

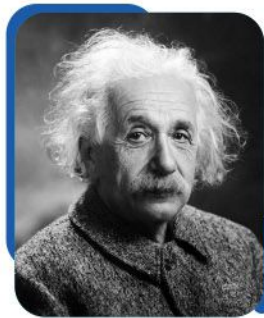
VRSchool

DISCOVER

a new dimension of learning with

VIRTUAL REALITY





**THE ONLY SOURCE OF
KNOWLEDGE IS
EXPERIENCE.**

——— **Albert Einstein**

HOW VR IS CHANGING education



WHAT DO **RESEARCHERS** SAY ABOUT **3D EDUCATION**?

Professor Dr. Anne Bamford, Director of the International Research Agency, led a Europe-wide research project, consisting of 700 students, 47 teachers, and 15 schools, to measure the value and impact of learning in 3D compared to standard 2D Learning.



Attention

100% of teachers felt that pupils paid more attention in 3D lessons. 92% of pupils were regularly attentive during 3D lessons compared to only 46% in standard lessons.



Retention

Pupils taught in 3D could remember more than the 2D class after 4 weeks. Learning in 3D doubled the rate of improvement from pre to post test by 17% compared to 8% in 2D learning.



Understanding

Pupils taught in 3D are more inclined to ask more complex questions. 100% of teachers thought that 3D animations helped students understand things better.



Behaviour

70% of teachers noted that pupil behaviour had improved when using 3D. The use of 3D led to positive changes in communication patterns and improved classroom interaction.

INTEGRATING TECHNOLOGY

with education to empower learners

VRSchool is a global provider of education technology and innovative digital learning solutions using immersive technologies. With the world's largest library of curriculum-aligned VR content for education, VRSchool brings one-of-a-kind, affordable, practical, and interactive learning modules for learners of all stripes.



UNLOCKING THE POWER OF IMMERSIVE TECHNOLOGY FOR PRACTICAL, EDUCATIONAL PURPOSES.



25+
countries
worldwide



500+
global school
partnerships

30,000+
3D assets



200+
hours of
learning content



20+
regional
curricula



8
regional
languages

VRSchool

PIONEERS OF IMMERSIVE learning solutions

Our vision is to help create a world where we can transform the way students learn, gain knowledge, and grow. Where we unleash the power of digital innovation to make immersive learning engaging and affordable for learners all over the world.

Classroom management

Online & offline

Analytics and reports

Easy to set up & manage

Localized to regional languages



Interactive VR modules

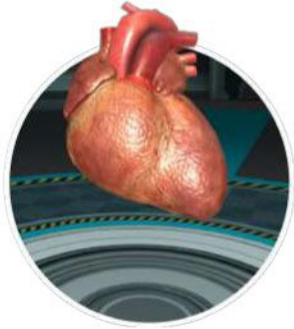


Content management system



THE WORLD'S LARGEST VR LIBRARY

of interactive, curriculum-aligned
content for education



Interactive STEM
learning content



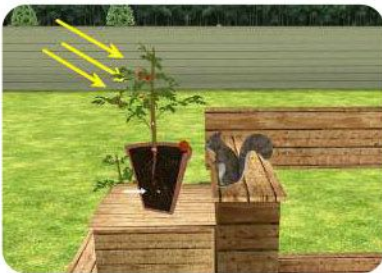
Lessons for English
language learning



Virtual tours of
famous landmarks

CONNECT. EXPERIENCE. LEARN.

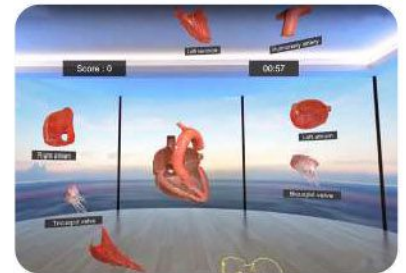
A variety of learning interactions for learners



Explore



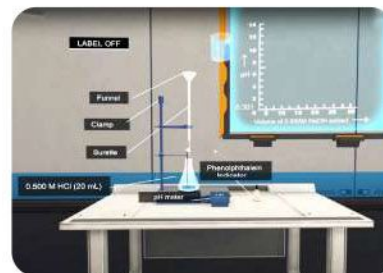
Identify



Dissect



Assemble



Experiment

WHAT MAKES OUR CONTENT UNIQUE

TYPES OF CONTENT AVAILABLE



Type **A**
3D Model
Pros: Easy to move
Cons: Not immersive



Type **B**
360° Picture
Pros: Photorealistic
Cons: Passive experience



Type **C**
360° Video (filmed)
Pros: Immersive
Cons: Massive file sizes



Type **D**
360° Video (created)
Pros: Unique scenes
Cons: User bound to the camera



Type **E**
Fully interactive
VR environment
Pros: Active experience, user can learn by doing



The gold standard

VRSchool's VR modules for education offer a fully immersive, distraction-free environment with scenarios for active learning. Learners can interact with the content and learn by doing, with complete control over the scene and the ability to move through it, facilitating differentiated learning.

