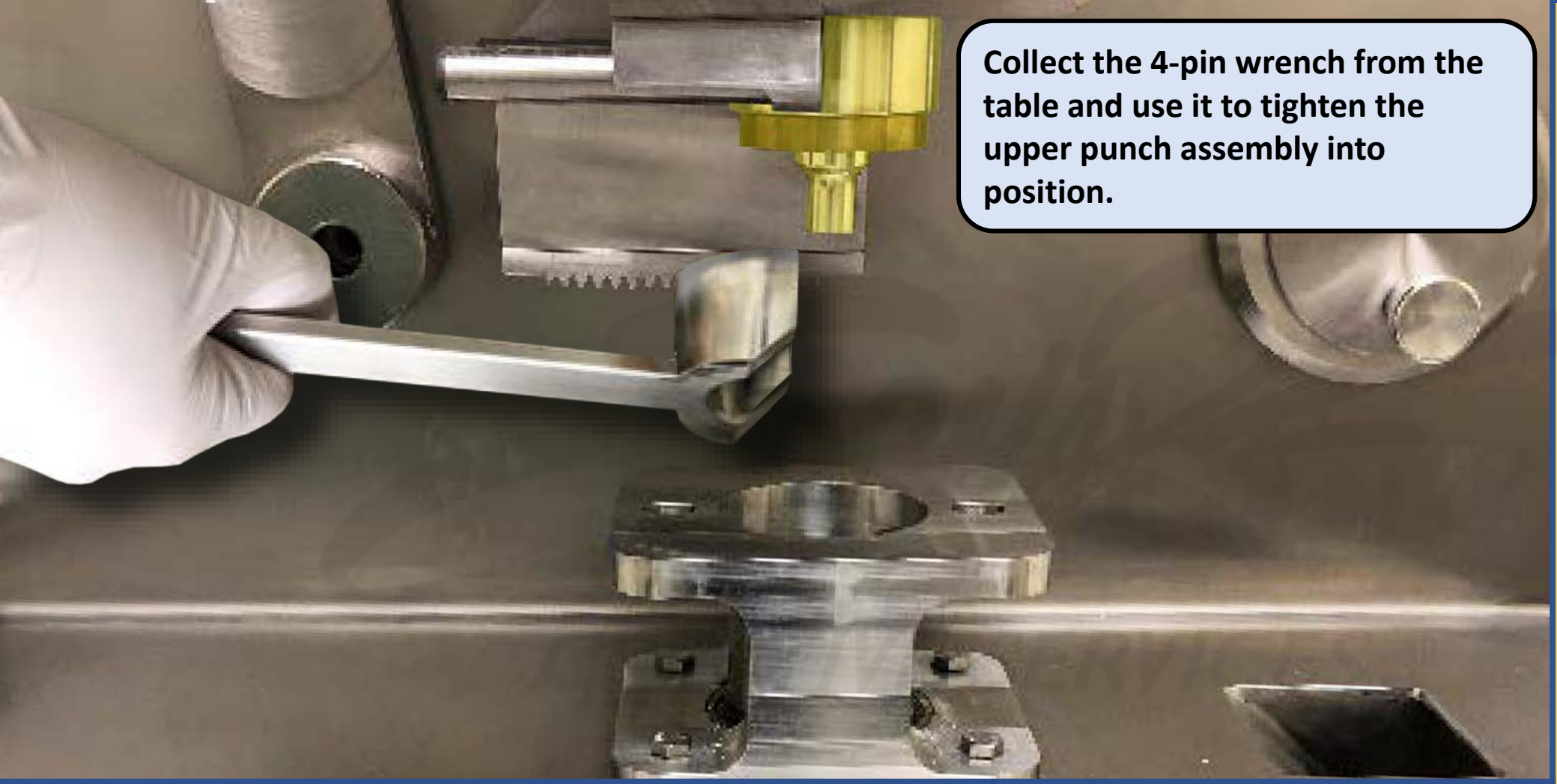
Collect the 4-pin wrench from the table and use it to tighten the upper punch assembly into position.

INTERACTIVITY:

The user reads the updated PLACARD.

The user turns to the table and reaches with their controller towards the 4-PIN WRENCH.

DESCRIPTION: ***The user has successfully placed the LOWER PUNCH into the required position on the XP-1 tablet press.***



Collect the 4-pin wrench from the table and use it to tighten the upper punch assembly into position.

***DESCRIPTION**: The user has successfully tightened the UPPER PUNCH ASSEMBLY using the 4-PIN WRENCH (in COUNTERCLOCKWISE motion for ONE 180 DEGREE TURN).*

INTERACTIVITY:

The user reads the updated PLACARD.

After successfully tightening the UPPER PUNCH ASSEMBLY, the user reaches with their controller towards the UPPER PUNCH ASSEMBLY area. The 4-PIN WRENCH leaves the user's controller (once again) to animate the tightening of the highlighted UPPER PUNCH ASSEMBLY (in COUNTERCLOCKWISE motion for ONE 180 DEGREE TURN).

Collect the lower punch, lower punch sleeve, and lower punch sleeve nut from the table to build the lower punch assembly. Ensure the head of the lower punch rests on the beveled edge of the lower punch sleeve.

DESCRIPTION: *The user successfully builds the LOWER PUNCH ASSEMBLY (as displayed in hand) from its individual components (LOWER PUNCH, LOWER PUNCH SLEEVE, and SLEEVE NUT). The highlighted component is the LOWER PUNCH. The user ensures the head of the LOWER PUNCH rests on the beveled edge of the LOWER PUNCH SLEEVE.*

INTERACTIVITY:

The user turns to the table and reaches with their controller for the LOWER PUNCH ASSEMBLY (displayed as THREE components: LOWER PUNCH, LOWER PUNCH SLEEVE, SLEEVE NUT).

Those components are animated together. (1) LOWER PUNCH gets inserted into LOWER PUNCH SLEEVE. (2) SLEEVE NUT gets twisted onto the LOWER PUNCH SLEEVE. The completed LOWER PUNCH ASSEMBLY is attached to the user's controller for placement onto the XP-1 tablet press.

Collect the lower punch, lower punch sleeve, and lower punch sleeve nut from the table to build the lower punch assembly. Ensure the head of the lower punch rests on the beveled edge of the lower punch sleeve.

DESCRIPTION: *The user successfully builds the LOWER PUNCH ASSEMBLY (as displayed in hand) from its individual components (LOWER PUNCH, LOWER PUNCH SLEEVE, and SLEEVE NUT). The highlighted component is the LOWER PUNCH SLEEVE. The user ensures the head of the LOWER PUNCH rests on the beveled edge of the LOWER PUNCH SLEEVE.*

INTERACTIVITY:

The user turns to the table and reaches with their controller for the LOWER PUNCH ASSEMBLY (displayed as THREE components: LOWER PUNCH, LOWER PUNCH SLEEVE, SLEEVE NUT).

Those components are animated together. (1) LOWER PUNCH gets inserted into LOWER PUNCH SLEEVE. (2) SLEEVE NUT gets twisted onto the LOWER PUNCH SLEEVE. The completed LOWER PUNCH ASSEMBLY is attached to the user's controller for placement onto the XP-1 tablet press.

Collect the lower punch, lower punch sleeve, and lower punch sleeve nut from the table to build the lower punch assembly. Ensure the head of the lower punch rests on the beveled edge of the lower punch sleeve.

DESCRIPTION: *The user successfully builds the LOWER PUNCH ASSEMBLY (as displayed in hand) from its individual components (LOWER PUNCH, LOWER PUNCH SLEEVE, and SLEEVE NUT). The highlighted component is the SLEEVE NUT. The user ensures the head of the LOWER PUNCH rests on the beveled edge of the LOWER PUNCH SLEEVE.*

INTERACTIVITY:

The SLEEVE NUT is animated onto the bottom of the LOWER PUNCH SLEEVE to form the LOWER PUNCH ASSEMBLY, which is then attached to the user's controller for proper placement onto the XP-1 tablet press.

The SLEEVE NUT specifically slides onto the exposed end of the LOWER PUNCH until it makes contact with the top surface of the LOWER PUNCH SLEEVE.

Install the lower punch assembly within the XP-1 tablet press.

***DESCRIPTION**: The user has successfully placed the LOWER PUNCH into the required position on the XP-1 tablet press.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user reaches with their controller (with the LOWER PUNCH ASSEMBLY attached) to the highlighted location on the XP-1 where the LOWER PUNCH ASSEMBLY must be installed.

