

VR as a Levelling Field

VEDX
S O L U T I O N S

Pioneering new dimensions in learning



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Future of Education

Terminology

AR: Augmented Reality

VR: Virtual Reality

MR: Mixed Reality

XR: Extended Reality

Is Virtual Reality temporary?

Engagement, Retention, and Access

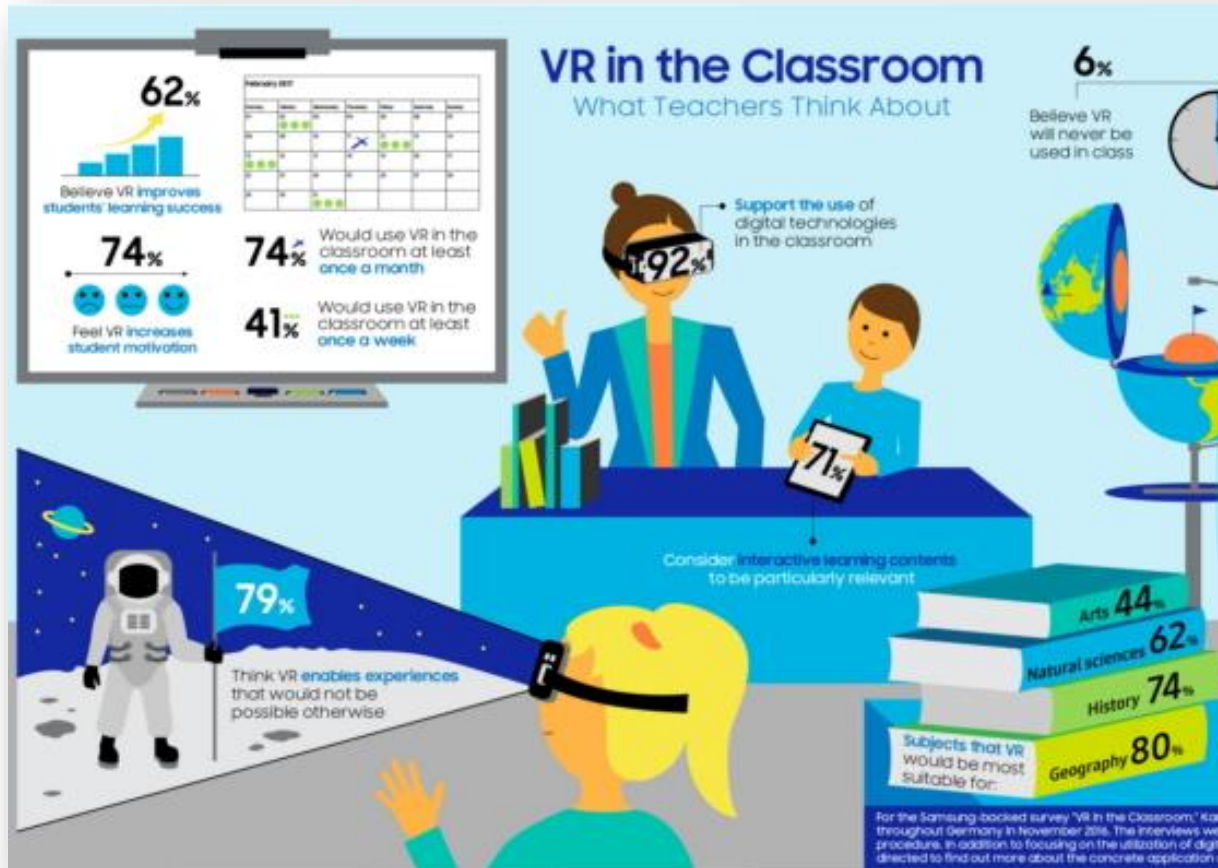


XR Education and Gen Alpha

- **INCREASED** motivation
- **Minimized** outside distractions
- Faster **comprehension**
- Increased **knowledge retention**
- Improved **grades and outcomes**
- Higher **social and emotional** connection
- Enhanced **creativity, communication, collaboration** and **critical thinking** skills



OUR PILOTS : Learners are Engaged



- “test scores among students using immersive technologies improved by as much as **22%**”
- “students remember **90%** of the material if it is learned through experience”
- “students— **97%** of them—actually voted that they would attend a class/course with VR”
- “**90%** of educators agree that VR technology is quite an effective way of providing differentiated and personalized learning experiences for students”

Hoquiam High

- Holodeck
- Experimentation
- Outcomes
- The Future of Education



Chris to Present on screen share



All

Soft Skills

Team Building

Creator

Events

Tutorial



Bodyswaps Soft
Skills Training
App



Campus: Private
Campus Space
App



Content Creator:
Class Content an...
App



Events: Public
Campus and...
App

Safe Environment





Compatible Equipment

Standalone headsets



Pico Neo 3



Oculus Quest 2



HTC VIVE Focus 3

VR Equipment



Oculus Quest 2 Case



Headset Skin



UV Sanitizer Box



Uvisan Cabinet



Thank-you for your time today!



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