

# Adapting *The Language of Plants* to a VRlarp +VR-noob workshop

The scenario is written by Omi-peah Ryding and Roman Schramm  
Adaptation by Josephine Rydberg, world programmed by Laura K Nemeth.

## NOTES FOR SYLAN:

4-14 players

1 GM

Cards for all players (10?), of two types:

- Nettle/Yarrow
  - Oak/Mugwort
1. Nettle: Motherly love
  2. Oak: Inner strength
  3. Yarrow: Inner wisdom
  4. Mugwort: Expansion

Must have: Cards  
Timer (2 mins & 4 mins)

Nice to have: GM script  
(Sun)light  
Talking stick  
Floor level seats (even if player on chair)  
Heatmaps  
Gust of wind (twice)  
Music?

Compare to Power Button floor plan.  
Joffe needs help to figure out some recommendations for sound settings

## NOTES FOR JOFFE:

Warm up, replace shaking hands?  
Practicing touch, about how/what you touch.  
Rose talking, looking down to pause.

## TO DO (Joffe)

Workshop for VR-noobs  
Find virtual models (5) write specs for models if people want to bring their own. Set names for the the 5. Ask VRlarpers to byo.

Prep for VR noobs, prep headset with logins and models. Order battery packs?  
Make a list of things to remember, bring headset, make sure it is fully charged.  
Send email on Friday 10/4 to remind opponents to do the sessions and pack the headset.

## Info + 3 prep sessions for VRnoobs

The first session is guided, the other two are homework. Please let me know if you need VR support or if you simply want to practice more, I'll find someone to meet you in there. Make sure you can log back in, should you decide to play another app or go exploring. Set an alarm 2hs before you are planning to use your headset to **make sure the headset is charged**, plug it in if not 100%. I recommend you set at least 20 mins aside per session. Please note that for the making public you will be required to spend approx. 1+2hs in VR. Thank you for making the effort!

### **1st session (guided):**

MAKE SURE YOUR PLAY AREA IS SAFE.

Familiarise yourself with the handheld controllers, find the right place for the fingers. The thumbs can move around between the little joystick, the slightly rounded buttons (A,B & X,Y) and the inlaid main menu and Meta buttons. Your index finger should be on the trigger button, facing to the front, and finally below that there is a button where your middle finger should be, that's for grabbing things.

Have a chair handy if you are worried about losing your balance. Put your headset on, comfortably, make adjustments if you have to. Take it off and wipe the lenses if fuzzy. Put your hands through the hoops of the controllers and grab them (there is a difference between left and right).

- Stand still as VRchat loads. If not logged in, find the VRchat-icon in the meny bar or the library and click on it by pointing with your controller and pressing the button under your index finger (either hand).
- Press button Y, left hand (or button B, right hand) and hold for a sec. A round menu will pop up, move your thumb to the joystick and dial with the joystick to find: options, personal mirror, click with index finger to select click mirror on in the on/off box. Study yourself in the mirror.
- Slowly raise your arms and lower them again.
- Lift your hands in front of your face, look at your hands, directly and in the mirror.
- Switch the mirror off.
- Learn how to move forwards and backwards with the handcontrollers.
- Learn how to turn the mic off and on again, button X.
- Take the headset off and set it to charge.

### **2nd session (solo):**

MAKE SURE YOUR PLAY AREA IS SAFE.

- Put headset on (and log in to VRchat if necessary)
- Switch on the mirror and look into it.
- Slowly raise your arms and lower them again.
- Lift your hands in front of your face, look at your hands, directly and in the mirror.
- Switch the mirror off.
- Walk around, do you see your shadow?
- Take the headset off and set it to charge.

### 3rd session (solo):

MAKE SURE YOUR PLAY AREA IS SAFE.

- Put headset on (and log in to VRchat if necessary)
- Walk around in the world of TLOP, find a nice spot.
- Look at your legs, take a step to the left, step back. Take a step to the right, step back. Repeat.
- Look at the back of your hands. With the back of your hands can you touch your legs? Your arms? How does it feel?
- Can you stretch your fingertips to almost touch the grass beneath you? Can you imagine it tickling your fingertips?
- Take the headset off and set it to charge.

The Making Public event happens on 16th April 2026 in Gothenburg. The VRlarp is an adaptation of the scenario *The Language of Plants* by Omi-peah Ryding and Roman Schramm. The VR world for it is made by Laura K Nemeth.

This will take place at Lindholmen Visual Arena (part of Lindholmen Science Park), starting at 1pm. Tinna Joné (076-9400585) and Valentin Nash will be ready to meet you there from 12.45. Please remember to bring your designated headsets, fully charged.

The event at Visual Arena is part of the *A Week in Gothenburg* programme and open to the public. The gameplay will be cast to a large screen to look at for those who are not participating as players. A few extra players -not on site- will join us in VRchat.

If you for any reason find it inconvenient to come to Visual Arena for the VRlarp, you can of course join it from any other location. As long as you are confident about navigating in VRchat and will be able to make it (in person) to the presentation in the evening.

The larp consists of a workshop (ca 45 mins), a short break, then gameplay (ca 120 mins). This means that those of you who are attending the Knutepunkt opening ceremony at 5pm will be able to make it to Eriksbergshallen in time. My Knutepunkt presentation starts at 6pm.

Best wishes,  
Josephine Rydberg