Take them THERE...

WITH

CLASSVR®

The world's leading virtual and augmented reality solution designed exclusively for education



ENHANCED EDUCATIONAL EXPERIENCES

INCREASED STUDENT ENGAGEMENT

IMPROVED LEARNING OUTCOMES

TOUCHPLANET

PREPARE STUDENTS FOR THEIR FUTURE BY HARNESSING THE POWER OF CLASSVR TODAY.

ClassVRis a ground-breaking virtualandaugmentedreality(VR/AR)solutiondesigned exclusively for the classroom.

Comprising of all the hardware, software, content, tools, training, support, and implementation services that a school needs to successfully deploy VR/AR. ClassVR is breaking down boundaries, creating immersive learning experiences and making the impossible, possible.

WHY CLASSVR?

IMPROVE STUDENT OUTCOMES:



RETAIN

Learningthrough experience can increase knowledge retention by up to 75%.



ENGAGE

We only remember 10% of what we read but can retain 90% of what we experience.



ATTAIN

VR can improve student attainment, increasing exam results by up to 20%.

GIVE TEACHERS AN ACCESSIBLE AND INCLUSIVE TOOL TO:

Build cultural capital.

Support emotional learning.

Inspire all students.

INTUITIVE CLASSROOM MANAGEMENT SYSTEM:

Create playlists with ease.

Manage classroom activity.

Monitor lessons in real-time.

EVERYTHING YOU NEED TO IMPLEMENT VR/AR IN THE CLASSROOM

ClassVR comes with everything teachers need to start using VR/AR, making it a plug-and-play solution that's quick to set-up, easy to adopt, and simple to use.



HARDWARE

Ergonomically designed virtual reality headsets with secure charging and storage case.



SOFTWARE

Secureclassroom management system for lesson creation, delivery, and monitoring.



CONTENT

Thousands of curriculum-aligned resources for use across all subjects.



SUPPORT

Technical and educational teams take teachers from set-up through to training and beyond.

CLASSVR – POWERED BY THE EDUVERSE

Since the introduction of ClassVR, the world's leading VR & AR solution for education, it's continually evolved to meet the needs of teachers and students, with the most recent innovation being Eduverse.

As the content engine that powers ClassVR, Eduverse is an engaging online environment where students and teachers can explore exciting experiences together, in a safe and inclusive way.

CONTENT ACROSS THE CURRICULUM

The Eduverse is a rich source of regularly updated VR/AR content, providing access to 1,000s of prepared resources:

ClassVR Content Team: With a dedicated content team constantly creating new resources, the Eduverse is packed full of curriculum-aligned lessons that are fully prepared and ready for teachers to use.

Content Partners: Access third-party images, videos and assets that enhance teaching and learning with VR/AR.

Content Community: Create your own content and share with the growing global ClassVR community. Tap into this community for inspiration, lesson ideas and resources.

CONTENT ON ANY DEVICE

From any web-enabled device, students can meet, collaborate and learn in engaging virtual spaces:

Safe & Secure for Schools: A safe and secure online environment for students to explore immersive educational virtual worlds.

Individually or Together: Supports teacher-led and independent learning, allowing students to explore with their peers or at their own pace.

Any Device, Anywhere: Students can access Eduverse on laptops, smartphones, tablets or VR headsets, inside or outside of the classroom.

side of the classroom.



COMPARED TO LEARNERS TAUGHT WITH MORE TRADITIONAL TEACHING METHODS, VR LEARNERS ARE:

