



VR is finally a reality in Education

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There's been so much talk about Virtual Reality (VR) and 360° Video as new and immersive experience mediums. New and exciting applications are being developed for travel, real estate, tourism, medicine, professional training and entertainment; with big players like Google, Facebook, and Hollywood all creating applications.

But, getting started with VR or 360° can be a little daunting with lots to learn, do and buy; and sometimes the content available or created is not that relevant for teaching needs.

Here at VRTY, we want to help change that. We believe VR and 360° should be accessible to everyone. That's why we've created an online platform that can help support your education and learning requirements.

VRTY aims to bring the magic of Virtual Reality and 360° to every classroom across the world.



HOW can VR and 360 help in Education:

- Bringing to life STEAM learning outcomes through engaging, immersive, and active experiences.
- Supporting differentiated, multi-sensory, multi-modal and interactive learning for students.
- Engaging in professional learning that brings to life the ICT Capability area of the Educational Curriculum integrating other learning areas.
- Helping to create content that can be used across your community and even shared with the rest of the world.

Education through VR

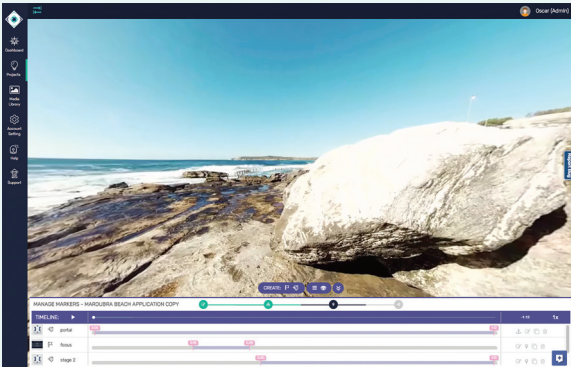
How can **VRTY** help you

Experience with:



- Experience interactive learning projects in VR or 360°
- Access innovative learning modules from the Learning Library
- Suitable for Years K to 12, Universities & VET

Build with:



- Build your own projects using content and scenes from the Learning Library
- Teachers can design their own projects to support curriculum or other learning areas
- Projects can assess student understanding and application
- Suitable for Years 2 to 12, Universities & VET

Create with:

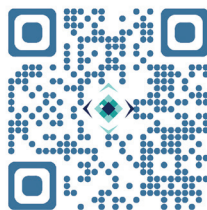


- Create your own projects by employing design-thinking methodology
- Teachers and Students can create, build and share their own projects and learning solutions
- Suitable for Years 4 to 12, Universities & VET

Find out more about how your school can access this innovative technology for learning.

Contact for more information or a demonstration:

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VRTY
EDUCATION
THROUGH VR