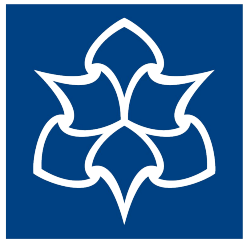
THE VIRTUAL SPACE
Virtual Reality Systems

UNIVERSITY
OF
JOHANNESBURG



Manchester
Metropolitan
University

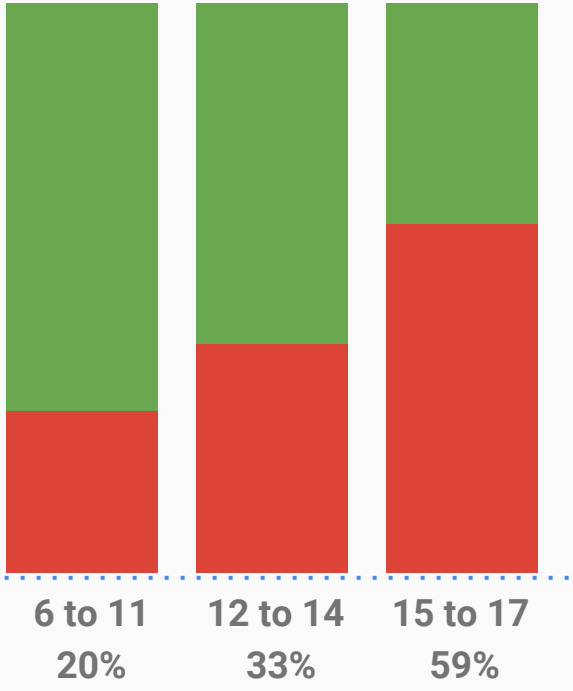
“Educate Africa through VR”

Education in Africa

Too few teachers - low pay, lack of expertise

Limited resources - books, desks, labs, classrooms, equipment

Poor attendance - almost 60% of youth aged 15 to 17 not in school



Unesco Institute for Statistics

Educate Africa through VR

- Affordable phone technology
- Extends reach of teachers
- Provides virtual resources
- Fun learning attracts students
- Huge return on investment

Our Team

Passionate about Virtual Reality. Passionate about uplifting Africa.

Richard McAdam

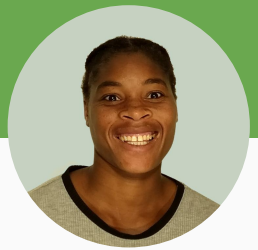
Owner and Lead Designer

Programming, 3D modelling and animation, computer graphics, virtual reality

Timothy Laseinde

Academic Liaison

Study design and publishing, development of objective definitions, educational VR research



Alisa Ndlovu

Production Manager

Production system design and implementation, quality control and throughput

Gavin Stein

Experience Facilitator

VR experience design and hardware construction, VR experience facilitator

Kessuree Srisroy

Art and Creative Design

Graphic art, 3D modelling, animation, texturing. Marketing and PR material design.

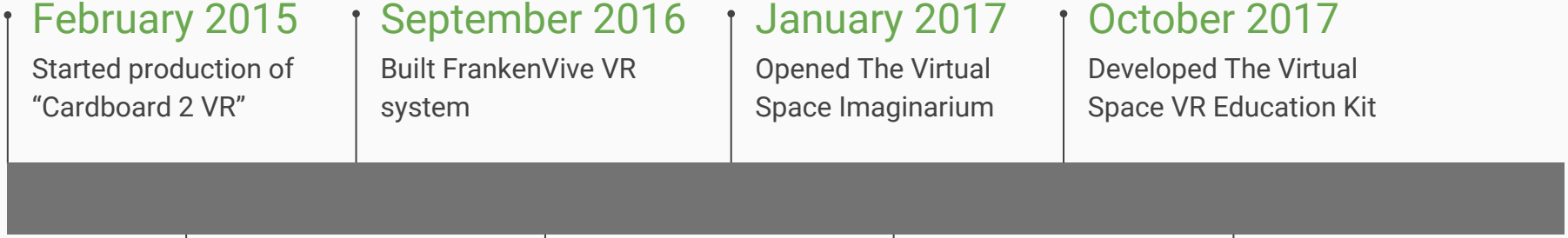
Carmen Swart

Web Design

Web graphics, site content, search engine, PPC and social media visibility

Milestones

Progress with products and capabilities



Doing Now...

