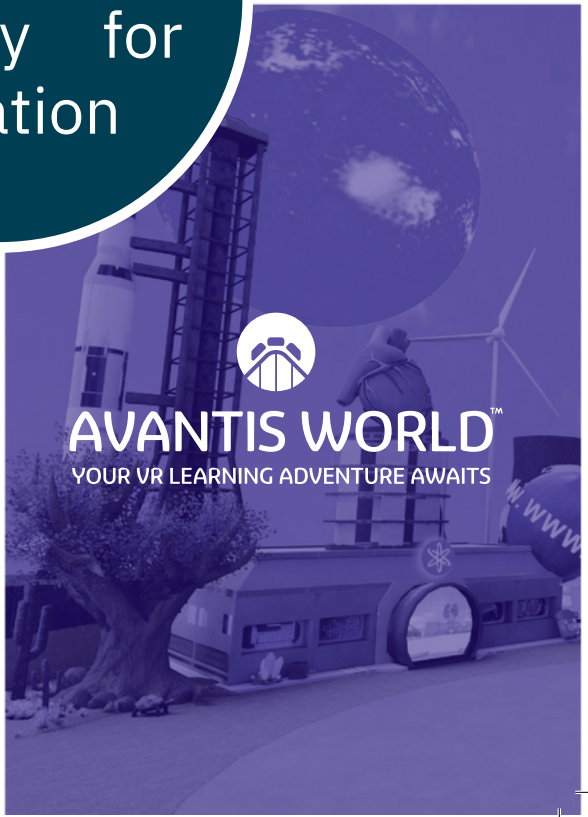
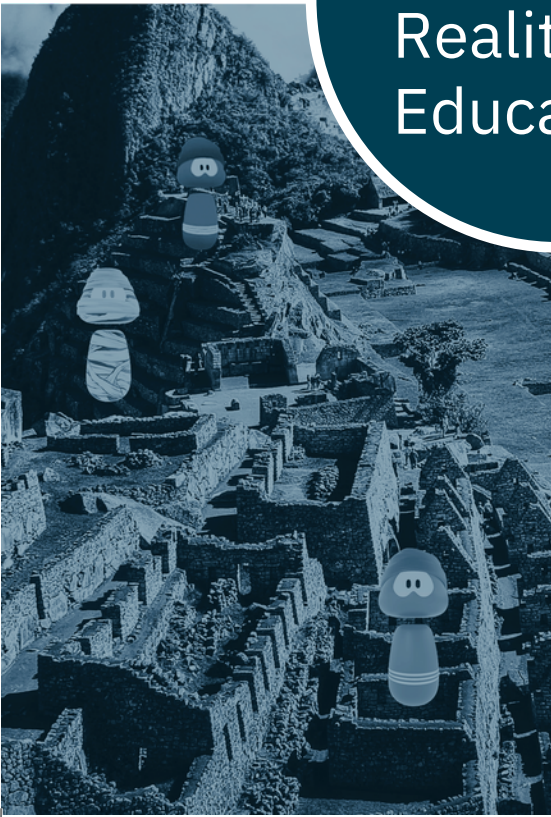


Virtual and Augmented Reality for Education



An Introduction to ClassVR

ClassVR provides everything you need to implement virtual reality and augmented reality in the classroom.

ClassVR is a ground-breaking VR technology built for the classroom, designed to help raise engagement and increase knowledge retention for students of all ages.

Introducing a Whole New Concept in Educational Technology

A standalone virtual reality headset complete with a unique student-friendly interface, embedded educational resources and simple-to-use teacher controls.

Using technology in a busy classroom isn't always as easy as it should be. The ClassVR interface and teacher controls provide the tools needed to ensure this exciting and engaging technology can deliver a rich, reliable experience for you and your students.



The All-in-one VR & AR Solution for Schools



Virtual Reality Headsets

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



Central Headset Management

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



Curriculum aligned Content

ClassVR provides thousands of educational virtual and augmented reality resources 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 assist you with setup and help you configure your headsets. We also have online and onsite training available for your teachers and staff.

Benefits of VR in the Classroom

Evidence shows how virtual reality can engage and extend the boundaries of your teaching, and how VR can help students meet learning objectives.