x4 morefocused

x3.75 moreemotionally connectedto lessons

x4 quicker to retain knowledge

275% moreconfident in applying learnings

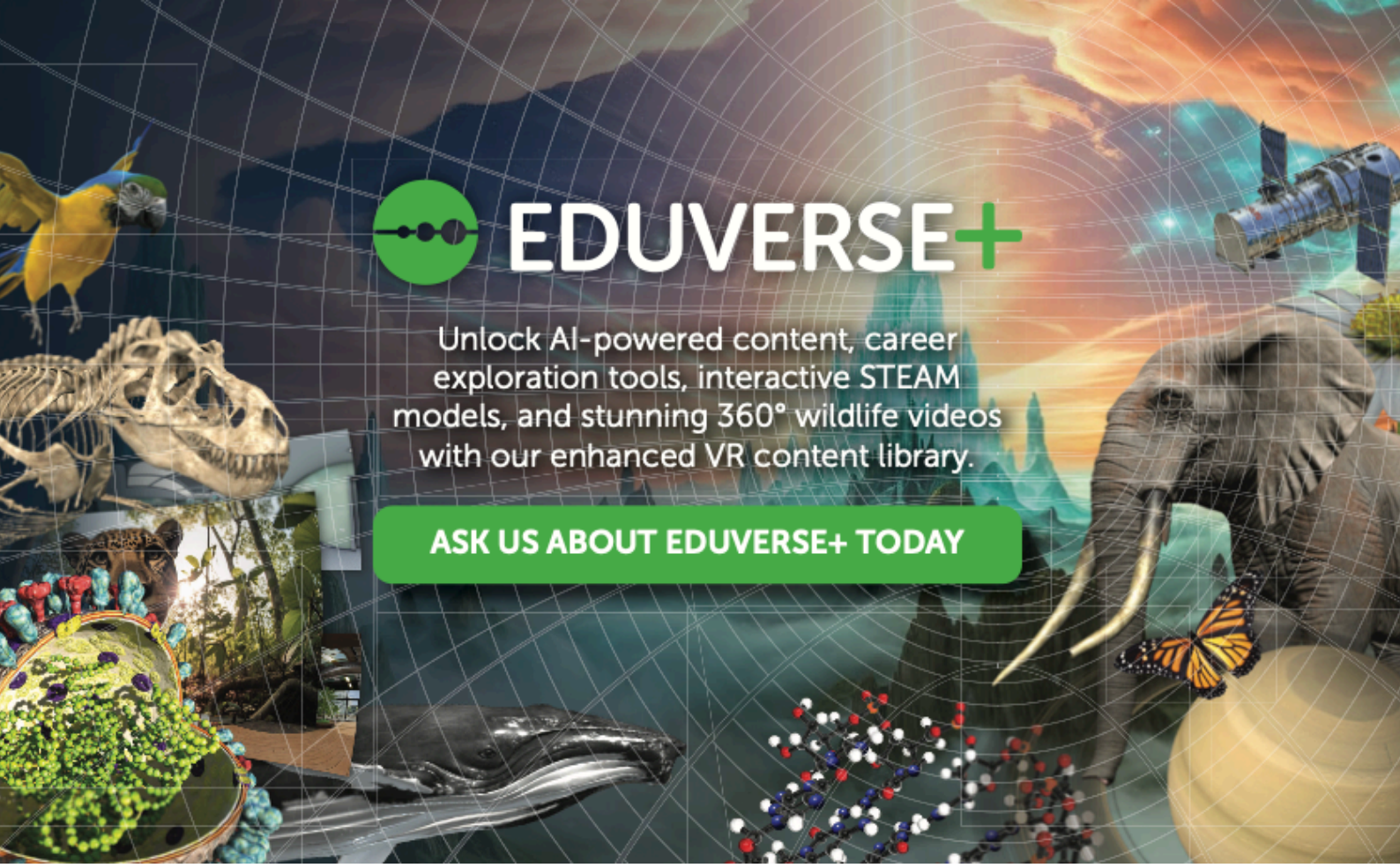
Source: PwC

EDUVERSE+

ClassVR's advanced VR content subscription, designed to meet the evolving needs of students and teachers.

Four content suites unlock exciting new VR experiences:

- STEAM3D: Interactive 3D models to support STEAM learning.
- EduverseAI: Generate custom 360° images with AI in seconds.
- WildWorld: Stunning 360° wildlife videos for exploration.
- CareerHub: Discover career pathways with 360° video tours.



WANT TO SEE CLASSVR HEADSETS IN ACTION?

Contact our sales team and arrange your free, no obligation demonstration today!

TOUCHPLANET.

Your trusted AV Partner for Education

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