

Design & Implementation of Immersive Touch Enabled Environment.



Virtual Worlds, Shared Experiences

Creative, impactful software and content for exceptional learning.

Overview

Key Objectives

- To make the system (hardware, software & physical space) easier to use both from the perspective of a presenter using the space and through the content development & upload process.
- To enable staff to use the space as a flexible learning space in dynamic, adaptable and interactive ways for a variety of audiences (including visitors, internal meetings and training).
- To allow the Discovery & Learning team to use a diverse library of content in a variety of scenarios with ease.
- To enable frequent in-house content updates easily.
- To increase interactivity in the space (through technology, content and decor).

We understand the school is designing an innovative environment - an immersive space to engage students in immersive experiences in order to facilitate the goal of inspiring them. The space is primarily used for engaging kids to immerse themselves and also to conduct workshops and presentations including internal use for training. The space should therefore support a variety of immersive experiences suitable for these different audiences.

Content

- Immersive' s full content library included
- Existing content transferred over
- License to use 100s stock 360° videos

Immersive' s full library of content will be made available for school to use as-is or to incorporate into new scenarios. This includes interactive activities and scenes and a library of 360° videos.



All

New

Biology

Geography

Physics

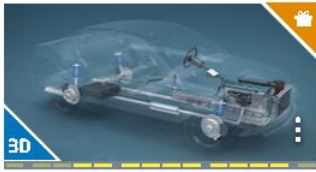
Chemistry

Mathematics

Technology

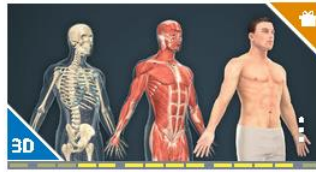
History

Visual Arts



Four-stroke Otto engine

This animation demonstrates the type of engine most commonly used in cars.



Human body (male)

This animation introduces the organ systems of the human body.



Acropolis (Athens, 5th century BC)

The world's most famous citadel, the Acropolis of Athens was built in the 5th century BC, during the Age of Pericles.



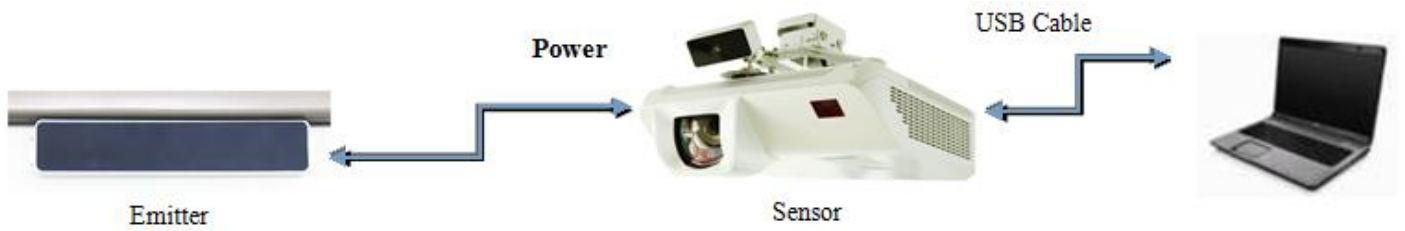
The ear and the mechanism of hearing

The ear converts the vibrations of air into electric signals which are then processed by the brain.

Library includes dozens of interactive 3D scenes

Ready to use illustrations and composited backgrounds

In addition, a royalty free license to utilize high quality 360° videos is included. These cover many categories and can be used as backgrounds or scenes in themselves.



It contains two parts: emitter and sensor. Emitter can be attached on flat surface. It emits infrared laser curtain on the surface which is about 1mm thick invisible light and parallel with the projection screen surface, 1-2mm above the screen surface. When the finger or any non-transparent object touch this virtual surface, the light will be reflected and detected by the sensor.