

IMMERSE ACADEMY

Virtual Reality for Queensland High School Education

What is Virtual Reality (VR)

- ▶ Virtual Reality (VR) has been around as a technology since the 80's and some say earlier.
- ▶ VR requires a wearable headset which gives the user the ability to *look* into a digital, virtual world.
- ▶ This digital, virtual world could be the interior of a house, the microscopic veins on a human body, the top of Mt Everest or the bottom of the ocean.
- ▶ Since 2014 these headsets have become more affordable and higher quality due to smart phone technology.
- ▶ The ultimate experience VR provides to its user is a feeling of presence, the feeling of being somewhere else.
- ▶ VR has many applications across all industries and is poised to be the next computing platform.
- ▶ VR is an exciting tool for learning through immersive simulation, interaction and creation.

Contents

1. Workshops/Courses
2. Hardware
3. Educational VR App Suite
4. Custom VR App Development
5. Community

Note: All of our services and products on the following pages are provided complete and do not require any internet connection or further downloads/setup.



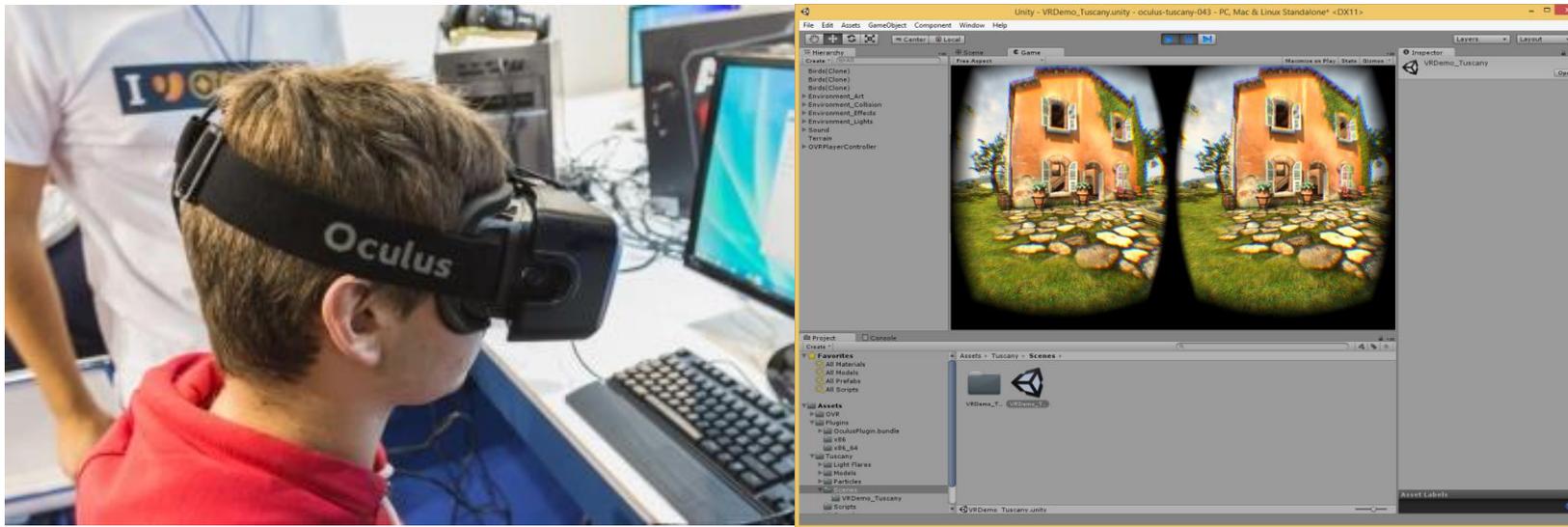
1. Workshops/Courses

1.1. 360 Video Series with Adobe (360-101, 360-102, 360-103) for Students

- ▶ 2.5 Hours per module
- ▶ 5 x Laptops (can use High School computers running Adobe Suite)
- ▶ Up to 10 Students
- ▶ 10 x VR Headsets
- ▶ 5 x 360 Cameras
- ▶ Learn the basics of producing 360 video

- ▶ Can be run as extra-curricular/after school program
- ▶ Students create a video tour of their school
- ▶ \$1500 plus GST per module





1. Workshops/Courses (continued)

1.2. VR Series with Unity (VR101, VR102, VR103) for Students

- ▶ 2.5 Hours per module
- ▶ 5 x Laptops
- ▶ Up to 10 Students
- ▶ 1 x HTC Vive/Oculus Rift
- ▶ Asset Packs allow for drag and drop development