Experience



Learning through experience can boost knowledge retention

(Krokos, Paisant & Varshney, 2018)

Engage



Virtual reality engages students more than video and textbook learning conditions

(Alcoat & Muhlenen, 2018)

Achieve



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

(Dragani, 2019)



ClassVR Headset

Our ClassVR headset has been expertly designed with students in mind.

The ClassVR headset is designed specifically for schools and can be used in several ways to achieve a fully virtual and augmented reality experience.

Students can simply hold and look through the device, or use the head straps for a more comfortable and 'hands free' experience.



Standalone Premium 64GB ClassVR Headset

The ClassVR Premium Headset (64GB) includes our highest storage capacity yet for a reliable and streamlined VR & AR experience in the classroom, with no other devices needed.

- ✓ Safe and secure VR and AR learning environment
- ✓ Simple to use interface and controls
- ✓ Light and comfortable design suitable for students

Full technical specification

- ✓ 4GB DDR RAM & 64GB Internal Storage
- ✓ Octa-Core Qualcomm Snapdragon XR1 CPU
- ✓ 5.5" 2560x1440 HD Fast LCD Screen
- ✓ 802.11 a/b/g/n Dual Band WiFi 2.4/5Ghz +
- ✓ Bluetooth 4.2
- ✓ 13MP Auto-Focus Front Facing Camera
- ✓ Combination Fresnal/Aspherical Lens
- ✓ Internal Lithium Polymer Battery with
- ✓ Minimum 4 Hours Runtime in Continued Use
- ✓ USB-C Charging/Input for Hand Controller
- ✓ 3-Way Adjustable Head Mounting with Dual Rear Straps
- ✓ Micro SD Card Slot for Storage Expansion
- ✓ Stereo Speakers & Microphone
- ✓ 3.5mm Stereo Jack Out for Headphone Use

Secure Storage and Charging

All our storage and charging cases are designed to be easily transported between classrooms.

Maximising your investment in VR means making it available to as many students as possible. That's why all ClassVR charging and storage options

have been designed to be as portable as possible, allowing teachers to easily and safely move the headsets from one classroom to another.

Available in Sets of 4, 8 and 30*

Our ClassVR headsets are available in sets of 4, 8 and 30.

Charged and Ready to Use

Our ClassVR cases are designed to allow headsets to charge even when the case is closed. An integrated USB charging hub, along with active cooling fans, ensures your headsets can be safely locked away, charged and ready for use whenever you need them.



Portable for Shared Use

Our portable ClassVR storage cases are lightweight for safe and easy transportation of headsets. The set of 4 is lightweight and transportable for students of any age and the set of 8 has an extendable handle and rugged wheels to make moving the headsets simple. The strong exterior and soft internal foam padding keep the headsets safe from damage.

ClassVR Carts

Our ClassVR carts store and charge up to 36 headsets at once. From three lockable drawers headsets are exposed to ultra violet light which helps reduce the formation of a wide range of bacteria, keeping the headsets clean and ready for shared use.

* Sets of 30 are available in the UK and US only.

Deliver and Control Lessons with ClassVR

ClassVR's online portal makes it easy to use VR and AR in lessons with minimal fuss and complete control.

At the heart of ClassVR is our teacher-friendly portal, providing all the necessary content and tools to successfully deliver engaging lessons.

Teachers can easily find resources, searchable by subject, topic or keyword and drag and drop into your own playlist, ready for class.

Create and Launch Activities Simultaneously

With the click of a button, teachers can deliver defined experiences straight to ClassVR headsets simultaneously, whilst still meeting the needs of all students. Teachers can use a variety of teaching methods to implement VR and AR within the classroom and maintain full control of each headset using the ClassVR Portal.



Dynamic Points of Interest

When students are so immersed in a VR experience, it can be hard to get their attention. The ClassVR Portal allows teachers to direct student attention to a specific point of interest, giving students a breadcrumb trail which leads them to an area of focus to discuss.

Real-time Student View

ClassVR's classroom controls give you the ability to see 'through the eyes' of each student and allows you to view or share, in real time, what they are seeing on an interactive display and focus learning accordingly.



