



VR e-learning

VR Enabled Remote Classroom



# VEYE 360 real time live streaming solution



UX  
DESIGN  
AWARDS  
nominated  
2017

CREATIVE  
TECH  
AWARD

# We invite you to visit the benefits of **connected schools**

## Challenge:

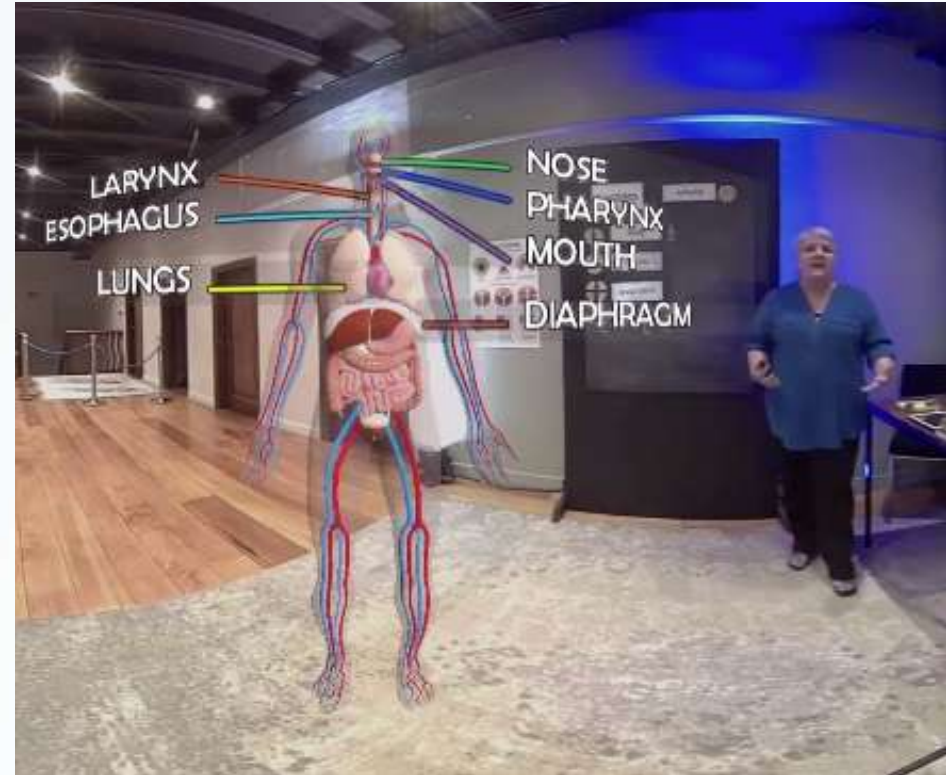
- | Providing quality education to all Africans
- | Providing an immersive online education solution keeping the learners attention
- | Learner aids are not always available
- | Providing remote and enhanced teacher training
- | How to catch up a lesson if the learner are absent?



# The concept of Bubo VR e-learning

- | Bubo provides for immersive remote learning during Covid Pandemic, but also to cover a lack of teachers
- | Bubo Multiplies teachers by VR streams enriched by virtual Elements
- | A full web-platform based digital learning workflow

[Link: See Video](#)





# Platform and Equipment

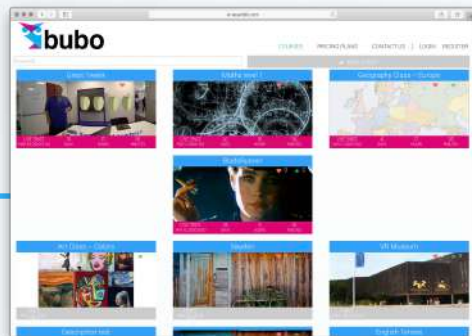
Without any additional hardware, laptop only



Laptop camera



VEYE 360° camera



## Portal & VEYE Cloud

- | add content in the online editor
- | create interactive content to be shown in the stream
- | presentations can be recorded and stored for later use

To Desktop



Tablet and mobile Phone



To XR glasses for mobile Usage



# The Bubo Features:

## Easy to create content via browser based content creator

- | Various types of interactive exercises an, with evaluation system, and instant feedback for the pupils, even animated 3d objects

