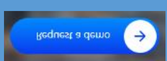
VR Lab

Discover a New dimension of Learning with VR Lab

Experience Learning Beyond Reality with

immersive AR/VR Technology



Image

THE WORLD'S MOST COMPREHENSIVE curriculum ALIGNED VR CONTENT FOR K-12 STEM EDUCATION

1000+ VR MODULES

Book Demo

PICTURE

BIOLOGY

PICTURE

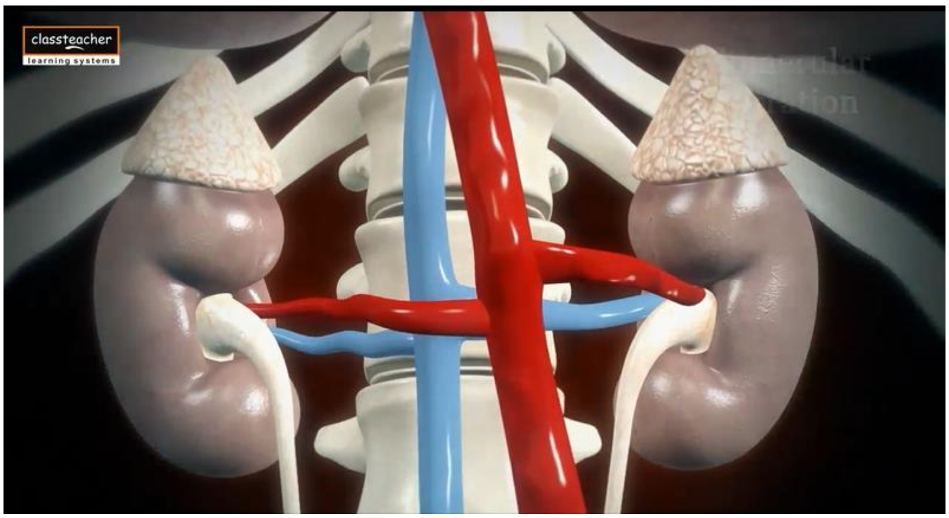
CHEMISTRY

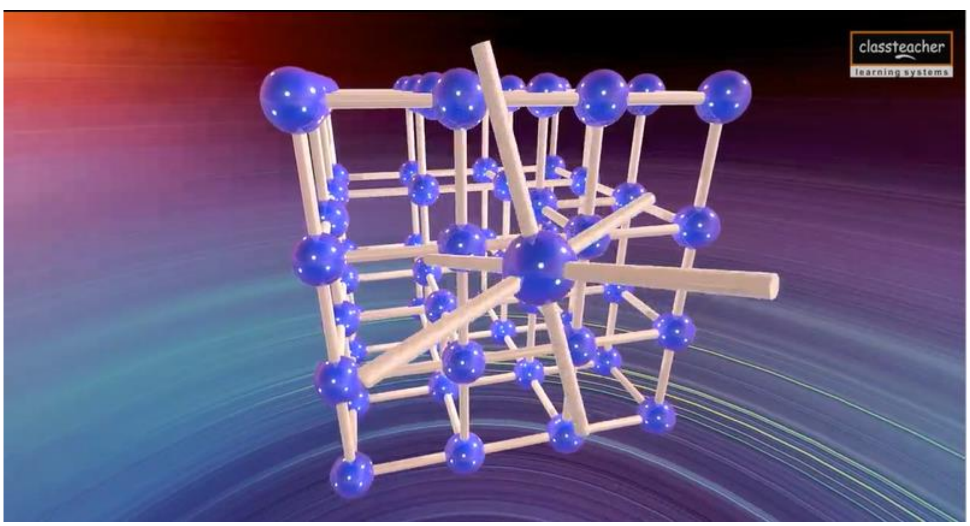
PICTURE

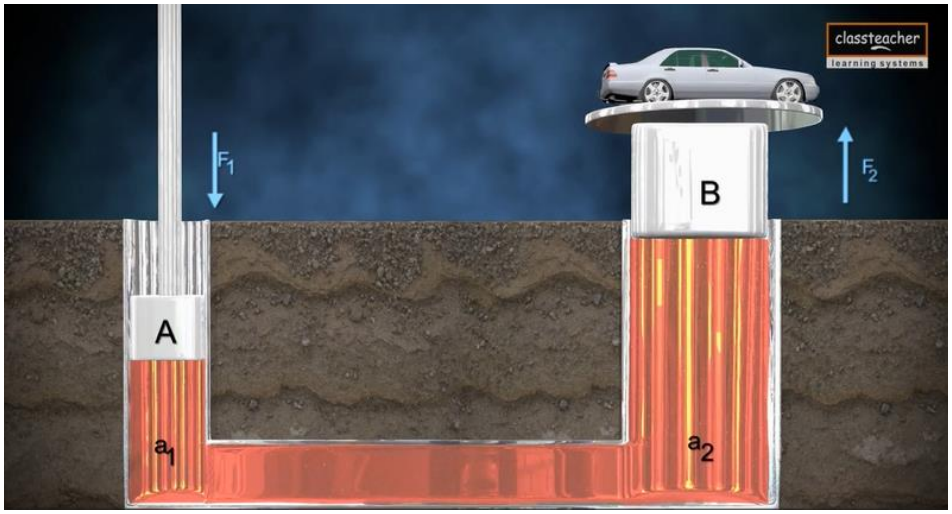
PHYSICS

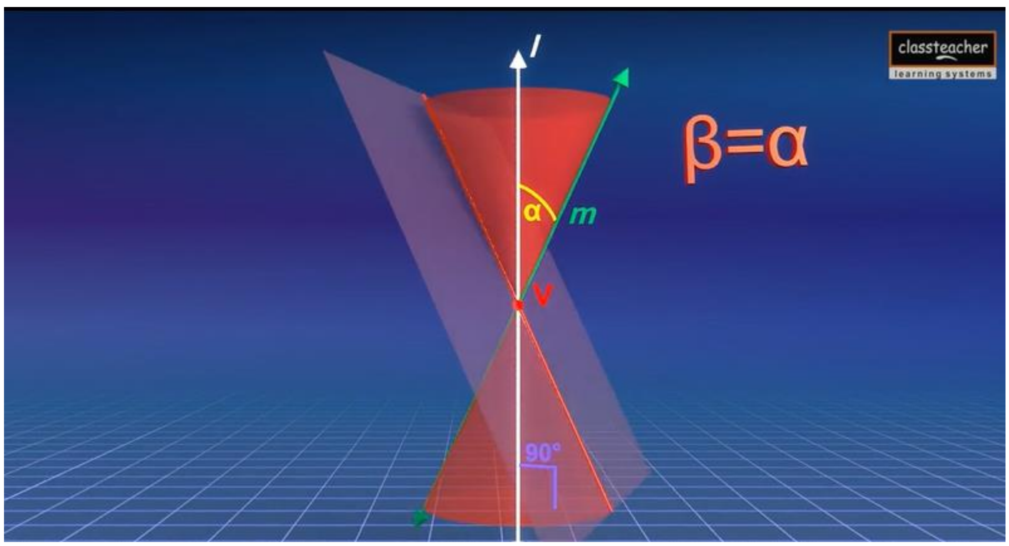
PICTURE

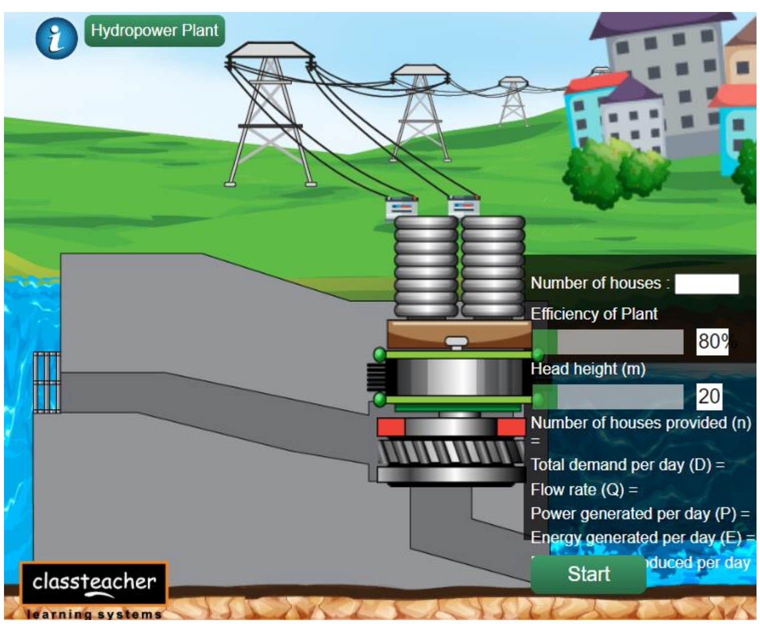
MATHEMATICS

BIOLOGY - 

CHEMISTRY – 

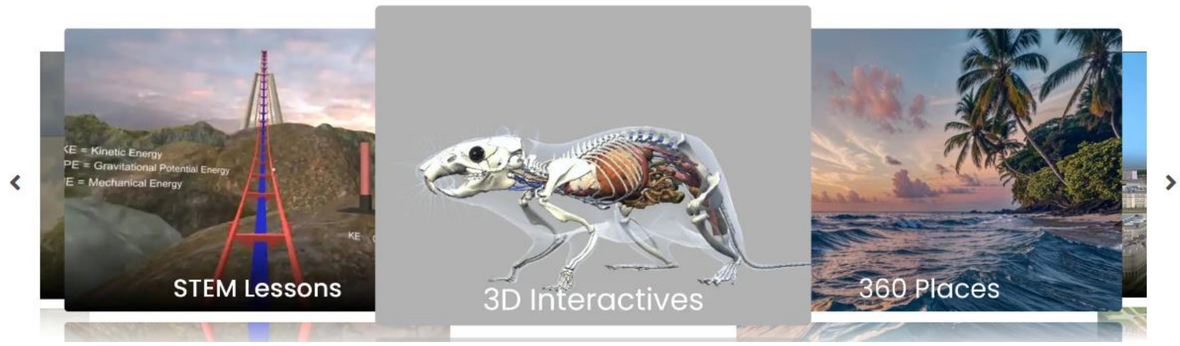
PHYSICS – 