1000s of Curriculum-aligned VR & AR Resources

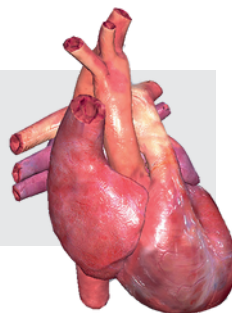


Explore 360° Images and Videos

Our growing library of 360-degree images and videos provide an engaging and immersive way to deepen learning. Students are given unique experiences to visit remote places, see historical monuments, or experience locations they couldn't in real life.

Explore 3D Models

With AR, students can view and interact with 3D models as if they were in the palm of their hand! Using the ClassVR headsets' front-facing camera, students can get up close with content, such as a beating heart or an ancient artefact.



AVANTIS WORLD™
YOUR VR LEARNING ADVENTURE AWAITS



Explorable VR Scenes in Avantis World

In Avantis World, the world's first educational virtual reality theme park, students can experience and navigate through curriculum-aligned VR scenes, all while collaborating with their peers in the metaverse.

Integrations with VR & AR Education Content Providers

We're continually talking to virtual reality publishers to incorporate great content and tools in the ClassVR Portal, and we've teamed up with select content partners around the globe, including ThingLink and CoSpaces, to make exciting new content available to your students.

Create and Upload 360° and 3D Content

ClassVR allows teachers and students to create content, from 360° photos and videos, to 3D models and explorable scenes. Using devices such as 360° cameras, or creative packages such as Paint 3D, you can build and upload your VR & AR content directly to the ClassVR Portal.

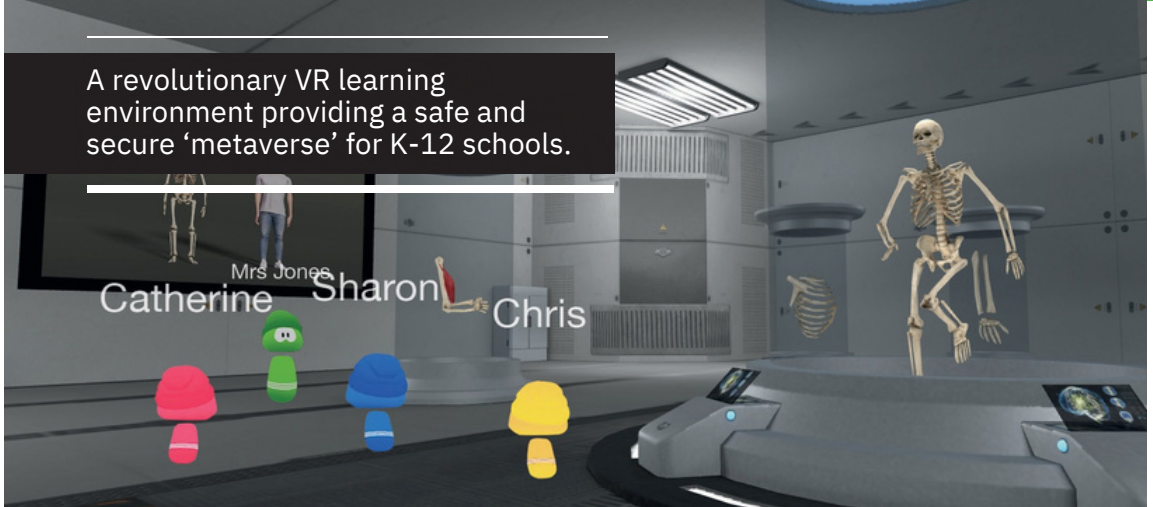
thinglink..

CO SPACES (EDU)



Introducing EDUVERSE[®]

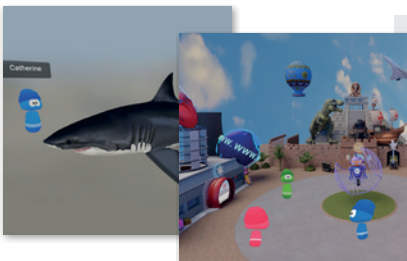
A revolutionary VR learning environment providing a safe and secure 'metaverse' for K-12 schools.



What is the Eduverse?



