

## **STEP 1: Download and install the VPN.**

First of all, you will need to download the FortiClient VPN software onto your computer.

This enables you to log in to the University of Plymouth remotely

The Forticlient software link can be downloaded from here:

Using your University of Plymouth username and password above you can access and download the VPN client and information here:

<https://liveplymouthac.sharepoint.com/sites/WorkAtHome/SitePages/FortiClient.aspx>

This might take a while until the VPN is set up. You can also download the software direct from Fortinet <https://www.fortinet.com/support/product-downloads#vpn>

## **STEP 2: Configure and Login to the University of Plymouth VPN**

Carry out the install and login process described in the attached PDF: FortiClient-VPN-Guide.pdf

**Connection Name:** Plymouth University

**Remote Gateway:** [vpn.plymouth.ac.uk](https://vpn.plymouth.ac.uk)

**Customize port:** 443

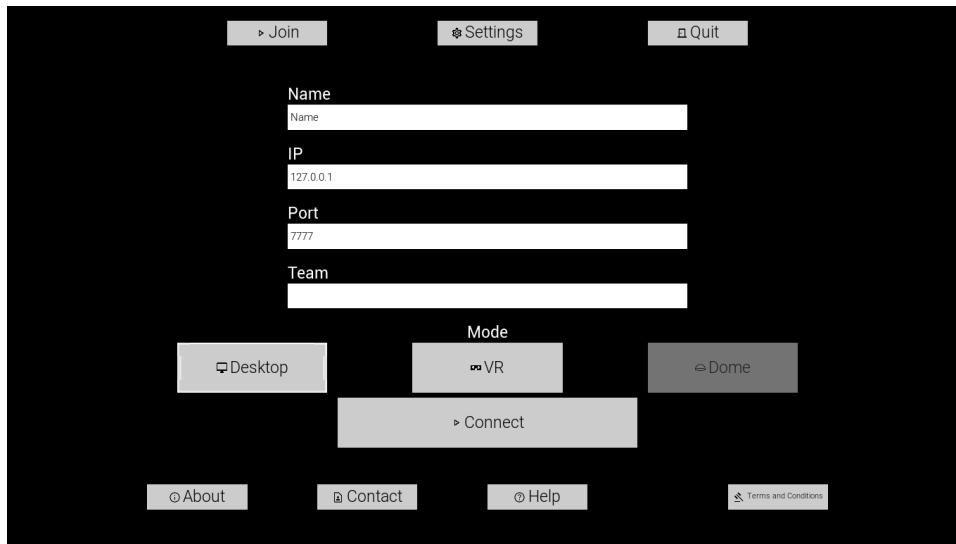
## **STEP 3: Install and Launch the Ludic-Architecture app.**

Now you have established a secure connection with the University you will need to install the .exe file to run the platform we have created for the summer school:

**COMING SOON**

#### STEP 4: Enter the Ludic-Architectures Virtual Space.

Once installed double click the app to launch it.



Fill out the screen with the server details:

Server details:

**IP: 10.212.130.127**

**Port: 7777**

Click connect on the main screen

You should now be able to connect to the server and should see 3D object scattered around the space.



If the connection has failed, it will hang on connecting and go back to the main screen.

Further information can be found here: <https://i-dat.org/ludic-architectures/>