



NEW ARRIVAL
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CLASS VR HEADSETS

Educational technology is changing all the time.

There are constant innovative changes intended to re-envision the boundaries of what teaching and learning can look like in the 21st century. In many ways it's a natural kind of progression whereby chalkboards become pen and paper, pen and paper become whiteboard, whiteboard becomes projector, and projector becomes a newly interactive screen.

The goal of this transitional progression is clear; to make teaching as modern, inclusive, and effective as possible.

But in a world which now considers technology a norm rather than a restricted privilege, a new question arises: what are the limits when it comes to tech in the classroom?

The emergence of immersive interactive rooms was the first major disruption to the concept of what educational technology could look like. Not just one piece of equipment but rather a combination of products formatted around a singular collaboration. A space entirely focused on engaging learning beyond sitting at a classroom desk, offering new opportunities for teachers and students. It is the kind of innovation that we gravitate towards when considering new products.

This is where Class VR comes into the picture.

Immersive virtual reality that is tailored for education and functional for all kinds of classrooms. Class VR offers all the tools you need (and more) to deliver truly unforgettable learning experiences, entirely unique and catered to you. With mixed AR and VR reality, the headset offers varied opportunities when it comes to approaching the national curriculum, making text-book subjects far more engaging and memorable.

With thousands of curriculum resources and the option of personalised alternatives, Class VR lets you step outside the classroom (hypothetically of course). You'll be able to...

- Explore new environments with 3D Virtual Tours
- Make 2D diagrams interactive
- Code and create your own own worlds
- Explore historical sites of interest and bring old texts to life
- And so much more!

Plus with an easy to integrate system teachers are always in control, and the real-time class view provides full visibility of what and where their students are exploring in the headsets. Got a particular point of interest you don't want students to miss? Not a problem! You can direct their attention and the headset will lead students to that point.

Light, durable, and fully adjustable, Class VR is unique from other headsets in that it is specifically designed for schools as opposed to gaming alternatives. While still fun, Class VR is a tool that is very much intended for teachers. A big contributor in that respect is the integrated team of teachers and developers shared by our manufacturers. They're able to understand the struggles faced by teachers and in that understanding, better contribute to this amazing safe space for students to independently explore and learn.

Unlike immersive sensory rooms, Class VR is quick and easy to set up (and a more affordable alternative). After delivery you can basically start use right away due to the all in one standalone nature of the hardware itself.

Additionally, if you're not a tech wiz (don't worry that's our job) the integrated software is also really easy to navigate providing a complete ease to lesson management and VR use. Teachers can easily prepare lesson 'playlists' which can be saved and used again later on.

No more faff at the start of the lesson, you'll be able to jump straight in!