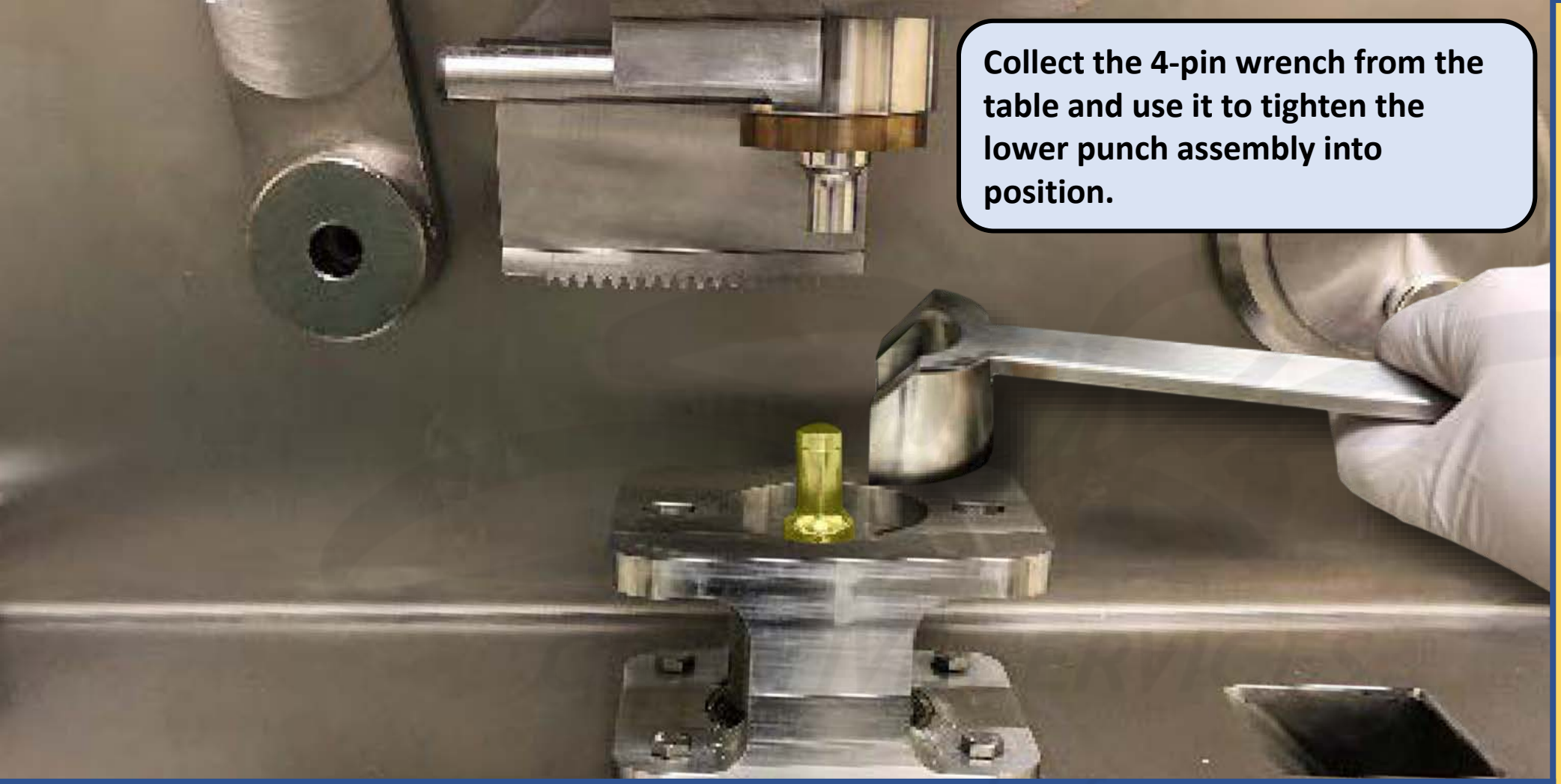
The LOWER PUNCH ASSEMBLY is animated away from the user's controller and animated into the highlighted position on the XP-1.

Install the lower punch assembly within the XP-1 tablet press.

***DESCRIPTION**: The user has successfully placed the LOWER PUNCH into the required position on the XP-1 tablet press.*

***INTERACTIVITY**:*

The LOWER PUNCH ASSEMBLY has been installed on the XP-1.



***DESCRIPTION**: The user has successfully tightened the LOWER PUNCH ASSEMBLY using the 4-PIN WRENCH (in CLOCKWISE motion for ONE 180 DEGREE TURN).*

***INTERACTIVITY**:*

The user reads the updated PLACARD.

The user reaches with their controller towards the LOWER PUNCH ASSEMBLY area. The 4-PIN WRENCH leaves the user's controller to animate the tightening of the highlighted LOWER PUNCH ASSEMBLY (in CLOCKWISE motion for ONE 180 DEGREE TURN).

Upon completion, the 4-PIN WRENCH disappears.

Manually position the die plate onto the XP-1 tablet press.

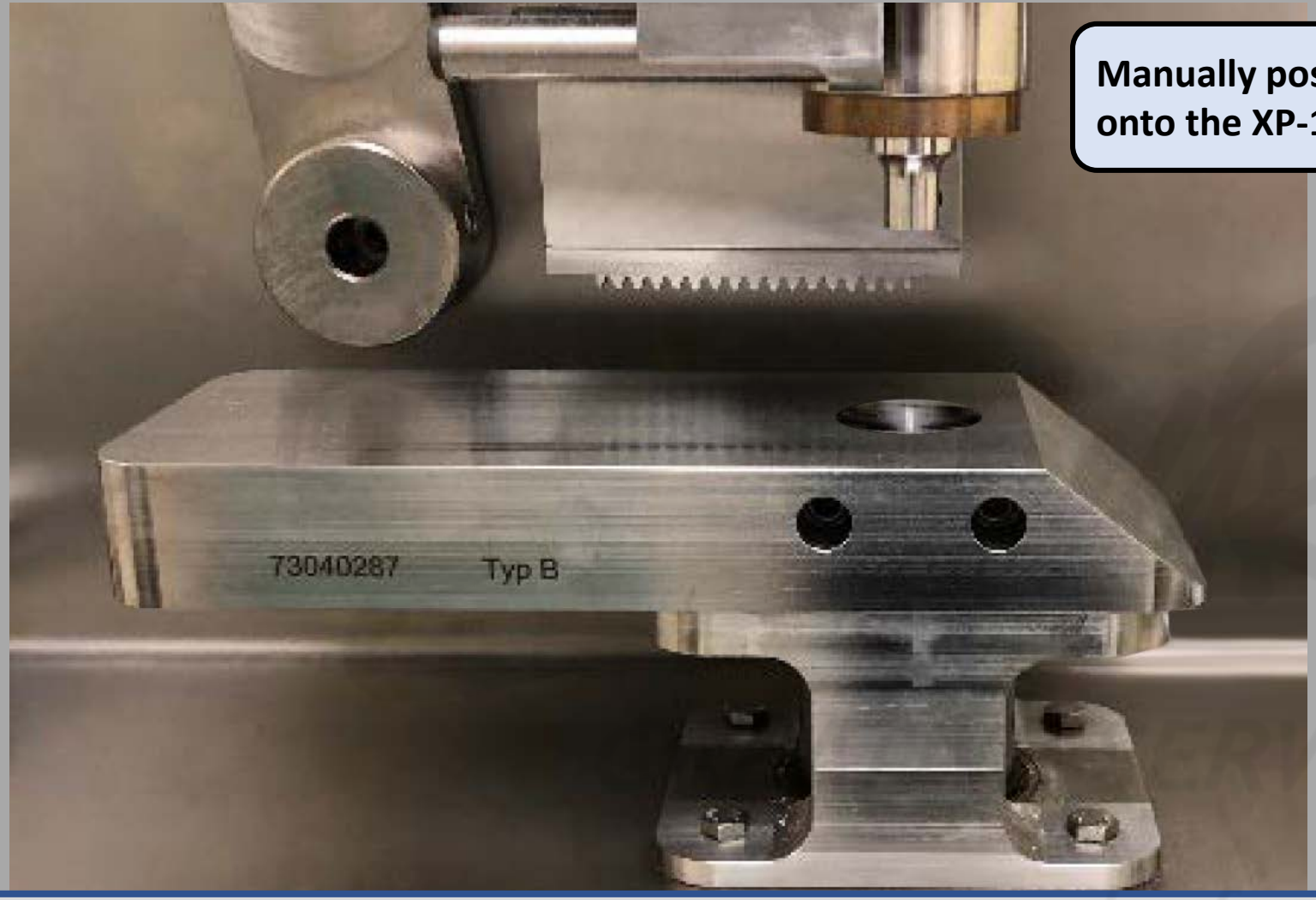
DESCRIPTION: *The user has successfully positioned the DIE PLATE onto the XP-1 tablet press.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user reaches with their controller to pick up the highlighted DIE PLATE.

The user reaches (with the DIE PLATE attached to their controller) for the highlighted area of the XP-1 where the DIE PLATE must be positioned.

