CLASSVR®

VIRTUAL REALITY FOR SCHOOLS

C-it

Creative-image technologies

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Virtual and Augmented Reality for Education

Email: schools@classvr.com | Website: www.classvr.com

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'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 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 set up and configure the headsets for you and our educational team teach you how to use them.

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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 goals.

Experience



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.

Engage



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.

Achieve



VR can improve student attainment, improving 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.



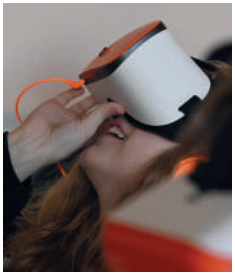
ClassVR Headset

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

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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.





* CVR-255-64 headset is currently only available in sets of 8 and 30. Sets of 30 are available in the UK and US only.

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 Charging 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.

VR and AR Curriculum Aligned Content

ClassVR comes complete with 1000s of curriculum-aligned virtual and augmented reality resources.

Our pedagogically sound, curriculum-aligned resources and structured lesson plans provide experiences that help students visualise and understand complex educational subjects.

Teachers can add value to every lesson with the thousands of subject-specific content, resources, lesson plans and worksheets covering many topics in the curriculum.

Immersive Content Included in ClassVR

Explore 360° images



360-degree images are a great way to give students unique experiences, allowing them to visit remote places, see historical monuments, or experience locations they couldn't in real life.

Bring 3D models off the page



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.

Experience 360° videos



Our growing library of 360-degree videos takes immersion to the next level. Each video has been carefully chosen for its educational benefits and takes your students deeper into learning.

Explorable scenes



Explorable scenes allow students to move, discover and travel through virtual worlds and environments using a ClassVR headset and hand controller, designed to promote independent learning and group discussions.

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Create and Upload Your Own Content

ClassVR integrates with third-party providers and allows teachers and students to create and upload their own VR & AR content.

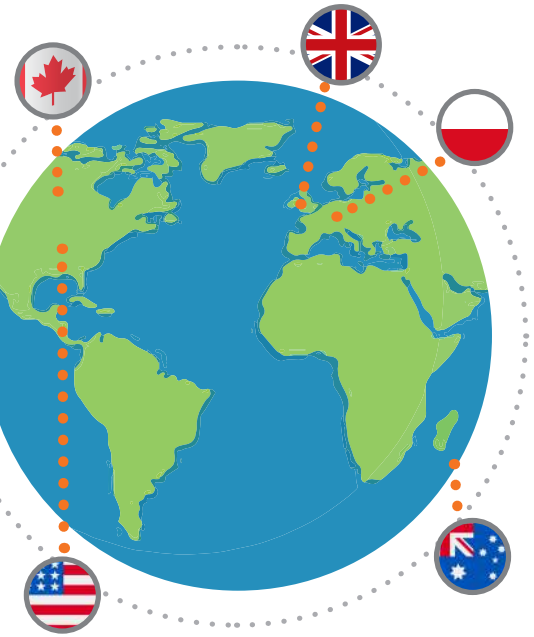
Integrations with VR & AR Education Content Providers

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.





Shared Content Within The ClassVR Community

Connect with educators around the globe by adding your creations to the ClassVR community library. Here you can share your own content, utilise other users' content and experience the world! Teachers can create playlists and submit these into the ClassVR community – once approved, they can be accessed by all subscribers, creating a huge bank of community generated content.



Deliver and Control Lessons with ClassVR

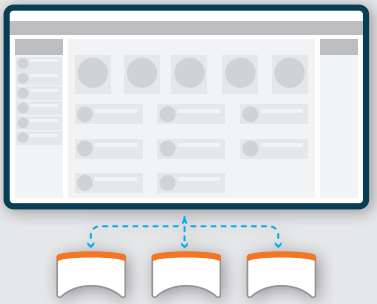
ClassVR's online portal makes it easy to use VR and AR in lessons with minimal fuss and complete control.

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 through the ClassVR portal.



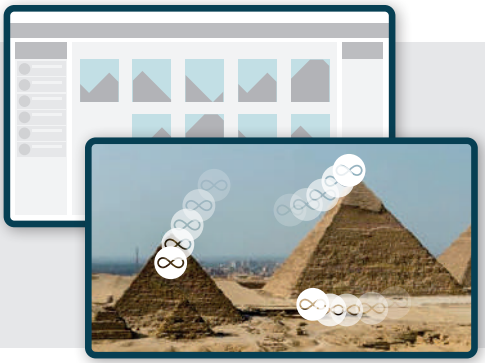


Dynamic Points of Interest

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.

Track Student Focus

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



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What Our Customers Think

Find out what teachers say about ClassVR.



Michelle Quinlan

St Stephen's CE Primary, UK

"Every student was engaged, enthusiastic and achieving. The range of language used during the session was excellent and promoted great discussion on the effectiveness of different words to convey the right meaning."

English: Fly, Eagle, Fly (Age 7-8)



Stephen Coyne

British School of Brussels, Belgium

"The children were very excited and engaged with the system as they felt they were actually in the trench system itself. When they went to work on the task identifying the features of various micro-organisms in their books they had a renewed enthusiasm for a topic that could have been very dry."

History & Science: Introduction to Microbes (Age 10-11)



Terri Gogola

Franklin High School, USA

"Students used ClassVR to explore lines and angles in the VR world. They were 100% engaged during the entire lesson and loved using ClassVR headsets to enhance their learning experiences. The verbal communication and collaboration that took place throughout the lesson was incredible!"

