

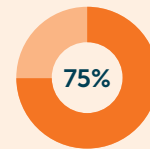


"With ClassVR, you'll have everything you need to implement VR and AR in the classroom."

ClassVR is a ground-breaking and award-winning VR technology designed to help raise engagement and increase knowledge retention for students of all ages.

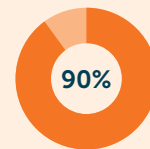
ClassVR comes complete with hardware, classroom controls and curriculum-aligned content and resources, providing everything teachers need to introduce virtual reality into the classroom.

- ✓ Create immersive and engaging lessons
- ✓ Improve students' knowledge retention and understanding
- ✓ Spark your students' imagination with VR experiences as if they are actually there



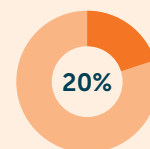
Learning through experience can boost knowledge retention by up to 75%.

Increase your students' ability to retain knowledge by immersing them into exciting experiences they'll never forget.



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

Improve students' interaction within the classroom by incorporating visual stimuli with ClassVR's virtual experiences.



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

ClassVR comes complete with all the tools you need to deliver curriculum-aligned VR lessons to boost your students' learning outcomes.



Virtual Reality Headsets

ClassVR is a fully integrated, classroom-ready device with no additional hardware required to get you started.



Central Headset Management

ClassVR's Portal gives teachers the controls to easily send content and direct and monitor student attention, maximising learning time.



Curriculum Aligned Content

ClassVR provides 1000s of virtual and augmented reality educational content to add value to your lessons, no matter what the subject.



Secure Storage and Charging

All ClassVR headsets come in a rugged storage and charging case to ensure your devices are always ready when you are.



Installation, Setup and Training

Our technicians setup and configure the headsets for you and our educational team teach you how to use them.

“ClassVR comes complete with 1000s of curriculum-led resources to help spark the imagination of your students”

Standalone Headset

ClassVR's headset is a standalone, classroom-ready device, delivering a fully immersive VR and AR experience under the teacher's control. Unlike other VR headsets, ClassVR requires no additional devices, such as phones. Everything is fully integrated into the device, making it easy to use and highly reliable.



Simple Control and Management

At the heart of ClassVR is our teacher-friendly portal, providing all the necessary content and tools to successfully deliver engaging lessons to your students. ClassVR's online portal makes it easy to drag and drop VR and AR content into custom playlists. With the click of a button, teachers can send experiences straight to the headsets, direct students to specific points, or view exactly where each pupil is looking.

VR and AR Content and Lesson Plans

Our curriculum-aligned resources and structured lesson plans help to spark the imagination of students, providing experiences that help them visualise and understand even the most complex of educational subjects. With over 1000 resources, covering a huge range of topics and curriculum subject areas, students can:

- ✓ Explore 360° images and videos
- ✓ Experience AR and bring 3D models off the page
- ✓ Create and upload your own 360° and 3D content



UNLOCK 100S OF EXPLORABLE SCENES!



AVANTI'SWORLD

The world's first educational VR theme park, where teachers can take students to impossible places!

Avantis World can be accessed through the ClassVR portal to give your students an additional new and exciting way to learn! You'll get:



Engaging virtual theme park



Student curriculum resources



Teacher assessment and reporting