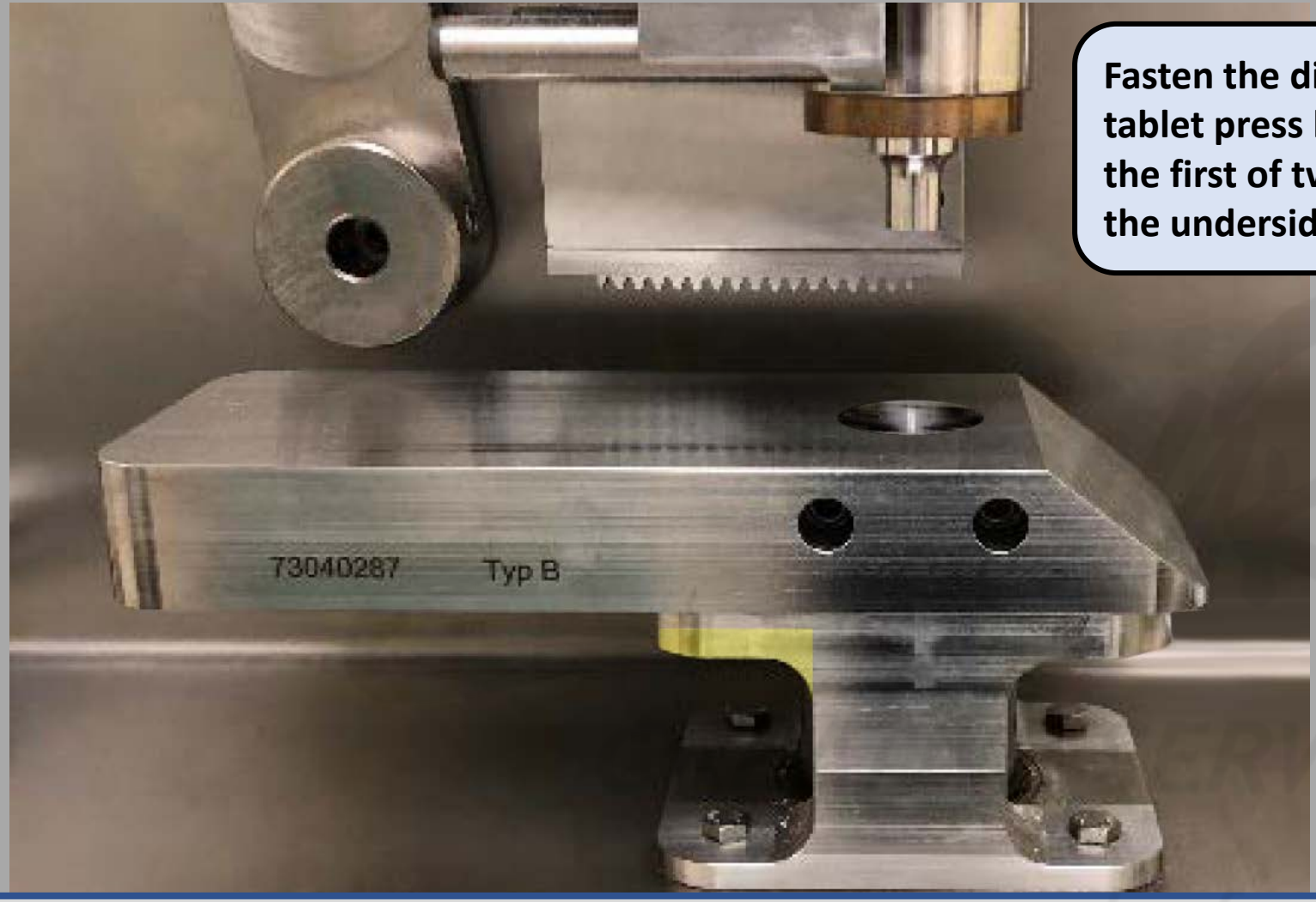


Manually position the die plate onto the XP-1 tablet press.

***DESCRIPTION**: The user has successfully positioned the DIE PLATE onto the XP-1 tablet press.*

***INTERACTIVITY**:*

The DIE PLATE is animated into position onto the tablet press.



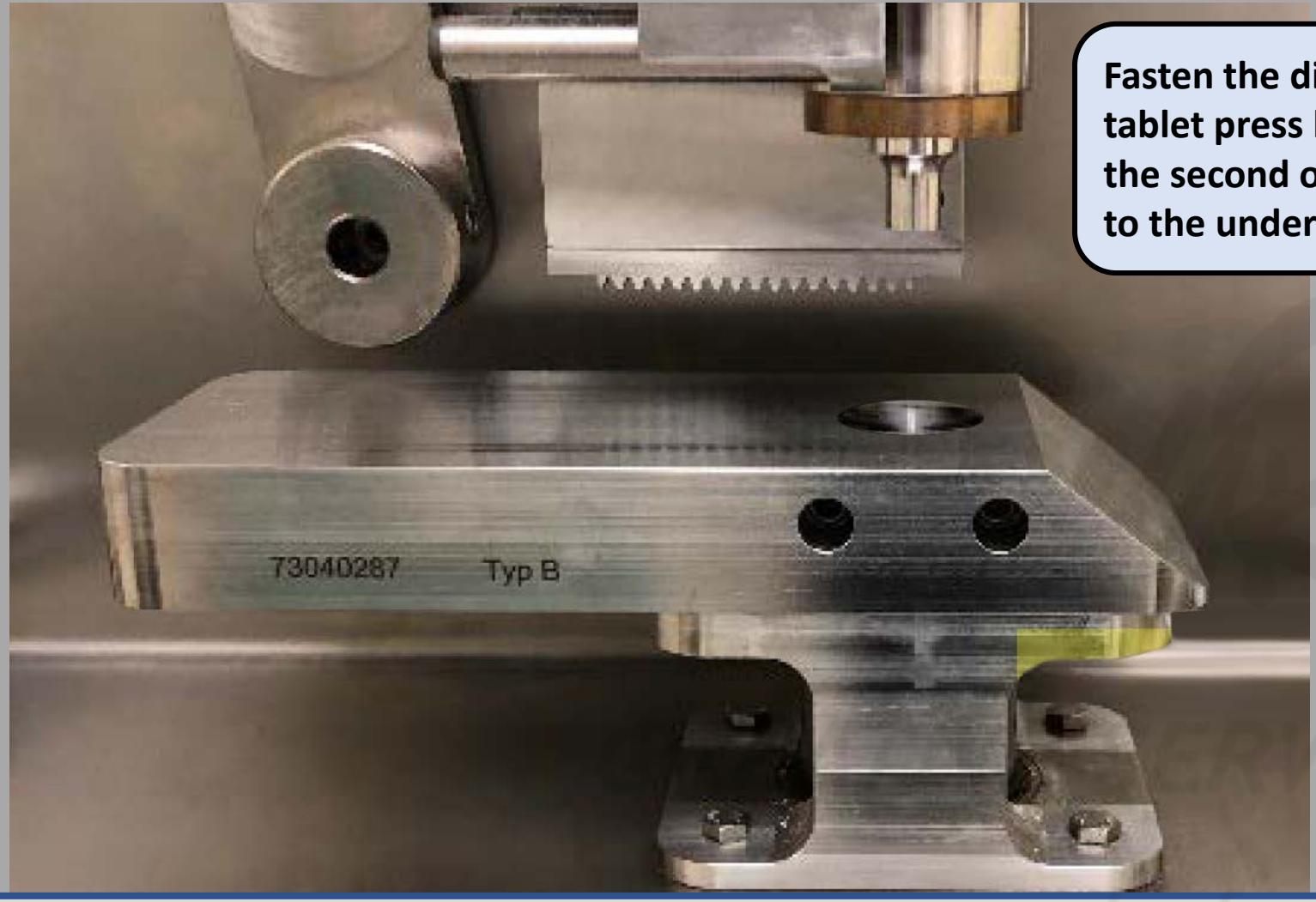
Fasten the die plate onto the XP-1 tablet press by manually inserting the first of two die plate bolts to the underside of the die plate.

DESCRIPTION: *The user has collected one of two DIE PLATE BOLTS and CRESCENT WRENCH from the table. The user is fastening the DIE PLATE with that first DIE PLATE BOLT onto the XP-1 tablet press.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user turns to the table and reaches for the FIRST of TWO DIE PLATE BOLTS. The user (with that DIE PLATE BOLT attached) reaches for the DIE PLATE. That DIE PLATE BOLT is animated into place under the DIE PLATE.



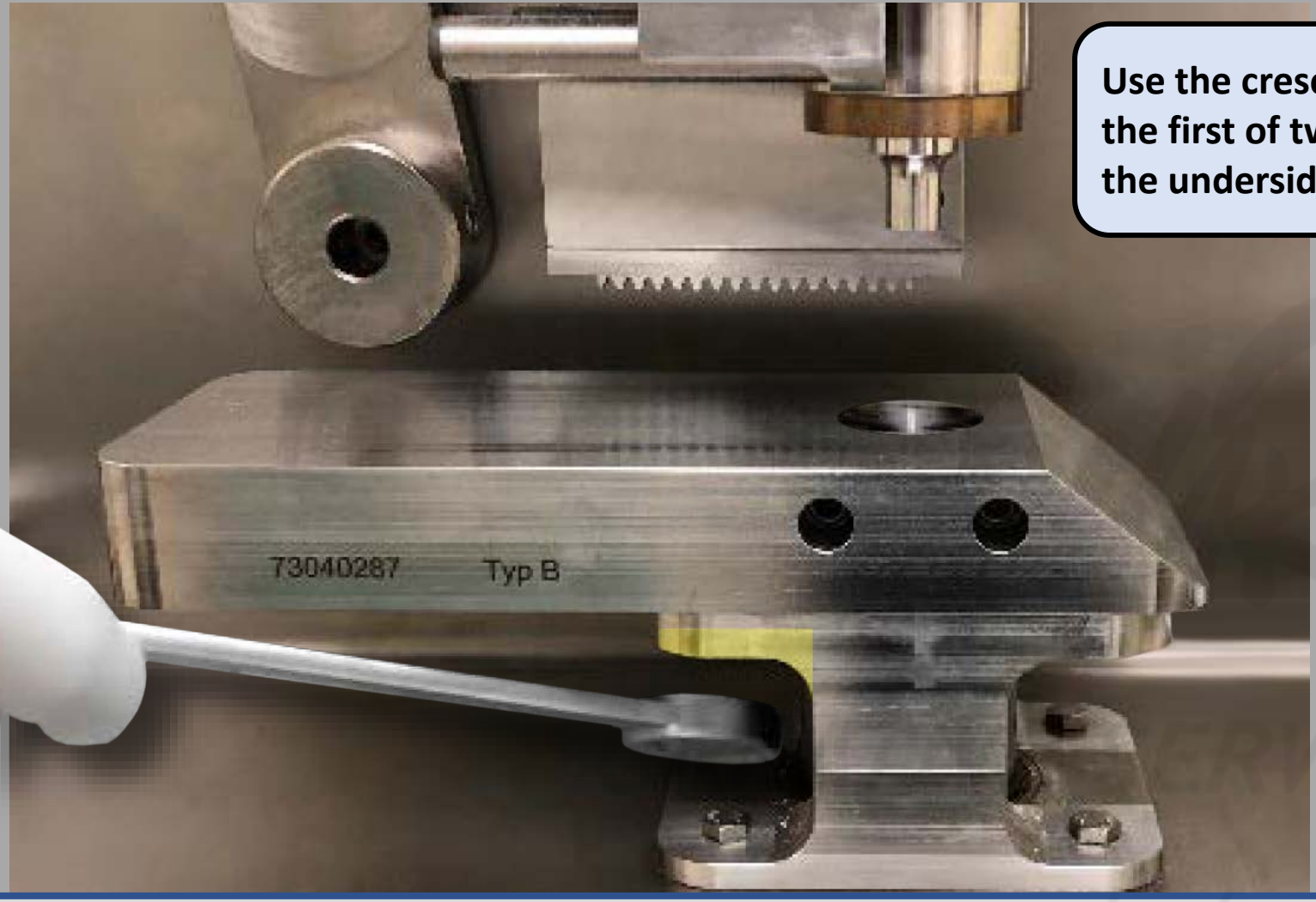
Fasten the die plate onto the XP-1 tablet press by manually inserting the second of two die plate bolts to the underside of the die plate.