Safe, Secure K-12 Metaverse
Eduverse, the educational metaverse, lets students experience fully immersive online content, all from a safe, secure and controlled virtual environment.



Explore Individually or Together
Within Eduverse, students can experience amazing adventures on their own, together with their peers or in a teacher-guided environment. Students can work together in a virtual space and collaborate on tasks just as they would in person.



Any Device, Anytime, Anywhere
Students can access Eduverse easily from any device, whether that's laptops, Chromebooks, tablets, phones, VR headsets or even interactive whiteboards – from inside or outside of the classroom!



A New Way of Learning with Eduverse

Allow your students to harness the power of the metaverse and explore immersive virtual worlds in a safe and inclusive environment.

Eduverse offers a new way to learn, enabling students to collaborate in engaging virtual spaces where the impossible becomes a reality.



Content available in the Eduverse



EXPEDITIONS™

POWERED BY EDUVERSE™



Expeditions

Eduverse Expeditions offers teachers a unique VR experience that takes students on virtual reality tours of the globe & enables them to explore 3D models from the safety of the classroom!

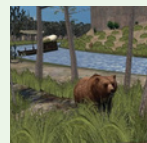
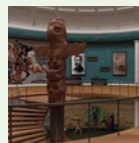
Avantis World

Imagine being able to take your students to the Moon, meet dinosaurs or climb the beanstalk with Jack, from any device, no matter where you are in the world. Avantis World allows students to discover, explore and experience unimaginable things, all from the metaverse in the world's first educational virtual reality theme park!



AVANTIS WORLD™

YOUR VR LEARNING ADVENTURE AWAITS



Devices

Accessing the Eduverse couldn't be simpler, all you need is a web connected device.

Students and teachers can utilise their existing IFPDs, desktops, tablets, Chromebooks and phones. Or, for a more immersive experience, Google Expeditions Kits or our award-winning ClassVR headsets.

Introducing **EXPEDITIONS™** Powered by Eduverse

Take your virtual field trips into the Metaverse with Eduverse Expeditions.

100%
FREE



Eduverse Expeditions is designed with education in mind, providing access to thousands of VR & AR content and resources so you and your students can go on adventures around the globe from the safety of the classroom! And if you have Google Expeditions kits you can no longer use... we've got you covered!



What's included in Eduverse Expeditions:



Collaborative Virtual Expeditions

In Eduverse Expeditions, your students can experience amazing adventures together, just like they would on a real field trip! Students can work together in a virtual space as avatars and collaborate together on tasks as if they were actually there!



Engaging VR & AR Content

With Eduverse Expeditions, you'll have access to thousands of VR & AR resources, from 360 degree photos and videos, to detailed 3D models and special explorable scenes. Your students can engage with this immersive and exciting content in amazing new ways!



Supporting Information & Teacher Guides

Eduverse Expeditions combines VR & AR content with more traditional teaching resources, including student worksheets, quizzes and reference material. Mix cutting edge VR & AR content with supporting classroom resources for a truly blended learning experience.



Any Device, Anytime, Anywhere

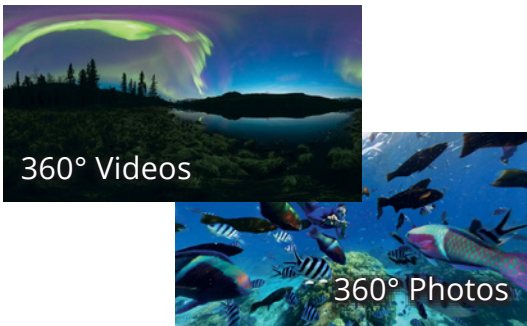
Eduverse Expeditions can be accessed on any web browser – no specific devices needed, students can use laptops, tablets, VR headsets or whiteboards, just click and go! Eduverse Expeditions really couldn't be easier to use, inside or outside of the classroom.

Engaging Virtual Field Trips

With Eduverse Expeditions you'll have access to our range of VR & AR educational content and supporting teacher resources.

Eduverse Expeditions is packed full of engaging educational VR & AR content such as 360 degree photos, videos and 3D models.