- ▶ Can be run as extra-curricular/after school program
- ▶ Learn the basics of developing VR apps
- ▶ \$2000 plus GST per module





1. Workshops/Courses (continued)

1.3. Train The Trainer Program

- ▶ Applies to all of the Student Courses (listed above)
 - ▶ Workshops aim to empower teachers to teach VR/360 Video modules to their students
- ▶ 3 Hours per module
- ▶ Up to 5 Teachers
 - ▶ \$3000 plus GST per module

2. Hardware

2.1. Tier 1

- ▶ Google Cardboard (not including smartphone)



2.1 Google Cardboard

2.2. Tier 2

- ▶ All-In-One Standalone VR Headsets



2.2. All-In-One

2.3. Tier 3

- ▶ HTC Vive plus VR Ready Computer
- ▶ Oculus Rift plus VR Ready Computer



2.3. HTC Vive



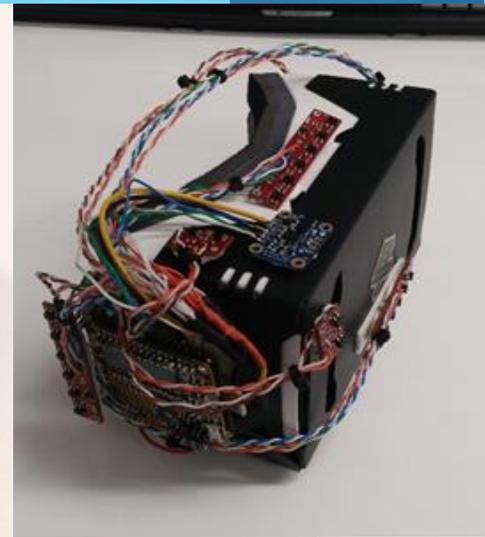
2.3. Oculus Rift

Note: Discounts available for bulk orders.

2. Hardware (continued)

2.4. DIY VR Headset

- ▶ Step-by-step: Learn how to develop your own VR headset
- ▶ Learn how to put hardware together and install Operating System



2.4. DIY VR Headset

2.5. 360 Cameras

- ▶ Includes software to edit footage for 360 video

2.6. Package Deals

- ▶ Package 1:
 - ▶ 2 x 360 Cameras plus 5 x Standalone VR Headsets
- ▶ Package 2:
 - ▶ 5 x 360 Cameras plus 10 x Standalone VR Headsets
- ▶ Package 3:
 - ▶ 10 x 360 Cameras plus 20 x Standalone VR Headsets
- ▶ Package 4:
 - ▶ 20 x 360 Cameras plus 50 x Standalone VR Headsets



2.5. 360 Cameras

Note: Discounts available for bulk orders.

3. Educational VR App Suite

- ▶ Subscribe to our suite of educational VR applications
- ▶ Australian themed content
- ▶ Mapped to Australian Curriculum
- ▶ Topics cover:
 - ▶ English - nominalisation/noun groups, verbs, adjectives
 - ▶ Mathematics - area, volume, probability, fractions
 - ▶ Science - motion, light, forces, sound
 - ▶ History - Australian, significant eras, figures, events
 - ▶ Biology/Health - human body, plants, animals
 - ▶ Religious Studies - word religions, traditions, faith
- ▶ Our VR Educational App Suite is compatible with all three tiers of VR headsets



4. Custom VR App Development

- ▶ Our team of dedicated virtual reality and augmented reality developers can develop applications specific to your needs.
- ▶ Whether you are looking to develop a virtual tour of your school, a mobile application to house all your school's 360 videos for anyone to download and view, or to develop a virtual reality gallery to house 3D scanned objects created by your students for 3D printing, we can assist in designing, developing and delivering apps according to your specific goals and desired outcomes.
- ▶ Contact us today to take the first step to unlimited possibility.



5. Community

- ▶ Join the Immerse Academy community to access the official Facebook Group where we provide updates and technical support, 24/7
<https://www.facebook.com/immerseacademy/>
- ▶ Follow us on Twitter for the latest in VR in Education
[@Immerse_Academy](https://twitter.com/Immerse_Academy)





Thank you for your valued time.

Please contact us if you have any questions.

We look forward to bringing your vision to life.

www.ImmerseAcademy.com

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