

E-Learning VR

Virtual spaces to engage students in an immersive learning experience.



Monitoring

Progress record for each student. of each student.



Training

Teach new employees using customized virtual reality applications..



Infinite

Reusable training.

How does it wok?

1

Through virtual reality goggles, students and educators enter live into the customized application.

2

Once the student connects to the APP, he/she begins to practice simulations to have a broader understanding of the topics.

3

Know the progression of each student by accessing time and performance metrics in the simulated environment.

Devices



VR Devices

HTC Vive

Oculus Rift

Pico VR

Vive Focus 2

Oculus Quest 2





Benefits



- Experiential learning
- Simulate real situations of use or emergency
- Repetition of processes for correct learning
- Include gamification dynamics in the experience.
- Reduce risks in the processes
- Leading positioning through technological innovation



Presentations



Video



3D Model



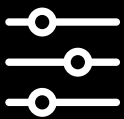
**Voice
communication**



**Galleries
of images**



**Interactive
whiteboard**



Custom product.

4x increase in student concentration

It makes the student pay more attention during learning.

4X faster than classroom training

Accelerates the learning curve by getting them to learn 4 times faster.

3.75X more emotionally connected to the content.

Generates positive emotions in students during the learning process.

At your own pace, in and out of the classroom

Students can connect from anywhere.

Track your students' progress

Evaluate the knowledge acquired and know to what extent it has been assimilated.