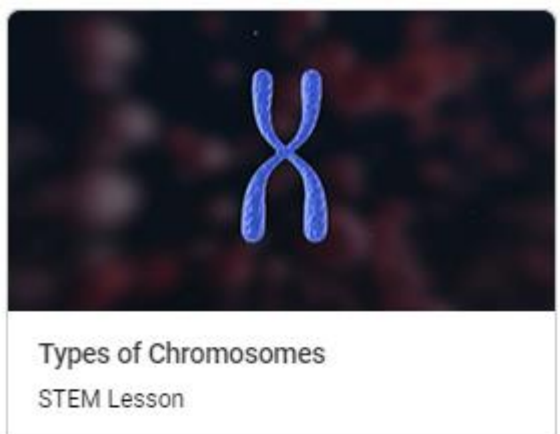
MATHEMATICS - 

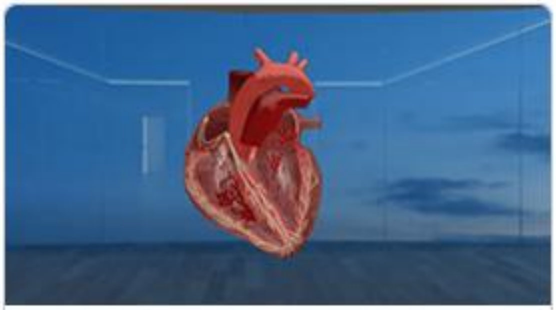
3D Interactive - 

More images related to the subjects are to be show in the below form: Show content in this way, let the images be scrolled by the Create this type of

https://app.umety.com/library/stem-lesson (Take the images from this link)

