VR FOR EDUCATION

The morning school bell has been replaced by the soft melodies of Zoom and Teams, as a gallery of pixelated faces join the 8 o'clock online class. Facetime has become a mundane part of life the past year, with 'zoom fatigue' and lack of motivation starting to show more and more. Facetime is lacking the interaction craved and needed for a blossoming learning environment. SiliconHagen has worked with educators over the past year, creating a library of virtual reality solutions that can help bring back a level of excitement and productivity, while creating an immersive educational environment.

THIS SOLUTION OFFERS

- A customized VR classroom with immersive exercises
- A scalable, virtual space for instructions, lectures, presentations, and group work
- Online solution and tool for remote connection
- A virtual learning environment using immersive technology and flexible multi-device implementation

NEW SCALABLE LEARNING CAMPUSES

The solution is a near-reality virtual learning experience with one or more virtual learning spaces where pupils and students can move around and interact. It is an effective and adaptive supplement to meeting in the physical classroom. The interactive virtual learning environment is set up with different digital toolboxes that allow educators to differentiate virtual lessons and customise the learning experience; the environment can be made general or subject specific, realistic, or more cartoonish. SiliconHagen offers an ever-expanding library of 3D models, customized scenario/storyboard building, in-session multiple-choice quizzes, and much more. The solutions are formed to fit the needs of the users, participants as well as guest lecturers/presenters, and they can be accessed through mobile devices, pc/laptops, and virtual reality. Students can even be part of creating 3D models and worlds. In special cases, SiliconHagen can engage in transforming scanned versions of rooms and facilities into digital versions for classrooms, involving customized, immersive experiences and interactions. The virtual spaces are designed for an improved immersive learning experience and student collaboration.

The result is more engaging and adaptive learning experiences for all students than can be created through solutions like Zoom and Teams. It is a new form of adaptable 3D virtual rooms and worlds that more accurately match how learning goals, subjects and students evolve over time.

LEARNING, MOTIVATION, AND ENGAGEMENT

The space is designed to capture the optimal 3D experiential learning environment that captures co-creation, digital skills, interaction, problem solving, critical thinking, and collaboration. Educators and students are placed in control of the next generation of near real life virtual educational spaces.

GAMIFICATION AND PROBLEM SOLVING

This educational learning environment also has the adaptability to use different forms of gamified learning. Gamification increases the ability for educators to focus more on collaborative problem solving and student engagement and motivation.

SET UP A MEETING

Join SiliconHagen for a one-hour-presentation of the solutions and opportunities our virtual learning facilities offer. Set up a meeting by contacting us here: salg@siliconhagen.com – and let us together find out what we can offer you and your next step toward the virtual reality solution.