DESCRIPTION: *The user has collected second of two DIE PLATE BOLTS and CRESCENT WRENCH from the table. The user is fastening the DIE PLATE with that second DIE PLATE BOLT onto the XP-1 tablet press.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user turns to the table and reaches for the SECOND of TWO DIE PLATE BOLTS. The user (with that DIE PLATE BOLT attached) reaches for the DIE PLATE. That DIE PLATE BOLT is animated into place under the DIE PLATE.



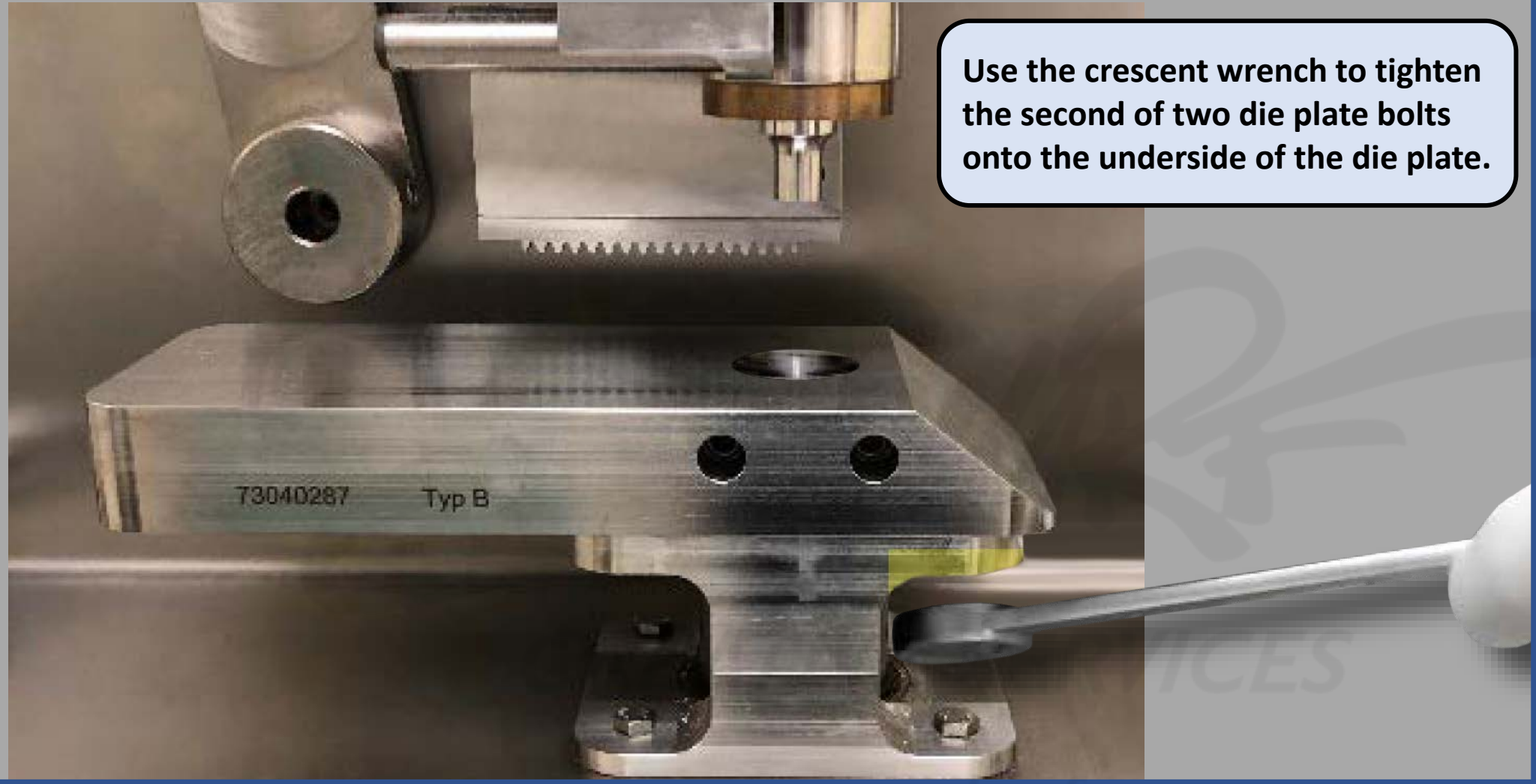
Use the crescent wrench to tighten the first of two die plate bolts onto the underside of the die plate.

DESCRIPTION: *The user successfully fastens the DIE PLATE onto the XP-1 tablet press (as shown from a different angle) with the first of two DIE PLATE BOLTS.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user turns to the table and reaches for the CRESCENT WRENCH. The user (with that CRESCENT WRENCH attached) reaches for the DIE PLATE. That CRESCENT WRENCH is animated to tighten the FIRST of TWO DIE PLATE BOLTS underneath the DIE PLATE.



Use the crescent wrench to tighten the second of two die plate bolts onto the underside of the die plate.

DESCRIPTION: *The user successfully fastens the DIE PLATE onto the XP-1 tablet press (as shown from a different angle) with the second of two DIE PLATE BOLTS.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user turns to the table and reaches for the CRESCENT WRENCH. The user (with that CRESCENT WRENCH attached) reaches for the DIE PLATE. That CRESCENT WRENCH is animated to tighten the SECOND of TWO DIE PLATE BOLTS underneath the DIE PLATE.

Install the die within the die plate.

DESCRIPTION: *The user collects the DIE from the table to install within the DIE PLATE.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user turns to the table and reaches with their controller for the highlighted DIE to install within the DIE PLATE.

INTERACTIVITY:

The DIE is animated into the highlighted position within the DIE PLATE.

DESCRIPTION: *The user successfully installs the DIE within the DIE PLATE.*

Install the first of two die lock screws within the die plate using the t-handle hex key.

DESCRIPTION: *The user has successfully installed the first of two DIE LOCK SCREWS within the DIE PLATE using a T-HANDLE HEX KEY (shown above on the left).*

INTERACTIVITY:

The user reads the updated PLACARD.

The user reaches with their controller towards the highlighted DIE LOCK SCREWS on the table and picks up the FIRST of TWO DIE LOCK SCREWS. The user also picks up the T-HANDLE HEY KEY from the table. The user reaches with that DIE LOCK SCREW and T-HANDLE HEX KEY for the DIE PLATE.

That DIE LOCK SCREW is animated into the FIRST of TWO highlighted screw holes on the DIE PLATE with the T-HANDLE HEX KEY.

Install the second of two die lock screws within the die plate using the t-handle hex key.

DESCRIPTION: *The user has successfully installed the second of two DIE LOCK SCREWS within the DIE PLATE using a T-HANDLE HEX KEY (shown above on the left).*

INTERACTIVITY:

The user reads the updated PLACARD.

The user reaches with their controller towards the highlighted DIE LOCK SCREWS on the table. The user picks up the SECOND of TWO DIE LOCK SCREWS from the table. The user reaches with that DIE LOCK SCREW and T-HANDLE HEX KEY for the DIE PLATE.

That DIE LOCK SCREW is animated into the SECOND of TWO highlighted screw holes on the DIE PLATE with the T-HANDLE HEX KEY. The T-HANDLE HEX KEY then disappears.

***DESCRIPTION**: After successfully fastening the DIE to the DIE PLATE, the user collects and successfully connects the HOPPER SHOE (displayed above left) to the highlighted TEFLON SEAL (displayed above right).*

***INTERACTIVITY**:*

The user reads the updated PLACARD.

The user turns to the table and reaches for the highlighted HOPPER SHOE (as shown). The user (with that HOPPER SHOE attached to their controller) reaches for the highlighted TEFLON SEAL.