## Real time Evaluation

- | Gamification: For a better motivation, children get instant feedback like they know it form games
- | Learning progress is monitored in real-time

## Virtual smart board

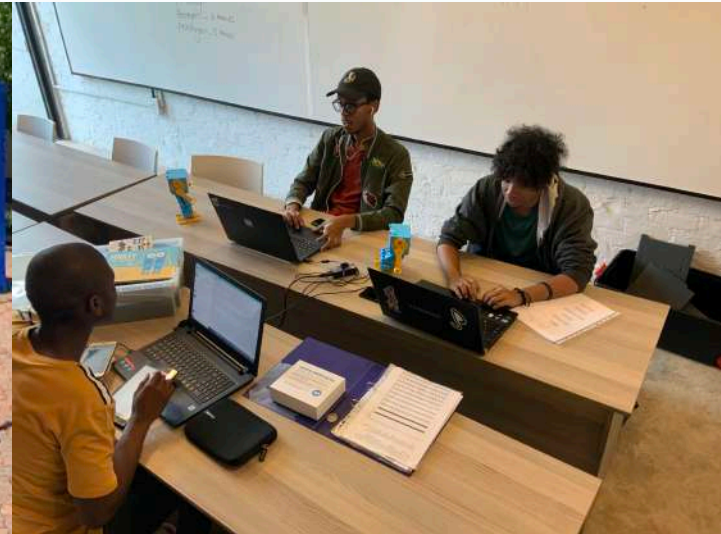
- | Students can write their tablets on the smartboard in real time, visible for all participants

## Groups

- | Inline Social Media: The group feature is a closed social media to provide secure communication in the classes.



The POC: Containers with the VR-elearning are travelling through rural areas of South Africa, and a learning lab in Johannesburg is in place



# Advantages for the students

- | Attention Time of most children is less than 3min, the VR goggles provide focus
- | Virtual elements provides learner aids to all
- | Result is a more intense learning



VR Classroom (315 students) vs Normal Classroom (225 students)

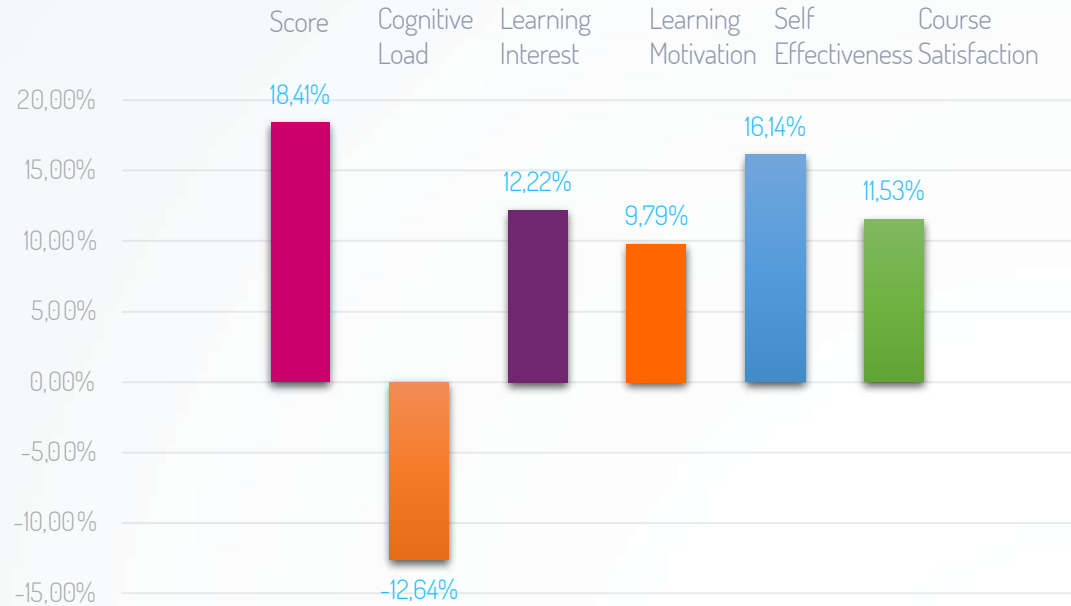
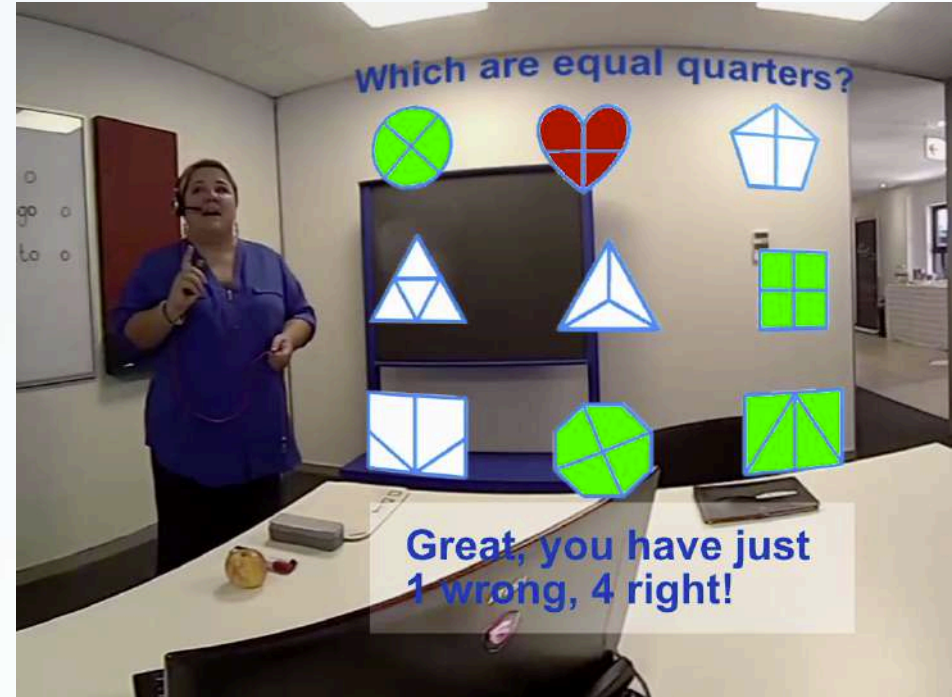