Mathematics: Lines and Angles (Age 14-15)



Man Choi

Oh Jeong Elementary, South Korea

"With ClassVR, I was able to provide an immersive experience of the Earth and Moon, which helped the students to experience and understand the astronauts' feelings. ClassVR's incredible controls make it possible to conduct lessons and make the class more enriching."

Science: The Moon Field Trip (Age 5-11)

An Introduction to Avantis World

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

AVANTIS WORLD™
YOUR VR LEARNING ADVENTURE AWAITS

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!



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Engaging Virtual Reality Theme Park

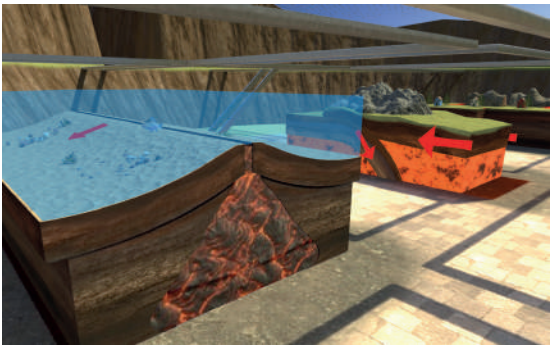
With Avantis World, students can navigate through and explore VR scenes and experience topics as if they were actually there!

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.

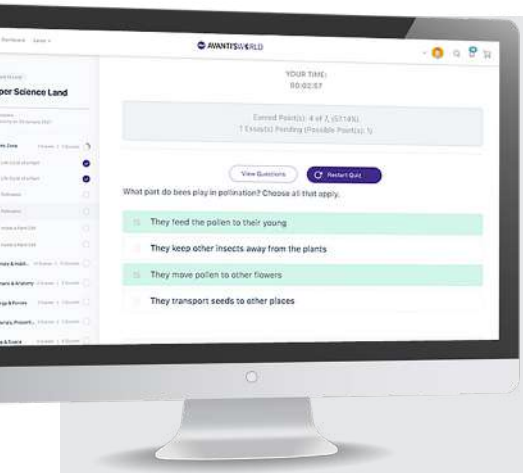


Detailed Subject Information

Students can delve into curriculum-aligned facts and additional information about each scene as they're exploring them, helping to provide context as they navigate the immersive landscapes in each zone.

360° Images and Videos and Augmented 3D Models

Avantis World incorporates 360° images and videos to give students a 'real' view of people and places, helping consolidate virtual and real worlds. Avantis World also includes a series of augmented 3D models where students can enhance their learning by manipulating objects themselves.



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

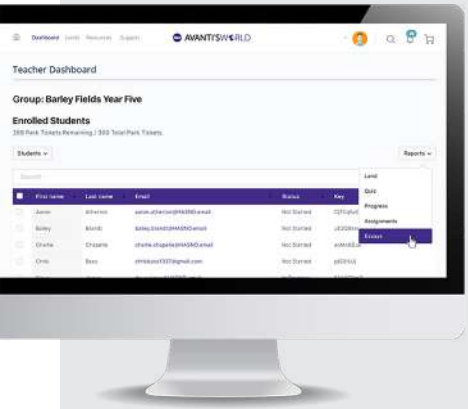
Revision material and detailed teacher notes are available to download and print, ready to work through offline or to save as valuable revision guides and notes.

Powerful Reporting and Assessment Tools

Manage and report on student progress with our powerful reporting and assessment tools designed specifically for teachers.

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. From the teacher dashboard you can access a range of information, including how many student 'park tickets' you have, who is currently enrolled, a summary of student progress and links to detailed reporting.

Simplified Student Management

Add and remove students individually, or bulk upload them from a CSV file. Students can be added to the system with or without email addresses and teachers can easily create simple logins for younger students.

Progress and Attainment Reporting

Avantis World monitors student progress throughout each learning zone and scene, giving visibility of this progress to both student and teacher alike.

Comprehensive reporting and automatic grading tools save teachers time by allowing them to easily view students' scores on quizzes and monitor the time spent on questions. You can even review and grade submitted files. Results can also be reviewed at a whole class level and exported for third-party assessment tracking tools.



Educational Virtual Reality Lands Content & Resources

Explore the impossible in the educational metaverse and visit four exciting subject-specific VR lands!

Like any other theme park, Avantis World is split into lands, with various zones and learning scenes for students to explore independently. Every learning scene provides a fully immersive experience where students can discover, investigate and research as if there in person – from history, science, geography and literacy, take your students to places you would never imagine.

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/

What Our Customers Think

Find out what teachers say about Avantis World.



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."

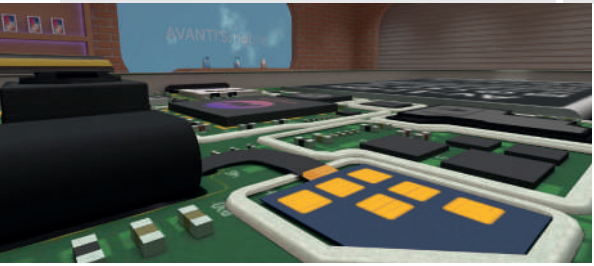


Simon Luxford-Moore

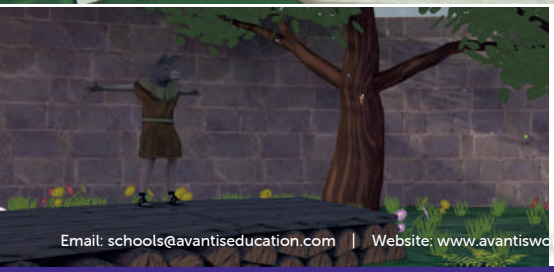
ESMS Junior School, UK

"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."









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