The HOPPER SHOE and TEFLON SEAL are connected through animation and made into a single component that remains attached to the user's controller.

***DESCRIPTION**: After successfully connecting the HOPPER SHOE to the TEFLON SEAL (displayed above left), the user successfully connects the HOPPER SHOE (displayed above-left) with the highlighted HOPPER FEEDER to create the HOPPER ASSEMBLY (displayed above-right).*

***INTERACTIVITY**:*

The user remains facing the table and reaches (with that connected HOPPER SHOE, TEFLON SEAL component attached to their controller) reaches for the HOPPER FEEDER.

The HOPPER SHOE, TEFLON SEAL component and HOPPER FEEDER are connected through animation and made into a single component called the HOPPER ASSEMBLY.

The HOPPER ASSEMBLY remains in the user's hand.

***DESCRIPTION**: After the user has successfully fashioned the HOPPER ASSEMBLY (displayed in hand), the user successfully positions the HOPPER ASSEMBLY onto the DIE PLATE.*

***INTERACTIVITY**:*

The user reads the updated PLACARD.

The user (with the HOPPER ASSEMBLY attached to their controller) reaches for the area of the XP-1 to which the HOPPER ASSEMBLY must be attached, and it is animated into position (as shown by the approximate outline).

Manually position the hopper assembly onto the die plate.

***DESCRIPTION**: After the user has successfully fashioned the HOPPER ASSEMBLY (displayed in hand), the user successfully positions the HOPPER ASSEMBLY onto the DIE PLATE.*

***INTERACTIVITY**:*

NO ADDITIONAL INTERACTION ON THIS SLIDE.

Just demonstrating the HOPPER ASSEMBLY in position on the DIE PLATE.

***DESCRIPTION**: After the user has successfully positioned the HOPPER ASSEMBLY onto the DIE PLATE, the user collects the highlighted HOPPER PIN and one of two SPACERS from the table. The user fastens the first SPACER by hand onto the one highlighted end of the HOPPER PIN.*

PLEASE NOTE: Each SPACER has a diameter of 15mm and a thickness of 10mm.

***INTERACTIVITY**:*

The user reads the updated PLACARD.

The user then turns to the table to collect the highlighted HOPPER PIN and the first of two SPACERS.

The user fastens the first SPACER by hand onto the highlighted area on the HOPPER PIN (as shown).

The first SPACER is animated onto the HOPPER PIN by sliding the first SPACER from the threaded end of the HOPPER PIN over to the highlighted area of the HOPPER PIN.

***DESCRIPTION**: After the user has successfully positioned the HOPPER ASSEMBLY onto the DIE PLATE, the user collects the highlighted HOPPER PIN and one of two SPACERS from the table. The user fastens the first SPACER by hand onto the one highlighted end of the HOPPER PIN.*

PLEASE NOTE: Each SPACER has a diameter of 15mm and a thickness of 10mm.

INTERACTIVITY:

The user fastens the first SPACER by hand onto the highlighted area on the HOPPER PIN (as shown).

The first SPACER is animated onto the HOPPER PIN by sliding the first SPACER from the threaded end of the HOPPER PIN over to the highlighted area of the HOPPER PIN.

INTERACTIVITY:

The user fastens the first SPACER by hand onto the highlighted area on the HOPPER PIN (as shown).

The first SPACER is animated onto the HOPPER PIN by sliding the first SPACER from the threaded end of the HOPPER PIN over to the highlighted area of the HOPPER PIN.

DESCRIPTION: *After the user has successfully positioned the HOPPER ASSEMBLY onto the DIE PLATE, the user collects the highlighted HOPPER PIN and one of two SPACERS from the table. The user fastens the first SPACER by hand onto the one highlighted end of the HOPPER PIN.*

PLEASE NOTE: Each SPACER has a diameter of 15mm and a thickness of 10mm.

***DESCRIPTION**: After the user has successfully positioned the HOPPER ASSEMBLY onto the DIE PLATE, the user collects the second of two highlighted SPACERS from the table. The user fastens the second SPACER by hand onto the one highlighted end of the HOPPER PIN.*

PLEASE NOTE: Each SPACER has a diameter of 15mm and a thickness of 10mm.

***INTERACTIVITY**:*

The user (still facing the table) collects the second of two highlighted SPACERS.

The user fastens the second SPACER by hand onto the highlighted area on the HOPPER PIN (as shown).

The second SPACER is animated onto the HOPPER PIN by sliding the second SPACER just past the threaded end of the HOPPER PIN over to the highlighted area of the HOPPER PIN.

***DESCRIPTION**: After the user has successfully positioned the HOPPER ASSEMBLY onto the DIE PLATE, the user collects the second of two highlighted SPACERS from the table. The user fastens the second SPACER by hand onto the one highlighted end of the HOPPER PIN.*

PLEASE NOTE: Each SPACER has a diameter of 15mm and a thickness of 10mm.

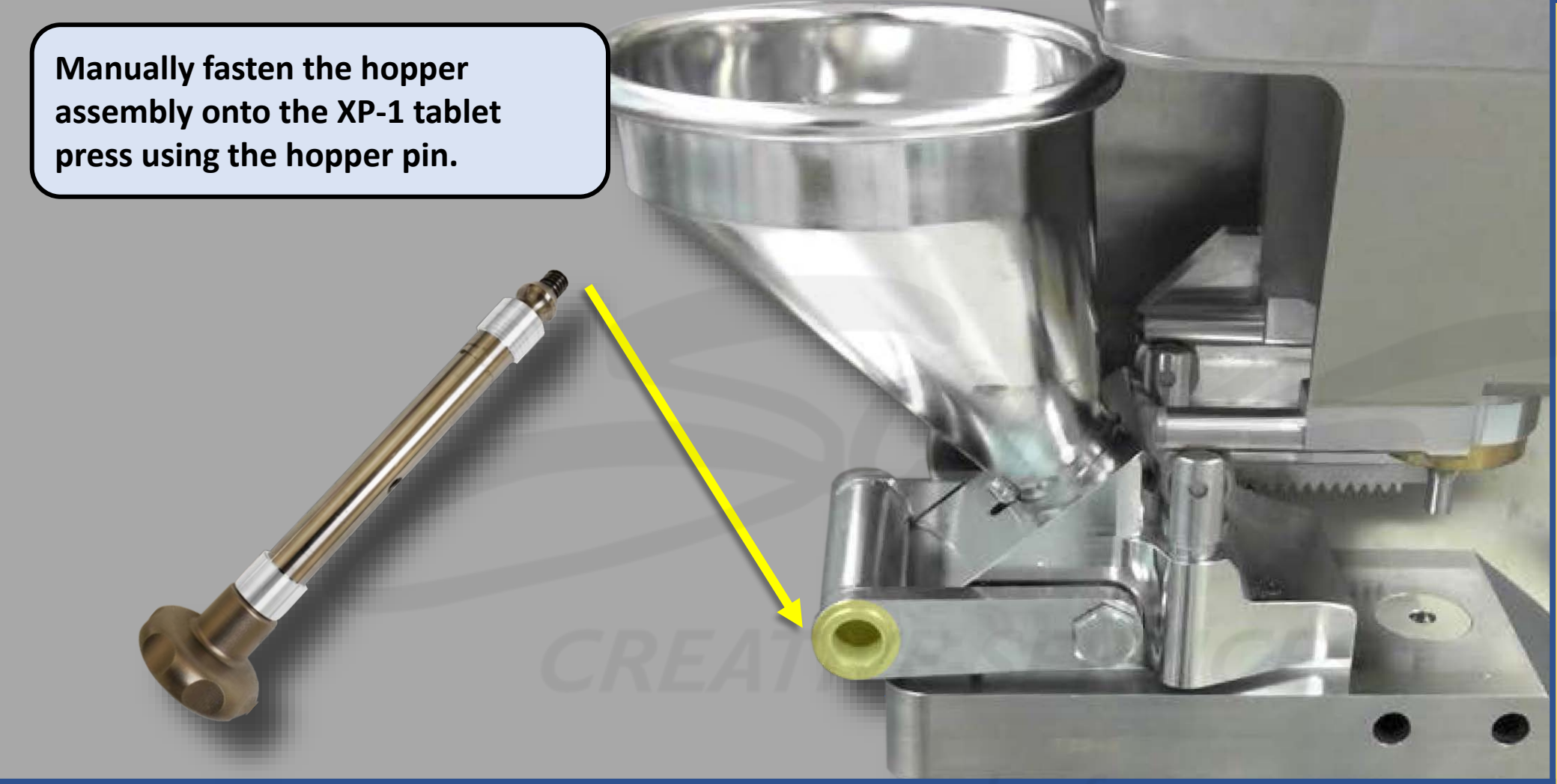
INTERACTIVITY:

The user (still facing the table) collects the second of two highlighted SPACERS.

The user fastens the second SPACER by hand onto the highlighted area on the HOPPER PIN (as shown).

The second SPACER is animated onto the HOPPER PIN by sliding the second SPACER just past the threaded end of the HOPPER PIN over to the highlighted area of the HOPPER PIN.

Manually fasten the hopper assembly onto the XP-1 tablet press using the hopper pin.



***DESCRIPTION**: After the user has successfully hand-fastened the two spacers onto the HOPPER PIN, the user inserts the completed HOPPER PIN into the HOPPER ASSEMBLY to fasten the HOPPER ASSEMBLY into place.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user (with the completed HOPPER PIN still attached to their controller) turns away from the table and towards the highlighted area on the HOPPER ASSEMBLY in which the HOPPER PIN must be manually fastened.