Chart data from Zhu Chuanjun, 2019



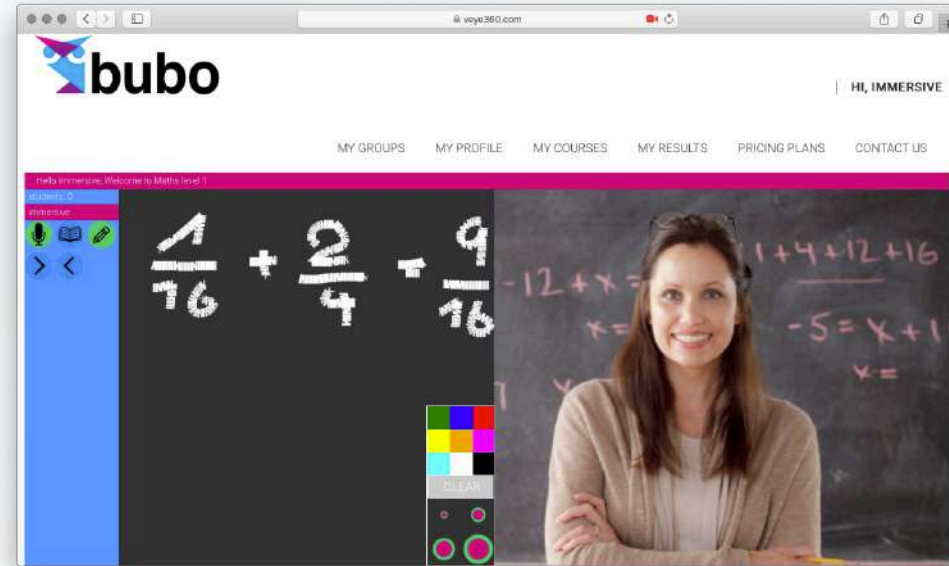
# Advantages for the teacher

- | The teacher can still use classic teaching elements like a black board, objects, but also virtual assets and interactive exercises
- | Easy content creation via web browser
- | Realtime progress evaluation
- | Realtime audio feedback



