



LUMINAVR



Education Brochure

Looking for the right VR Education Solution?

Contact us for help.

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Products

- All VR Headsets - Supply, Install and Integrate
 - All-in-One, Smartphone, Tethered
- Specialised Hardware catered to
- VR Classroom Management Systems
- Online / Live in VR Collaboration Classrooms

Content

- Hundreds of STEM, Arts, Agricultural Content and more
- Specialised Content
- CoSpaces
- Create Your Own Content

Advice

According to:

- Your School's Budget
- Your School's Needs

Other VR education services

- Teacher Training
- Classroom Lesson Plans

LUMINA VR

VR Education Advice, Products,
and Solutions



CoSpaces

Brought to you by Smart Stone
Education & CoSpaces Edu



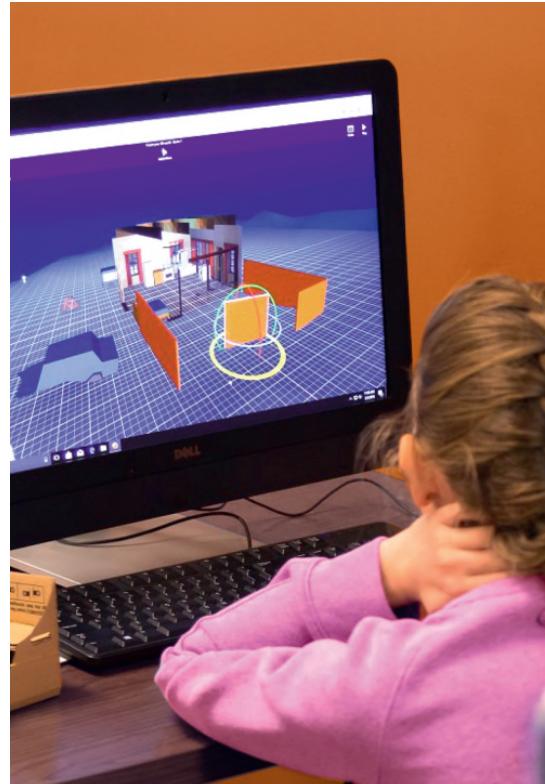
Smart Stone



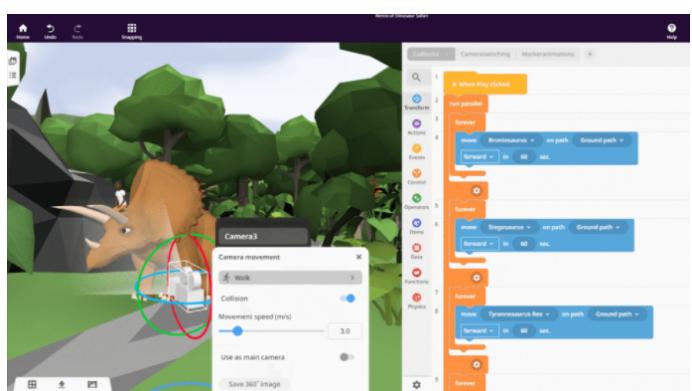
Adaptable to any subject and grade, CoSpaces Edu lets students build their own 3D creations, animate them with code and explore them in Virtual or Augmented Reality.

Turn imagination with coding

- Easily build in 3D with user-friendly creation tools
- Add interactions with block-based coding or advanced scripting
- Explore any creation in virtual or augmented reality
- Manage classes and observe your students' creation process in real time



Designed for schools that want to empower their students to become creators and prepare them for their future, CoSpaces Edu develops 21st Century learning skills and digital literacy, enhances creativity and fosters collaboration in the classroom.



xClassroom

Welcome to the future of classroom



Smart Stone



With xClassroom, we are dedicated to bringing a blended learning approach to your modern learning environment. Supporting all kinds of educators to encourage curiosity, stimulate your student's minds, and nurture their creativity and imagination without the restriction of time, space, and geography.

Built for Education

Enhance classroom learning

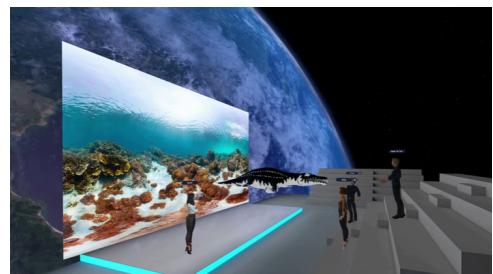
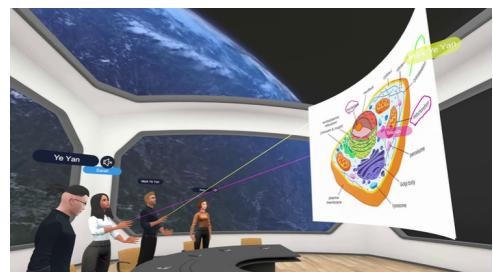
This next-generation educational tool will change the way students see, think, learn and create. Explore a powerful medium that engages students, sparks interest and creativity, and encourages project-based learning.