Manually fasten the hopper assembly onto the XP-1 tablet press using the hopper pin.

***DESCRIPTION**: The user has successfully fastened the HOPPER ASSEMBLY onto the XP-1 tablet press using the HOPPER PIN.*

***INTERACTIVITY**:*

The HOPPER PIN is animated into place (fastening the HOPPER ASSEMBLY to the XP-1 tablet press).

Collect the discharge chute from the table. Manually fasten the discharge chute to the front lip of the die plate on the XP-1 tablet press.

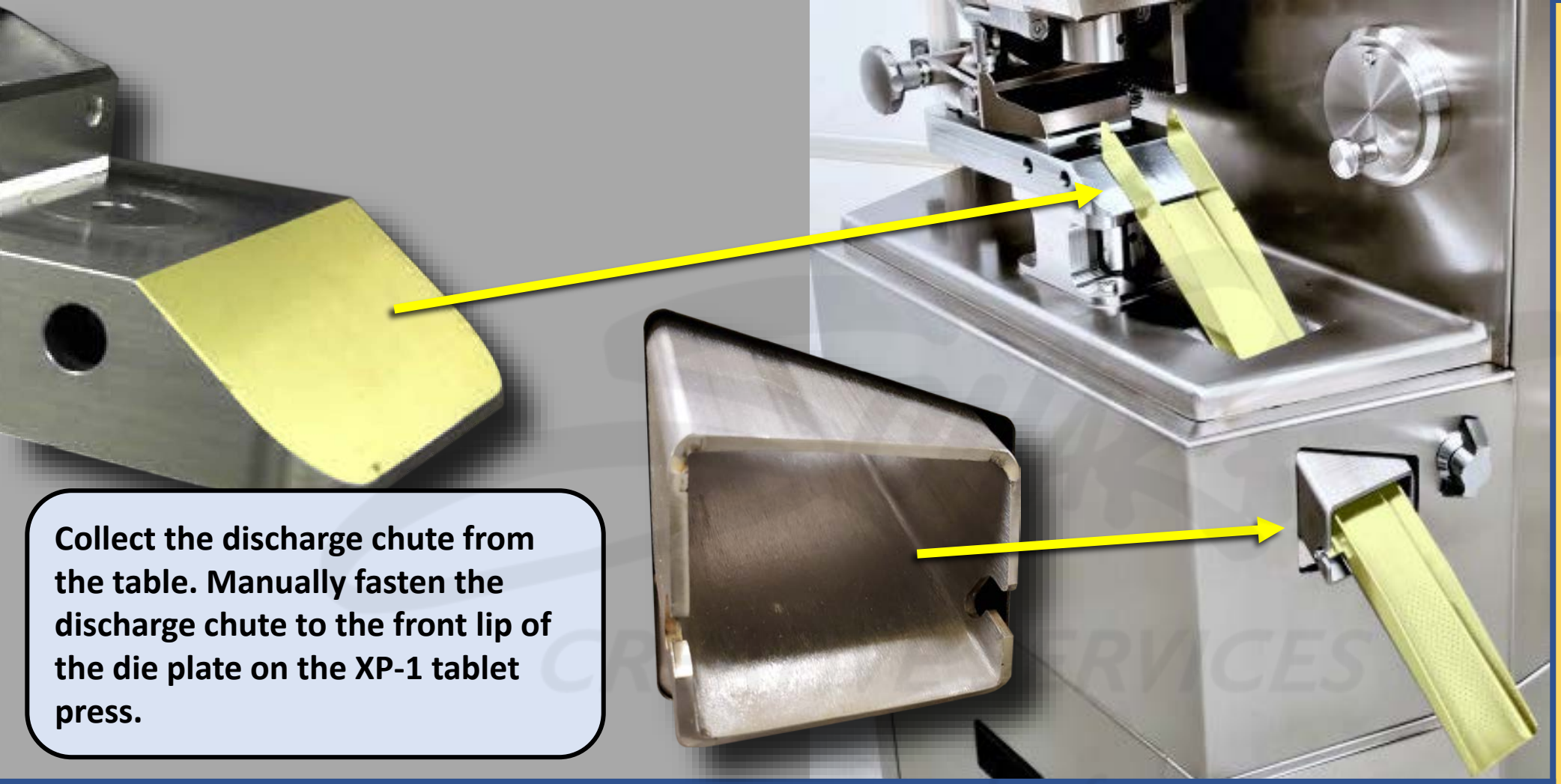
***DESCRIPTION**: The user has successfully mounted the DISCHARGE CHUTE (shown at different angles) onto the highlighted front lip of the DIE PLATE on the XP-1 tablet press.*

***INTERACTIVITY**:*

The user reads the updated PLACARD.

The user turns to the table to collect the highlighted DISCHARGE CHUTE.

The user reaches their controller towards the right side of the XP-1 countertop (with the DISCHARGE CHUTE attached) and the DISCHARGE CHUTE is animated into place from the right-side angled entry, up through the hole in the countertop of the the XP-1 and fastened onto the highlighted front lip of the DIE PLATE.

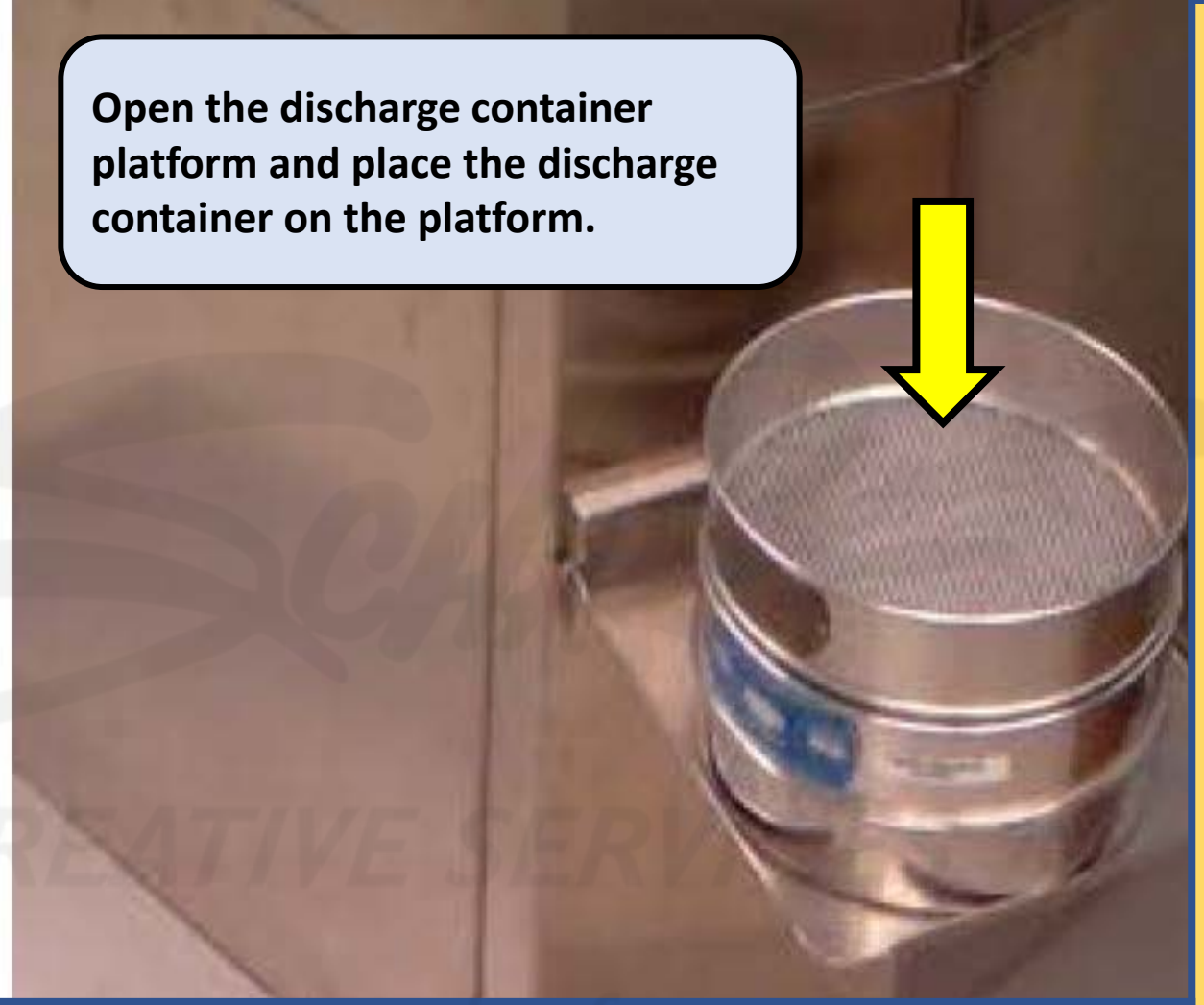


Collect the discharge chute from the table. Manually fasten the discharge chute to the front lip of the die plate on the XP-1 tablet press.

DESCRIPTION: *The user has successfully mounted the DISCHARGE CHUTE (shown at different angles) onto the highlighted front lip of the DIE PLATE on the XP-1 tablet press.*

INTERACTIVITY:

The user reaches their controller towards the right side of the XP-1 countertop (with the DISCHARGE CHUTE attached) and the DISCHARGE CHUTE is animated into place from the right-side angled entry, up through the hole in the countertop of the the XP-1 and fastened onto the highlighted front lip of the DIE PLATE.