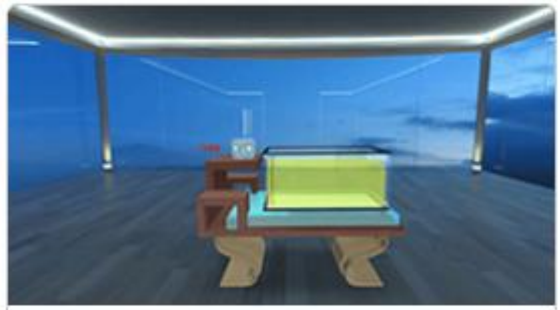






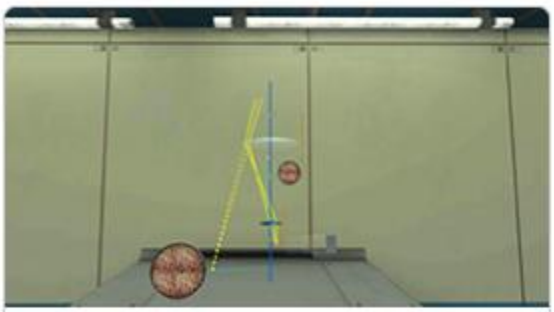
Cardiac Cycle

STEM Lesson



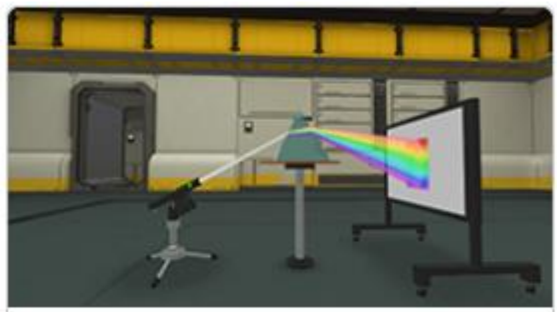
Floatation and Immersion of a B...

STEM Lesson



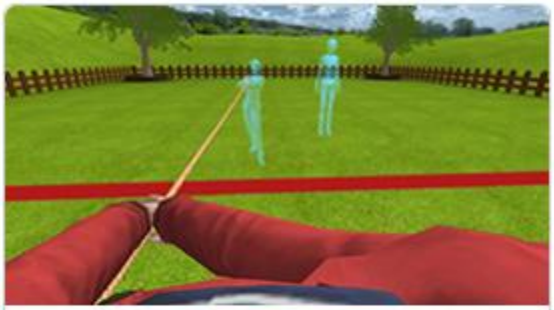
Simple Microscope

STEM Lesson



Dispersion

STEM Lesson

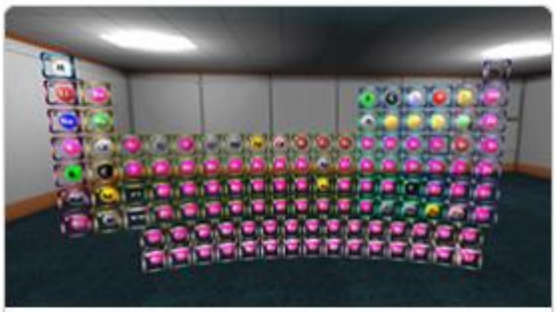


Unbalanced Forces

STEM Lesson

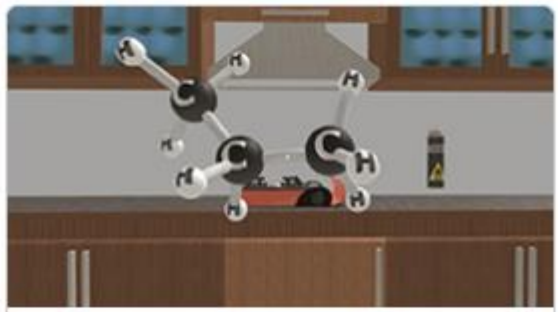
Electron Distribution in Different ...