# Advantages for the school

- | Unattended school hours can be covered by teachers from other schools
- | Entry-level VR-glasses are with USD 150 less expensive than a computer, but the system is open to all devices
- | Best solution to do teacher training is experienced based – teacher in training can view how an experienced teacher conducts a call



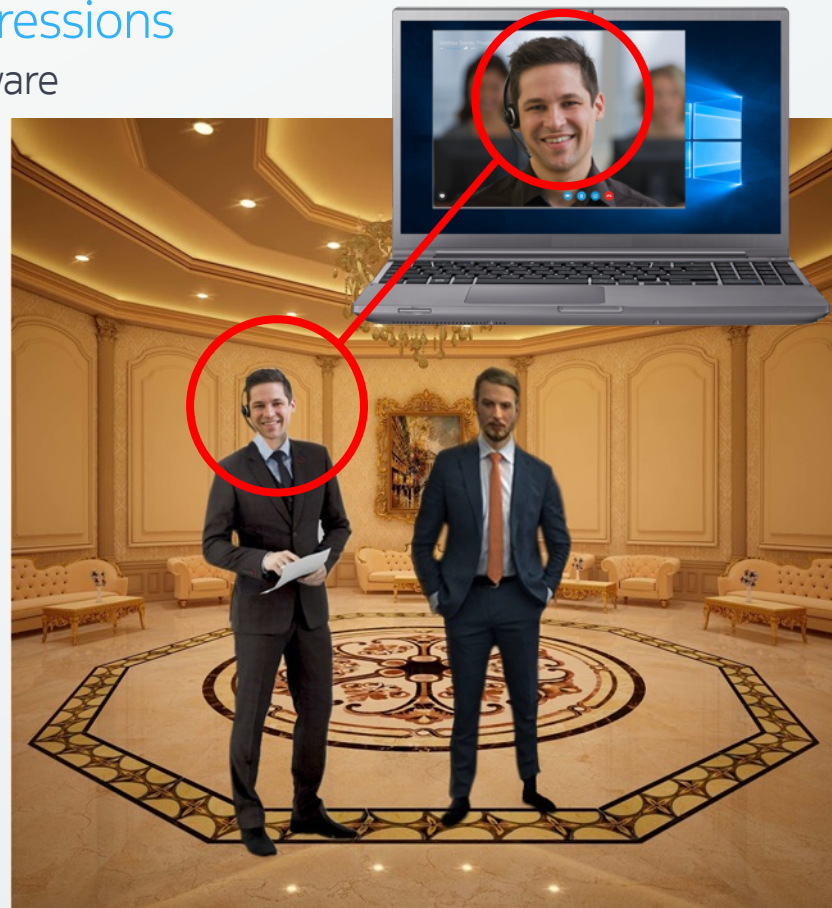
# The only spatial communication tool with expressions

Take part from your laptop, without any additional hardware

- | All other VR communication tools have avatars but no facial expression or mimic, crucial for immersive talks
- | Your face is cropped by AI from your laptop camera and mapped as a video livestream on your avatar's face
- | You can choose your avatar from the built in library of scanned avatars or upload your own scan.
- | You move on the laptop like in games with the arrows and mouse, look around by scrolling/swiping



(All 3D avatars shown here are ready 3D footage for small costs)



# Meeting rooms: Meet where want to be

why rebuild in virtual reality same real life grey offices ?

| Best talks ( in real life) are done while walking and talking

| Inspiring spaces give a talk new dimensions



(All here shown 3D environments are ready 3D footage for small costs)



# Meeting rooms: Walk and talk and co-work

why rebuild in virtual reality same real life grey offices ?

- | Project a presentation, a video, post it or a draw on a canvas in the sky
- | Have all information simultaneously available as you can look around like in real life
- | With doors you can switch between rooms or enter a private breakout-room



(All here shown 3D environments are ready 3D footage for small posts) immersive

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## The Partnerships | Clients:

**NOKIA**

 **Fraunhofer**




 **holographic studios**



## Memberships:



**TECHBOOST  
STARTUP**

Ein Programm der 



Thank you for your interest.

If you want to try out Bubo, just visit our development site:

<https://veye360.com>

We would be very pleased to take further steps with you!

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<https://i-mmersive.net>