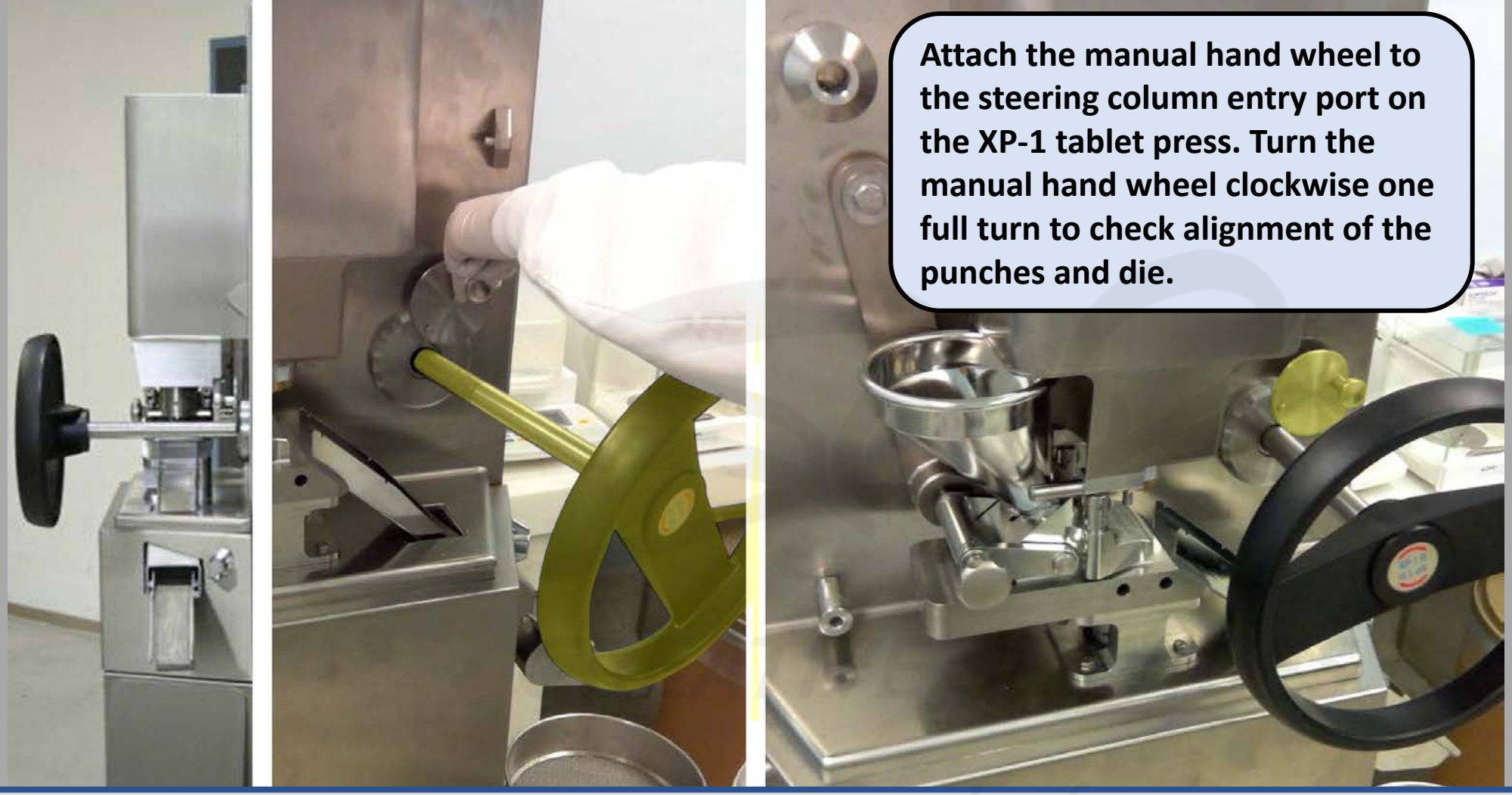
***DESCRIPTION**: The user successfully opens the highlighted DISCHARGE CONTAINER PLATFORM and places the highlighted DISCHARGE CONTAINER onto the platform.*

***INTERACTIVITY**:*

The user reads the updated PLACARD.

The user reaches their controller towards the highlighted discharge container platform, and it animates to an open position.

The user turns to the table (off-camera) to collect the highlighted DISCHARGE CONTAINER. The user reaches (with the DISCHARGE CONTAINER attached to their controller) towards the discharge container platform, and the DISCHARGE CONTAINER is animated into place.



Attach the manual hand wheel to the steering column entry port on the XP-1 tablet press. Turn the manual hand wheel clockwise one full turn to check alignment of the punches and die.

***DESCRIPTION**: The user inserts the MANUAL HAND WHEEL into the steering column entry point on the XP-1 tablet press (which triggers a single, audible "click" sound, confirming a secure attachment). The user manually performs ONE FULL TURN of the MANUAL HAND WHEEL CLOCKWISE to check alignment of the punches and die.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user turns to the table to collect the MANUAL HAND WHEEL. The user reaches their controller (with the MANUAL HAND WHEEL attached) towards the steering column entry port. The steering column entry port cover is animated clockwise to open, and the MANUAL HAND WHEEL is animated to insert into the steering column entry port (with an audible click). The wheel is animated clockwise ONE FULL TURN.

Ensure the XP-1 tablet press is in automatic mode by turning the key to the left.

DESCRIPTION: *The user successfully turns the key 60 degrees LEFT or COUNTERCLOCKWISE to change the XP-1 tablet press from SET UP (MANUAL) MODE to AUTOMATIC MODE.*

INTERACTIVITY:

The user reads the INSTRUCTIONAL PLACARD.

User reaches with their controller for the highlighted KEY and turns the KEY 60 degrees LEFT or COUNTERCLOCKWISE to ensure the XP-1 tablet press is changed from SET UP (MANUAL) MODE to AUTOMATIC MODE.

The highlighted KEY is animated 60 degrees COUNTERCLOCKWISE.

DESCRIPTION: *The user has successfully collected the POWDER JAR from the inventory table, opened the POWDER JAR (with the open jar in one hand and the jar lid in the other hand), and poured tablet powder from the POWDER JAR into the HOPPER. Powder is expected to simultaneously empty from the POWDER JAR as it is being poured into the HOPPER. The opened POWDER JAR and lid disappear from the user's hands once the last of the tablet powder has been poured.*

INTERACTIVITY:

The user reads the updated PLACARD.

(1) The user turns to the table to collect the highlighted POWDER JAR. (2) The user opens the POWDER JAR, keeping the opened POWDER JAR in one hand and the LID in the other hand. (3) The user reaches with POWDER JAR towards the top of the HOPPER. (4) A particle animation of WHITE TABLET POWDER concurrently empties from the POWDER JAR while it pours into the HOPPER. (5) The POWDER JAR and LID then disappear.

Prior to running the XP-1 tablet press, collect the powder jar and add powder to the hopper. Then adjust the weight and thickness controls to desired tablet dimensions.

DESCRIPTION: *The user has successfully collected the POWDER JAR from the inventory table, opened the POWDER JAR (with the open jar in one hand and the jar lid in the other hand), and poured tablet powder from the POWDER JAR into the HOPPER. Powder is expected to simultaneously empty from the POWDER JAR as it is being poured into the HOPPER. The opened POWDER JAR and lid disappear from the user's hands once the last of the tablet powder has been poured.*

INTERACTIVITY:

The user reads the updated PLACARD.

(1) The user turns to the table to collect the highlighted POWDER JAR. (2) The user opens the POWDER JAR, keeping the opened POWDER JAR in one hand and the LID in the other hand. (3) The user reaches with POWDER JAR towards the top of the HOPPER. (4) A particle animation of WHITE TABLET POWDER concurrently empties from the POWDER JAR while it pours into the HOPPER. (5) The POWDER JAR and LID then disappear.

Prior to running the XP-1 tablet press, collect the powder jar and add powder to the hopper. Then adjust the weight and thickness controls to desired tablet dimensions.

DESCRIPTION: *The user acknowledges the location of the TABLET THICKNESS control by reaching for and touching the control.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user reaches their controller towards the highlighted TABLET THICKNESS control to acknowledge its location. Upon touching the control, the highlighted blinking effect on the control is stopped.