STEM Lesson



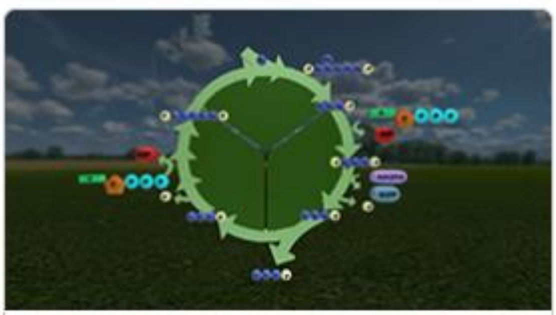
Periodic Trends-Valency

STEM Lesson



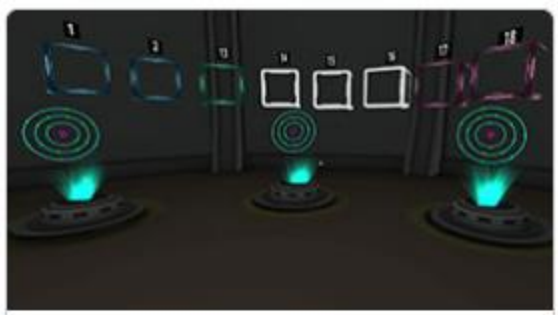
Combustion Reactions

STEM Lesson



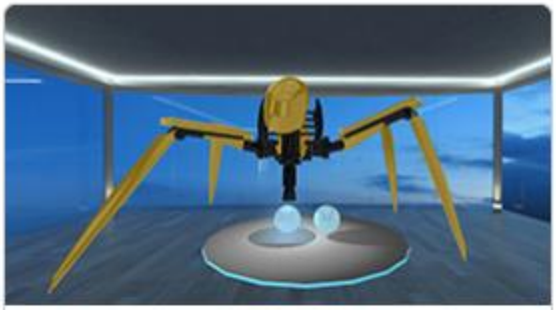
Calvin Cycle

STEM Lesson



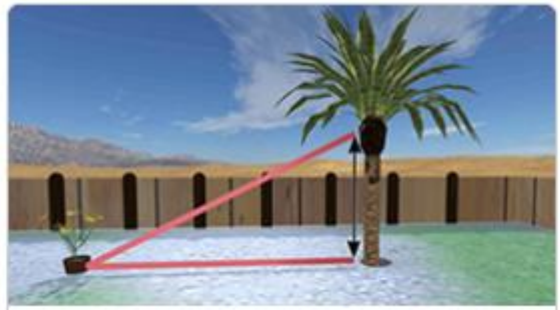
Valence Electrons

STEM Lesson



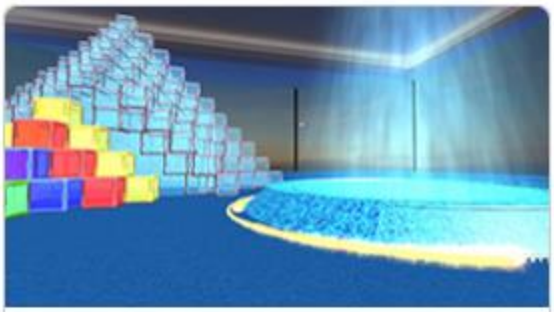
Conic Section

STEM Lesson



Pythagorean Theorem

STEM Lesson

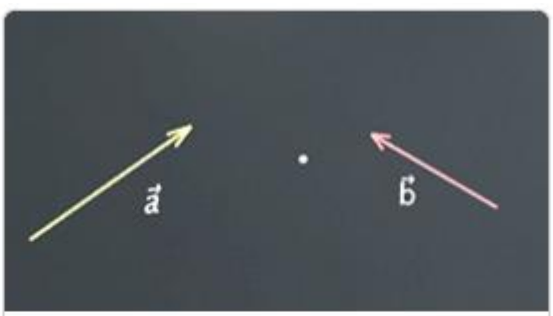


Introduction to Arithmetic Seque...

