

“thinglink..

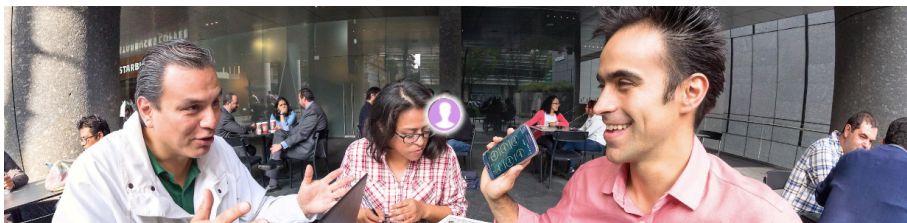
ThingLink eLearning Solution

Easily create and share virtual tours in Microsoft Teams

ThingLink's eLearning solution combines easy virtual tour and interactive video creation in the Office 365 environment with scalable hosting on Azure. A perfect solution for training employees in real-world environments and situations cost-efficiently using Microsoft Teams.

What is ThingLink?

ThingLink editor makes it easy to enhance images and videos with points of information, audio, video, or links. Viewers can instantly find out more about the things they see in an educational video or virtual tour, or learn essential vocabulary. Interactive images, videos and virtual tours can be created and shared on Microsoft Teams.



Why customers use ThingLink's eLearning solution?

- Visual learning materials and virtual tours make compliance training more engaging and efficient
- ThingLink's virtual tour creator is affordable and easy to use; it is the best and most flexible solution on the market
- All training materials created with ThingLink include Immersive Reader integration. This helps overcome language barriers at workplaces.

Engaged learners

- First-person experience of new places and situations virtually
- Self-paced exploration for learners on different levels
- Audio-visual feedback helps overcome language barriers

3 x better engagement

Improved access to information

- Visit physical spaces and situations without logistical hassle
- Instant access to additional information
- Revisit experience when needed

100% faster learning cycle

Better productivity

- Saves time from learning the basics
- Better starting-level knowledge and understanding of context
- Less errors due to language barriers

Immediate savings in HR and training

“Learning does not always happen during structured training time. We use ThingLink and Microsoft Teams for building a virtual learning space in the cloud for our students and staff. This will give them a 24/7 access to a variety of training materials and courses from any device.”

- Sampo Forsstrom, creative director, University of Eastern Finland

How ThingLink works, to achieve business benefits



Several application areas

- Student and employee orientation
- Language learning and special education
- Workplace safety and technical education



Easy content creation in Office 365

- Use existing devices, no technical skills needed
- Cross platform sharing and viewing
- Immediate increase in engagement and retention



Scalable 4K video streaming on Azure

- The only Office 365 compatible interactive 360 video solution
- Unlimited virtual spaces supporting high-quality images and videos
- Flexible hosting solution that grows with your needs

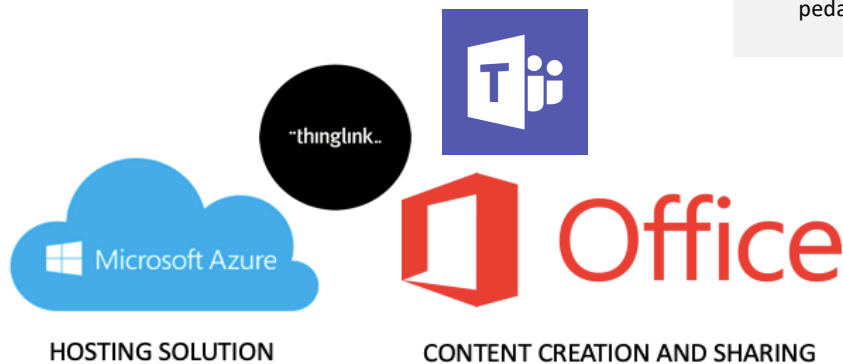
ThingLink eLearning Enterprise solution

Our promise to you

We help you build a scalable infrastructure for immersive learning with virtual tours and interactive videos.

An offer to get you started

- ThingLink's enterprise solution is the only available virtual tour and interactive 360 video solution for Office 365 environment
- Our offer includes access to ThingLink editor for entire organization and customized onsite training
- Additional services include: 1) Virtual tour creation with a photographer, 2) Professional development about pedagogic use of virtual tours



Tangible Benefits

- Interactive images and videos make workplace learning easier and faster
- Virtual access to physical spaces or situations increases flexibility in workplace learning and reduces logistical costs
- Visual learning materials with Immersive Reader integration help teams with different reading abilities and cultural backgrounds to overcome language barriers

Why ThingLink?

ThingLink is the leading developer of interactive image and video technology that lets users easily enhance both 2D and 360 degree images and videos with additional information. Over 6 million businesses, educators, students, and content professionals in 190 countries use ThingLink to create virtual tours and visual learning materials for workplace and classroom learning as well as editorial and marketing use.