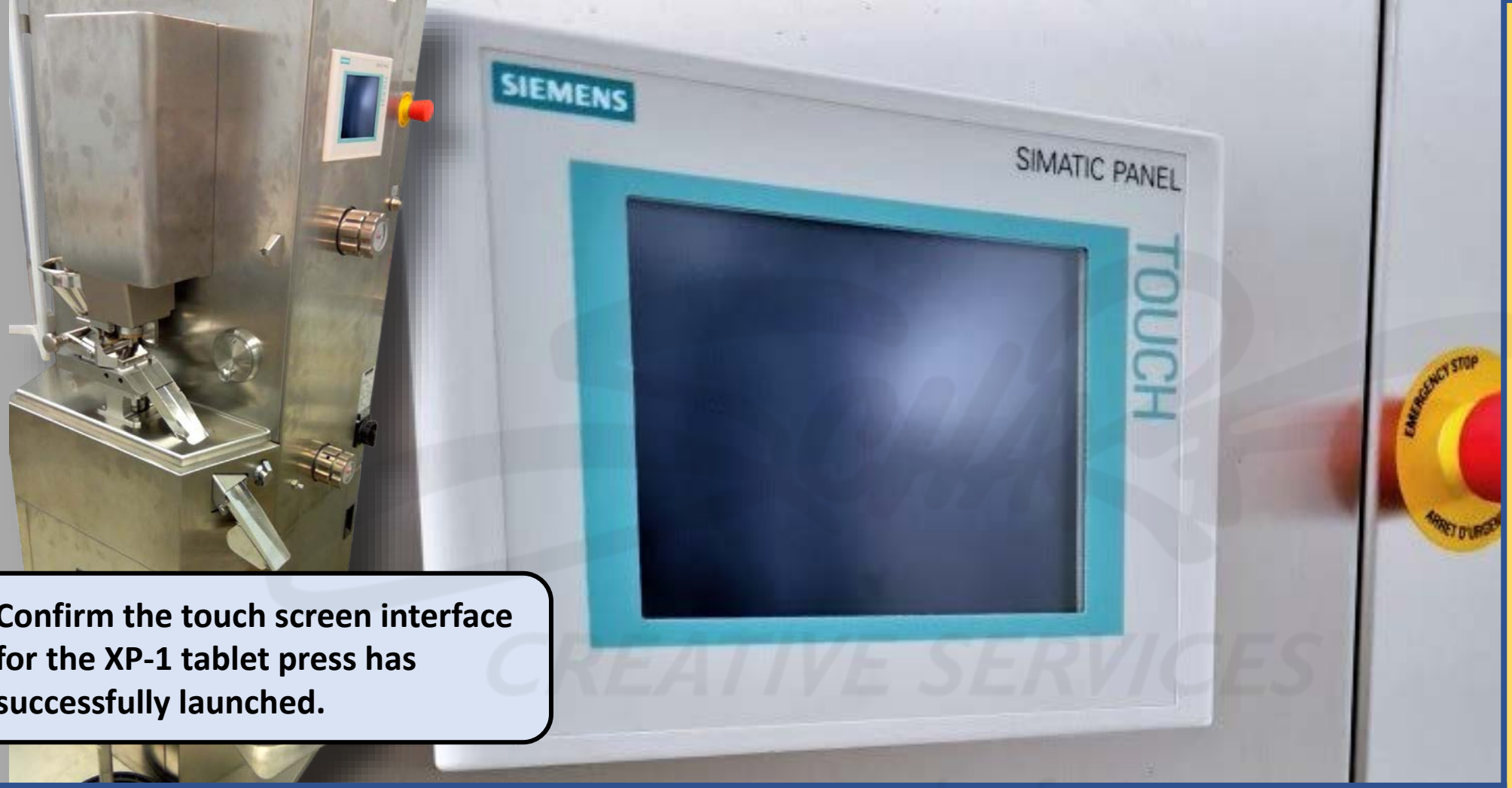
Prior to running the XP-1 tablet press, collect the powder jar and add powder to the hopper. Then adjust the weight and thickness controls to desired tablet dimensions.

DESCRIPTION: *The user acknowledges the location of the TABLET WEIGHT control by reaching for and touching the control.*

INTERACTIVITY:

The user reads the updated PLACARD.

The user reaches their controller towards the highlighted TABLET WEIGHT control to acknowledge its location. Upon touching the control, the highlighted blinking effect on the control is stopped.



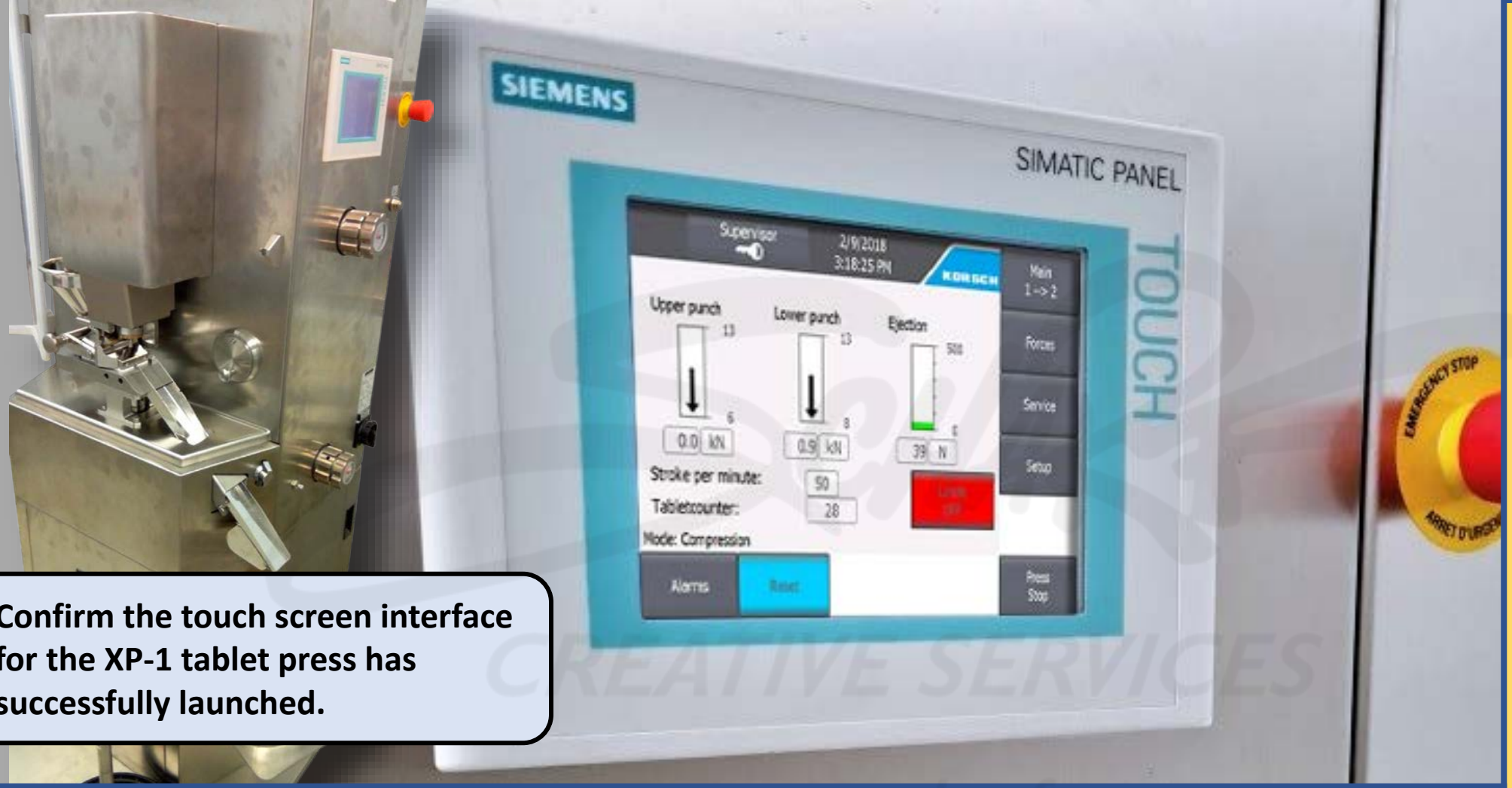
Confirm the touch screen interface for the XP-1 tablet press has successfully launched.

***DESCRIPTION**: After setting up the XP-1 tablet press, the user monitors the SIEMENS SIMATIC PANEL TOUCHSCREEN in confirm the XP-1 user interface has successfully launched.*

***INTERACTIVITY**:*

The user reads the updated PLACARD.

Once the XP-1 tablet press has been powered ON, the user monitors the SIEMENS SIMATIC PANEL TOUCHSCREEN to confirm the user interface screen has successfully launched, as well.



Confirm the touch screen interface for the XP-1 tablet press has successfully launched.

***DESCRIPTION**: The user confirms the XP-1 tablet press user interface has successfully launched. The XP-1 tablet press begins producing tablets.*

***INTERACTIVITY**:*

Once the XP-1 tablet press has been powered ON, the user monitors the SIEMENS SIMATIC PANEL TOUCHSCREEN to confirm the user interface screen has successfully launched, as well.

The XP-1 tablet press begins animating and producing tablets (which fall into the DISCHARGE CONTAINER, one after the other, until the user decides to quit or restart the simulation).

You have correctly assembled the KORSCH XP-1 tablet press, and it is now ready for production.

EXIT TRAINING

RESET TRAINING

DESCRIPTION: *The user has successfully assembled the KORSCH XP-1 tablet press for production.*

INTERACTIVITY:

The user reads the INSTRUCTIONAL PLACARD, and the user can tap one of the following options:

1) *"EXIT TRAINING"*
2) *"RESET TRAINING"*

Tapping "EXIT TRAINING" removes the user from the experience and places the user back into the PICO VR headset "lobby".

Tapping "RESET TRAINING" resets the experience for another user attempt. Resetting DOES NOT erase their previous training results.

PLACARD

Format

***DESCRIPTION**: The INSTRUCTIONAL PLACARD will maintain the same visual style from the existing "Pfizer KORSCH XL100 Tablet Press VR Assembly Experience."*

***DESCRIPTION**: The HELP screen will be a new addition to the INFORMATION PLACARD functionality. An AUDIO (instructional voiceover) feature is also under consideration as a post-launch enhancement (accessible via an AUDIO button just to the left of the ? button).*