One VRSchool module consists of:

- Plenty of Type A-D content pieces
- Onscreen text and professional voiceover
- 800 words of text (explanation)
- Interactivity and formative assessment

A FIRST-OF-ITS-KIND SOLUTION FOR EDUCATION



Efficient
offline usage



128 GB ROM
6 GB RAM



Massive storage to add
more VR content



In-built mobile
device management



Pre-loaded
content



Operating system designed
for educational use

THE IMPORTANCE OF HARDWARE

There are two types of VR headsets:



3 DoF

Tracks the orientation of the user's head, meaning the user will be immersed in a virtual environment while remaining in one place.



6 DoF

Tracks both the orientation and position of the user's head, allowing the user to both look around and move within the virtual environment.

Practicality has driven us to center our offering around the EduPro (3 DoF device with a controller). Though the sense of immersion may be heightened using 6 DoF devices, for education, we need to consider all aspects, from the availability of content to space requirements, safety, practical usage, privacy concerns, and overall price.



Controllers

A headset is the way into immersive content.
The controller is the way into interactivity.

Most interactive educational content requires doing multiple tasks, and the controller is an integral part of this process.

- | | |
|---|--|
|  Make a selection |  Drag and drop |
|  Dissect |  Break apart and assemble |
|  Manipulate objects |  Move sliders to change values |
|  Enter values to change the size of objects |  Answer assessment questions |

A UNIQUE IMMERSIVE CONTENT management and distribution platform

Our immersive content management and distribution platform is designed specifically to host, manage, and distribute engaging learning content through a web platform and native application on VR devices.



VR device management



Content management



Classroom management



Personalized learner profiles



Robust data analytics

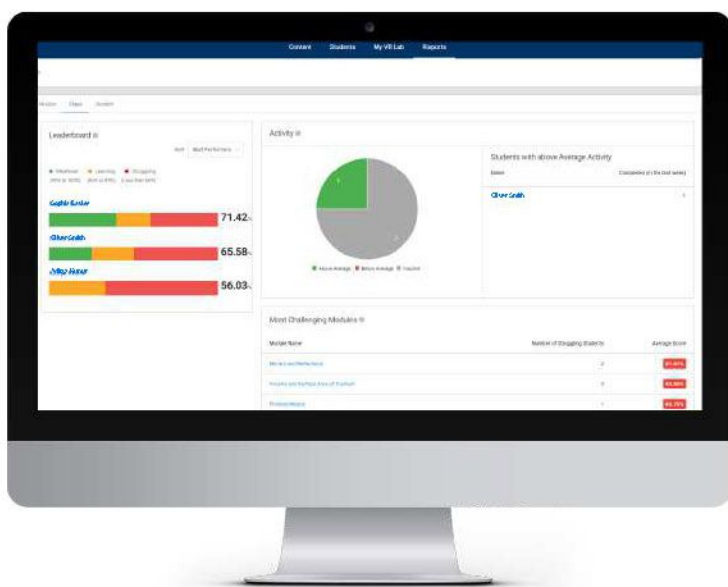


Subscription management

Personalized reports & analytics

Built-in learner feedback and tracked formative assessment ensures that learners stay on task. VRSchool's proprietary reporting system allows teachers & students to view analytics, which can be integrated with other LMS.

Teacher Dashboard



Student Progress



IMPACT STORIES

Sabko Shiksha, Achchi Shiksha initiative in Nagaland

India is moving forward at a rapid pace, however, challenges of inadequate physical infrastructure, poor internet connectivity, and geographical barriers are still facing the country's education system. VRSchool established VR labs in Nagaland, one of the most remote areas of India under the initiative "Sabko Shiksha, Achchi Shiksha", offering students access to an interactive VR-based education library.



VR learning solution unveiled at Miami-Dade School District, Florida

VRSchool, in partnership with the College Football Playoff Foundation (CFPF), unveiled the deployment of its VR solution at the Miami-Dade School District, the fourth-largest school district in the US. The initiative aims to enhance the learning experience of students in 16 South Florida schools. As part of the collaboration between Miami-Dade Public Schools and the CFPF, VRSchool's VR solution is being deployed at economically challenged schools to empower students to achieve their full learning potential.

“The experience was definitely amazing; we had to do fun activities like climb a roller coaster. It actually makes the learning experience more interesting and makes concepts very easy to understand. I also like the fact that you did something fun while actually learning at the same time.”

Student
Sunward Park High School, South Africa



“I think VR is going to help me learn because it's more interactive. VR can help kids learn by themselves, one-on-one, without any interruptions. I saw chemical changes, parallelograms, the Statue of Liberty, the Eiffel Tower, and even a spaceship.”

Student
Filer Middle School, Miami, Florida



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