STEM Lesson

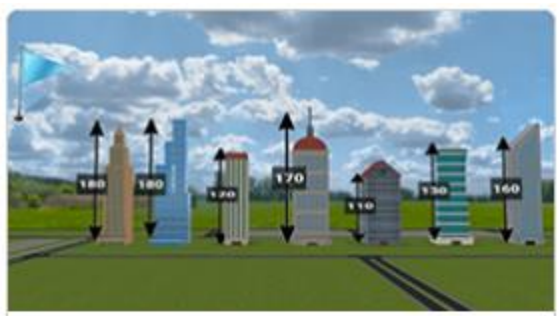
Area of a Triangle

STEM Lesson



Introduction to Vectors

STEM Lesson



Median, Mode, Mean & Range

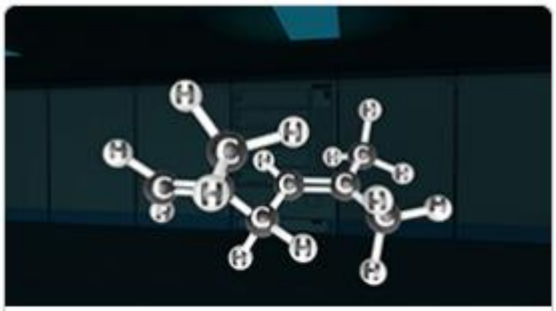
STEM Lesson

Exponents and Powers

STEM Lesson

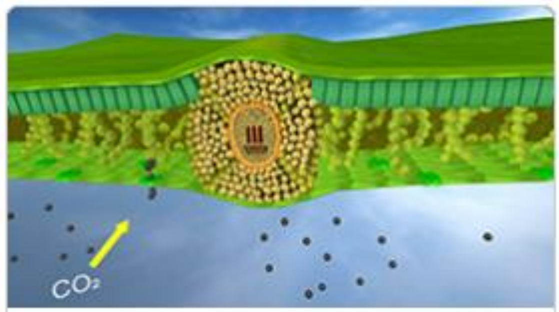
Number Line

STEM Lesson



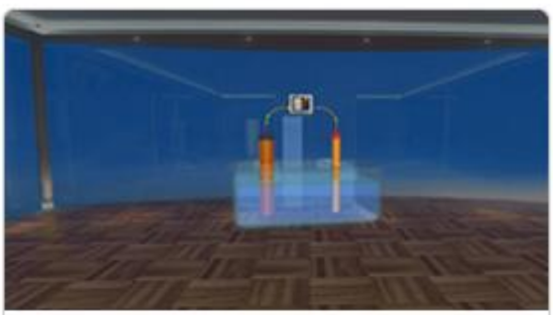
Structure of Alkenes

STEM Lesson



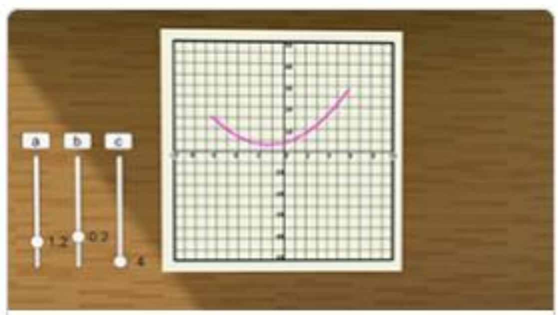
Photosynthesis in Green Plants

STEM Lesson



Electrolytic Cell

STEM Lesson



Quadratic Equations

STEM Lesson

Cross-platform Delivery

Our immersive content is engineered for smooth compatibility with a variety of devices, such as VR/AR headsets, Interactive Flat Panels (IFPs), Chromebooks, and tablets. This versatility enables educators to create and present engaging VR and AR lessons for students of all ages, irrespective of the technology available in their classrooms.