The following topics are included in Eduverse Expeditions:

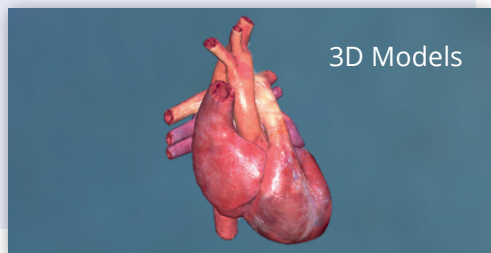


360° Photos and Videos

Eduverse Expeditions includes hundreds of photos and videos where you and your students can travel to different cities, continents and countries, or even experience walking with polar bears, swimming with sharks or travelling back in time to see what life was like in a World War One trench.

3D Models

Eduverse Expeditions provides access to a range of 3D models where students can get up close to and examine abstract and complex concepts, such as a human cell or an entire planet.



An Introduction to Avantis World



Avantis World is a revolutionary learning experience, where the impossible becomes a virtual reality!



Imagine being able to take your students to the Moon, float through a blood vessel, meet dinosaurs or climb the beanstalk with Jack, from any device, no matter where you are in the world.

Avantis World allows students to discover, explore and experience unimaginable things, all from the metaverse in the world's first educational virtual reality theme park!



Explore the Metaverse in the World's First Educational Virtual Reality Theme Park!



Trip Through Time Land



Have you ever wished you could take your students back in time? Now you can walk with the dinosaurs, visit Ancient Greece and experience the World War One trenches...



Super Science Land



Visit Super Science Land and meet amazing animals and their habitats, take a trip through our incredible human body and find out all about materials and properties...



Engaging Earth Land



Explore our incredible planet from pole to pole. Delve into Earth's beautiful biomes and experience some of its most extreme climates like never before...



Literacy Land



Take your students on a journey through some of the world's best known authors and stories. Let them walk through key locations in their most famous works...

New Avantis World content added every month. All available scenes can be found at: <https://www.avantisworld.com/virtual-reality-subjects/all-vr-content/>

Email: info@alloffceltd.com | Website: www.futurevisuals.com

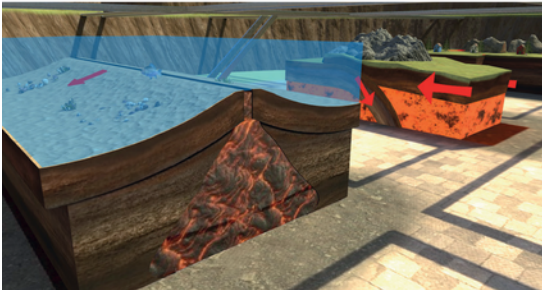
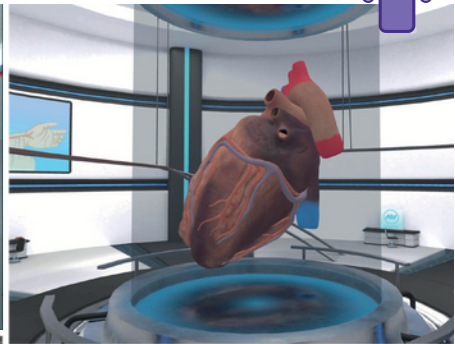
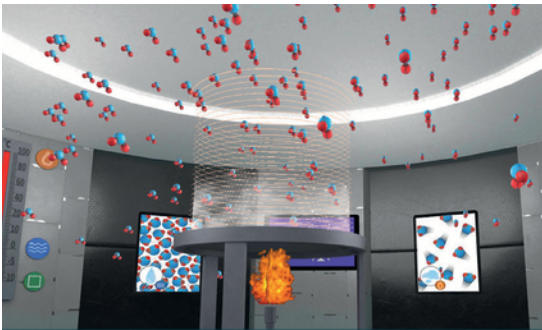
Engaging Virtual Reality Theme Park

With Avantis World, students can navigate through & explore VR scenes and experience topics as if they were actually there!



Engaging Virtual Theme Park

Discover our amazing planet, understand science, travel back in time and become part of literature! Avantis World is the new and exciting way for students to explore hundreds of virtual reality experiences brought together in an exciting educational VR theme park.