Phone Based VR (3DOF)

Education Kits (Expeditions, Mozaik, video)

Goggles VR headsets

Teacher training (physical demos)

PC Based VR (6DOF + Controllers)

3D and CAD literacy (MakeVR Pro)

Robotics (VR Robotics Simulator)

Virtual classrooms (Rumii, Engage)

Vocational training (Lathe Safety Simulator)

Teacher training (physical demos)

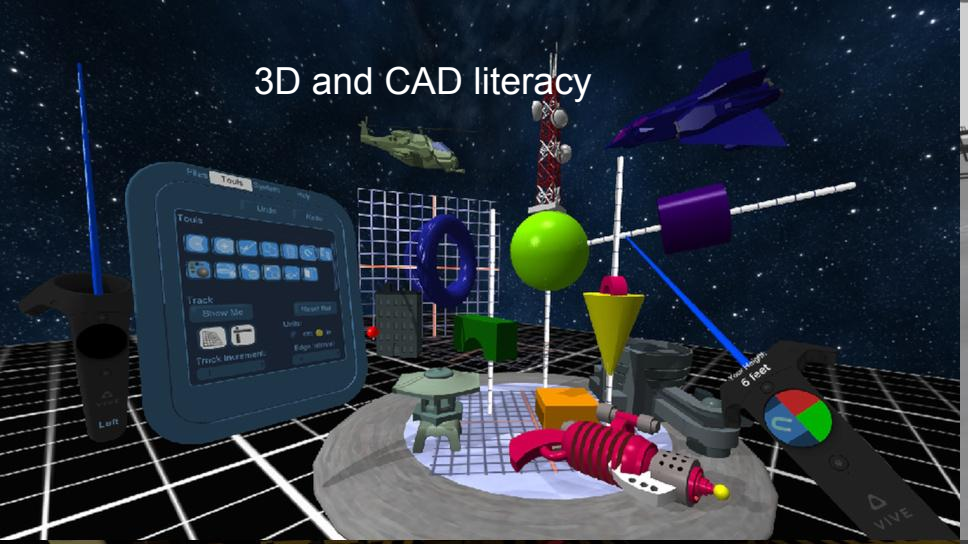
GOGGLES VR

VIRTUAL REALITY HEADSET

- Solid durable construction
- Easy to clean, hygienic
- Google Cardboard compatible
- Clear English instructions
- Optional head strap
- Quality controlled acrylic lenses
- Touchpad trigger function
- Elegant simple design
- No assembly required
- Many branding options
- QR code viewer setup
- Many apps available
- Made in South Africa

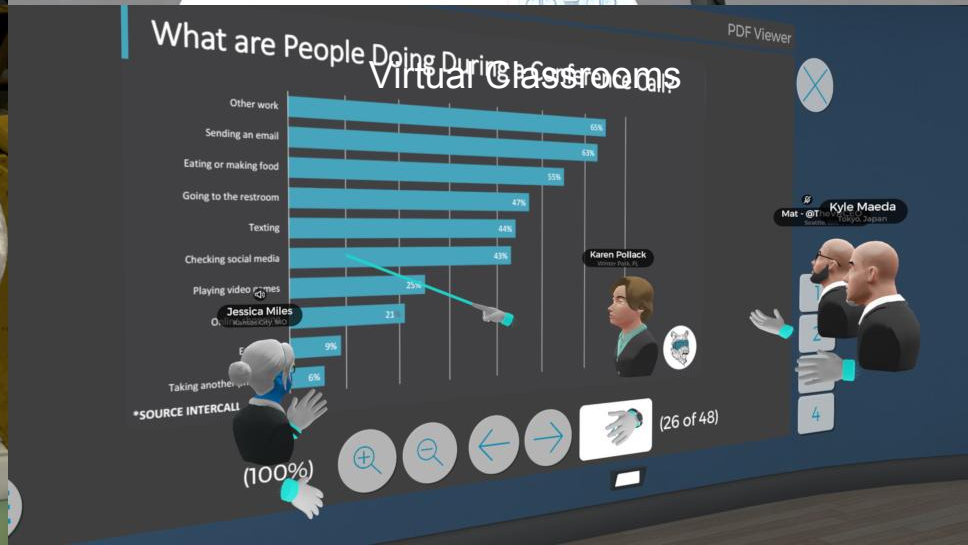
Goggles VR Education Kit

Aluminium flight case
Easy to clean, hygienic
Clear English instructions
5 Goggles VR headsets
5 head straps
5 VR capable Android smartphones
1 Android tablet
6 way USB charger
Charging cables
Microfiber cleaning cloth
Instruction videos
2 brass padlocks
Google Expeditions
Made in South Africa


3D and CAD literacy


Robotics


Vocational Training


Virtual Classrooms
What are People Doing During Conference Calls
PDF Viewer
Other work
Sending an email
Eating or making food
Going to the restroom
Texting
Checking social media
Playing video games
Taking another
*SOURCE INTERCALL
Jessica Miles
Karen Pollack
Kyle Maeda
(26 of 48)
(100%)

Near Term Possibilities...

Virtual labs (Labster)

Medical training (Simtics)

Virtual workshops (Lathe Safety Simulator)

Virtual workspaces (computers with all their creative applications in VR - vSpatial)

Driver training (City Car Driving)

Custom vocational training

VR world development

Video content creation

Gamified learning

Mind palaces

What are the costs?

4 user free roam VR installation - £12,000.00

4 user tethered VR lab - £8,000.00

PC Based VR (Including PC) - £1,500.00 upwards

5 user Education Kits - £1,300.00 each

Goggles VR Headsets - £8.00 each

Why VR for education?

Enables learning by doing

Extends scarce teachers reach

Utilises spatial memory

Simulates scarce resources

Massive Transformation

Step 1

Prove available techs value

Step 2

Get VR into schools across Africa

Step 3

“Educate Africa through VR”