VR HARDWARE For Education -

1. VR Headset and Controller

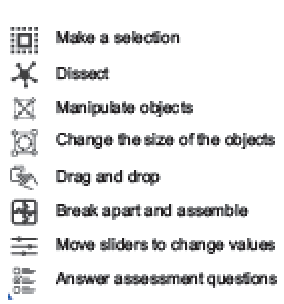
Controller

Headset

A headset is the way into immersive content.
The controller is the way into interactivity.

Most interactive educational content requires doing multiple tasks, and the controller is an integral part of this process.

Other points take from this image:

These are controller features- 

2. Charging and Storage Solution –

30 VR headsets charging & storage cart

Portable storage carts


- **Lockable carts to safely hold 30 headsets and controllers**
- Multiple charging points for headsets ensure fast and smooth charging
- Highly portable with wheels to enable headsets to be transported between classrooms or to any other location in the school

Portable storage cases

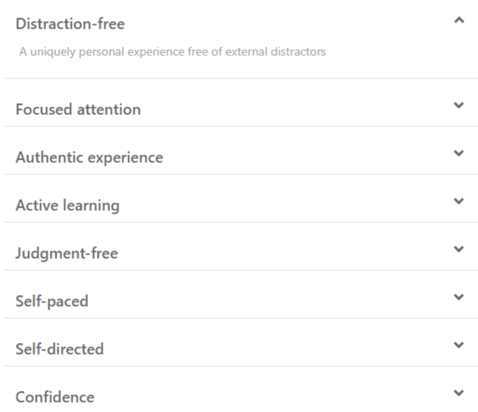

- Cases hold 8 headsets and controllers
- Multiple charging points for headsets ensure fast and smooth charging
- Highly portable with extendable handle and wheels to enable headsets to be transported between classrooms or to any other location in the school

Why choose Our VR Lab:

A new dimension AR/VR: Bringing Learning to Life

By choosing our VR Lab, you are investing in a transformative educational tool that enhances learning outcomes, substantially increases student engagement, improves learning outcomes, fosters innovation, and prepares students for future success. The benefits include:

Show the below points in this way.



1. **Immersive learning experiences:** Simulating real-world scenarios, students can explore complex concepts in a more engaging and interactive way.
2. **Cutting-Edge Technology:** Equipped with the latest hardware and software, providing high-quality visuals and interactive elements that make learning fun and effective.
3. **Versatile Curriculum Integration:** Integration across various subjects and grade levels, making it a versatile tool for educators.
4. **Accessibility and Inclusivity:** Our VR Lab is designed to be accessible to all students, including those with disabilities.
5. **Customizable Content:** Educators can adapt VR experiences to fit their lesson plans and learning objectives, ensuring relevance and effectiveness.

6. **Teacher Support and Training:** Comprehensive training and ongoing support for teachers to effectively incorporate VR into their teaching practices.
7. **Future-Ready Skills:** Exposure to advanced technology fosters innovation and prepares students for careers in a rapidly evolving digital world.

8. **Attention –** Learners attention span increases to 92% in the 3D environment, compared to only 48% in standard classroom.
9. **Understanding –** Students in the 3D lab demonstrate a strong inclination toward inquiry-based learning, often posing complex questions.
10. **Retention-** Students taught using 3D tools retain more information than those taught in 2D classes, even after four weeks. Learning in 3D resulted in a doubled improvement rate, with a 17% increase from pre to post-test scores compared to just an 8% increase in 2D learning environments.
11. **Behaviour–** 70% improved learner's behavior is observed when using 3D tools. The use of 3D technology led to positive changes in communication patterns and enhanced classroom interaction.

To get additional details

Regarding pricing and packages, reach out to us