

Educational VR Metaverse creation solution

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Scan the QR to check the video.

What's VRWARE Edu School



VRWARE Edu School is a learning tool that allows anyone to easily create and experience VR. The software includes a variety of unique creation tools such as terrain customization, and an abundance of various iconic landmarks from around the world alongside countless other designs and figures. Additionally, there are many activities and games that can be interacted with, including True/false quiz, 360° VR video, Google street view, Billboard, portal, etc. Experience maps linked to educational areas like classrooms and Events, and use 3D builder to create your own 3D Objects to support more interactive learning.



What's VRWARE Edu School

Visual Thinking



What's VRWARE Edu School

Education through virtual space creation

Visual Thinking



share your self-created maps, and experience the 3D virtual space created by you and your peers.

VR HMD

Elevate your map exploration experience by using your VR HMD to uniquely explore your world



Experience the virtual environment together with other online players and communicate by using the chat function

Ai Thinking

3D block coding / robot coding / micro:bit coding education



Control the characters and players in your virtual space through the usage of Block coding



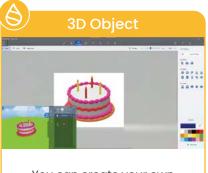
By interlocking coding robots, you can control your robot movements in real and virtual space



Easily create high-quality coding through detailed micro:bit programming functionality.



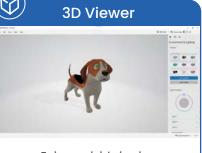
3D Design / 3D Printer Training



You can create your own objects by using 3D Paint.



Produce your items made in 3D Builder in real life by using a 3D printer



Enjoy a vivid viewing experience by adding animations to your 3D objects

Visual Collaboration

Metaverse virtual class education



Participate actively in class through various interactions in a customized metaverse space tailored to your needs.



By sharing the created map, you can interact and communicate with teachers and friends. Product



VRWARE DIY CardBoard

(특허청 Design patented With the Korean Intellectual Property Office



"Understand the scientific principles and uses of Cardboard and experience immersive VR in your self-created virtual space using your personal headset!"





VRWARE EduSchool can be viewed In Binocular mode through using a Buildable cardboard or compatible HMD.



Can experience the full functionality of the program wherever, and wherever in the form of the 3D mobile game.



Scan the QR code or search for vrware edu cardboard in The google play store and Download the app.



Scan the QR code or search for "vrware cardboard" in the YouTube search bar to learn how to make the cardboard.

Compatible partnerships



Through operating Genibot, users can develop intuitive creative learning skills and artificial intelligence experience.



Designed with Wacom tablet functionality, You can design your own objects and add them in your space.



⊗Pico

Experience your own metaverse space with All-in-one Pico VR! With vivid immersion you can enjoy a more realistic exploration experience.



Microsoft surface and other touchscreen laptops/ 2-in-1 products can be used to efficiently and creatively develop your personal virtual space.

Curriculum

	Elementary School/ Middle School	College students/ adults	Book
• With the Metaverse-VR creation software, users can design and develop their own virtual environments, that can be accessed on mobile devices		 Understand the concept of design thinking and metaverse Prototype planning and development using VRWARE Edu School 	"VRWARE Edu School book" We have published a guidebook To help both teachers and
1st class	 Who are the creative talents in the era of the 4th Industrial Revolution? What is the metaverse? Understanding and distinguishing the various concepts of AR/VR/MR 	 Who are the creative talents in the era of the 4th industrial revolution? (21st century) Status and future potential of the current industrial revolution Understanding the metaverse and virtual reality applications 	students In utilizing the software to it's full potential.
2nd class	 VRWARE School introduction and concept learning Learn how to install and sign up Creating various terrains and backgrounds Learning event object placement and functions 	 What is design thinking? (1 hour) Empathy and problem definition (1 hour) VR content creation experience (1 hour) 	Follow the concise and user-friendly guidebook for a time-efficient classroom experience.
3rd class	 "Where is my friend's house?" (Community) Imagining future cities (creativity and expression) 	• [Al Thinking] 3D object design strategy (1 hour) • Prototype production practice 1 (2 hours)	Discover a map that fits the chosen theme and use it for leated metaverse lessons.
4th class	 Experience and introduce created maps to friends using the VR metaverse system Experience the VR map you made with your prefabricated cardboard headset Enjoy maps created by friends and community through the "share" function 	 [Visual Thinking] VR content creation and experience (1 hour) Prototype production practice 2 (2 hours) 	

Education inquiry : +82) 31 911 0609 E-mail : gpsales@globepoint.co.kr

Educational cases

Educational institutions



Virtual spaces created by users



Recommended Specifications

Processor(CPU)	Intel® Core™ i5 or AMD Ryzen™ R5 2600 or higher
Memory(RAM)	16GB RAM or higher
Graphic Card(VGA)	NVIDIA® GeForce® GTX 1060 or higher
Hard Disk(HDD)	30GB or higher
Operating System(OS)	Windows®10 64-bit

Minimum Specifications

Processor(CPU)	Intel® Core™ i5 or AMD Ryzen™ R5 1600
Memory(RAM)	8GB RAM
Graphic Card(VGA)	NVIDIA® GeForce® GTX 760
Hard Disk(HDD)	30GB or higher
Operating System(OS)	Windows®10 64-bit



school.vrware.us

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Product Purchase and Training Inquiries

Tel: +82 31 911 0601 Fax: +82 31 922 0602 E-mail: gpsales@globepoint.co.kr

GLOBEPOINT Inc. Gwangyang Frontier Valley 6, 11F #1111, 83 Samwon-ro, Deokyang-gu, Goyang-si, Gyeonggi-do, Republic of Korea (Zip 10550)

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