Collaborate from Any Device in the Educational Metaverse

Avantis World supports classroom, remote and hybrid teaching and learning setups, bringing a class of students together in virtual reality, irrespective of location or device, where they can learn as one.

Engaging Curriculum-Aligned Resources

Avantis World comes packed with hundreds of explorable scenes and curriculum-aligned resources for an exciting, collaborative learning experience.



Student Curriculum Resources

Avantis World's explorable scenes come complete with a comprehensive set of educational resources to ensure you are getting the most out of every lesson.

Detailed Subject Information

Delve into curriculum-aligned facts and additional information about each scene.



Quizzes and Exercises

The tasks and activities are designed to guide your students through each learning scene, encouraging questions and greater exploration with understanding put to the test using inclusive assessment tools.

Worksheets and Notes

Revision material and detailed teacher notes are available to print, or to download as valuable revision guides and notes.



Teacher Assessment and Reporting

With Avantis World's powerful dashboard and reporting interface, you can ensure your students are on track and fully engaged in the lesson.



Comprehensive Teacher Dashboard

Find everything you need in one simple-to-use online portal.

Simplified Student Management

Add and remove students individually, or bulk upload them from a CSV file.

Progress and Achievement Reporting

Monitor student progress throughout each learning zone and scene, giving visibility of this progress to both student and teacher.

What Teachers Say About Our Products



Mark Savery

Emmanuel College, Australia

“We’ve been using *Avantis World* alongside the great curriculum content to complement the lesson we’re delivering in *ClassVR*. Utilising a mix of 360 images and videos, *Avantis World* enables students to walk around and explore a virtual environment giving a deeper level to their learning experience. Our students really love the interactivity of it... it brings learning to life.

Avantis World is an innovative and exciting addition! It provides hundreds of education experiences in the one virtual theme park environment. What’s great is it’s designed to allow staff and student to virtually explore all aspects of the curriculum in an interactive and engaging experience.”



Troy Thams

Sioux Central School, Iowa

“Using *ClassVR*, the students got to be a T-Rex!

They got to experience the size of the fossils compared to humans. It’s things like this that you can’t see inside of a textbook. It’s the things that you really can’t grasp without experiencing them. The kids walk away with more knowledge and understanding about a topic than they would have from watching a video or reading about it in a textbook.”



Simon Luxford-Moore

ESMS Junior School, UK

“Using VR effectively always gives learners an emotional and experiential connection with what they are learning. It is far easier for someone to discuss and share what they have experienced than what they read about, as they can refer to their senses better.

Giving children an opportunity to experience a fairy tale in *Avantis World* and see objects like Jack’s beanstalk in a scale beyond a 2D picture in a book, is very powerful. Children enjoy this activity and are enthused to engage more in their learning of literacy and appreciation of stories.”



Jennifer Haller

Winton Woods City Schools, Cincinnati

“*ClassVR* is one of those resources that we know is going to completely engage our students. It’s going to pull them into the lesson and hold their attention, so much so that we sometimes can’t get them to put the headsets down. It’s a difference-maker in education. It allows us to bring the entire world to our students.”



EXPEDITIONS™

POWERED BY EDUVERSE®

DO YOU HAVE GOOGLE EXPEDITIONS
KITS YOU CAN NO LONGER USE?
USE EDUVERSE EXPEDITIONS FOR FREE INSTEAD!

TAKE YOUR VIRTUAL FIELD TRIPS
INTO THE METAVERSE



Collaborative Virtual Expeditions

Explore together as avatars
in Eduverse



Engaging Resource

Includes 360 photos, videos &
3D models



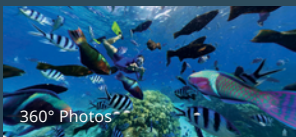
Curriculum Content

Teacher and student
information and guides

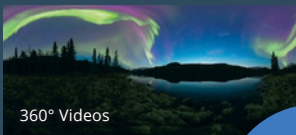


Any Device, Anytime

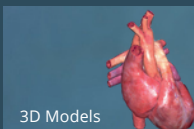
Use Expeditions kits or a
browser on any device



360° Photos



360° Videos



3D Models

100%
FREE



Start your expedition at www.eduverse.com/expeditions