Distant / Remote learning

Transcend time, space, and distance in providing quality education no matter the distance or reason. Provide accessibility to students and teachers, whether it be for education or professional development.

Showcase student work

Create a truly immersive experience to showcase student works to schools nationally and internationally. Establish your virtual presence in our xGallery or xExhibition.



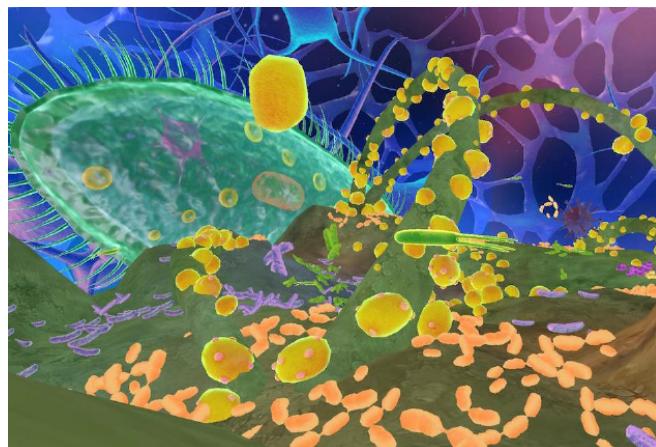
iVR Classroom

Bring blended learning to the everyday learning environment



Smart Stone

Introducing Smart Stone's ingenious virtual reality classroom. A complete VR education package for your school / institute.



Screenshot of the Online classroom management system interface:

- The top navigation bar includes: <, Resource details, VR Control, Remote control, Command mode, and a toggle switch.
- The main area shows a grid of 27 VR device icons, each with a number from 001 to 027 below it. Icons indicate device status: some are online (green checkmark), some are offline (red minus), and one is playing (orange play button).
- Checkboxes at the top left allow selecting all devices or individual ones.
- Buttons for 'Remote control' and 'Command mode' are located at the top right.

Stand-alone VR headsets

- All in one compact headset with built in processor and battery, each with individual controller
- 360 immersive VR learning experiences
- Compactible controller for enhanced interactivity

Australian syllabus fitted content

- Aligned with the Australian syllabus
- Fully engage students and increases knowledge retention
- Categorised by subject and is available for download to all headsets

Online classroom management system

- Control multiple headsets simultaneously
- Manage VR class with ease
- Easily accessible on any smartphone, tablet, laptop and desktop computers

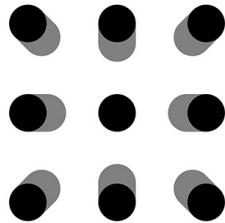
Customised content packages to suit your classroom

MEL Science

A virtual science classroom for kids at home



Smart Stone



MEL Science

A science channel made by scientist and parents to educate and entertain children at the comfort of their home.



Starter kit

This comprehensive Starter Kit contains all the equipment you'll need to conduct your experiments. It also includes accessories for your smartphone or tablet to help you learn chemistry more effectively.

The Starter kit contains all the equipment you'll need. It also includes accessories for your smartphone or tablet to help you learn chemistry. You'll use the items in this chemistry kit throughout your subscription.

Online classroom management system

- Borosilicate glass beaker and flask
- Macro lens
- Safety glasses and a tray
- VR headset
- Smartphone/tablet stand
- Solid fuel burner

MEL science VR simulation

Experience a new level of understanding of Chemistry and Physics concepts in VR or 3D. Change the way of Science learning at home or in class. Available on Google Cardboard or Pico VR.

Chemistry kits

Each MEL Chemistry set includes 2-3 experiments and contains the equipment you'll need to conduct the experiments: enough chemical reagents for at least 2 attempts, additional components, and visual step-by-step instructions.

Don't delay it. Subscribe now and start learning how the world works!



Creative technology design creating
360° immersive VR experiences



Enabling teachers to engage and excite students in their learning by incorporating immersive technology.



Curriculum integrated programs

Designed to suit your classroom from stages 4-6

- Student workshops
- Project directed learning
- Mandatory technology topics
- Multimedia, IST & design tech
- STEM

Students learn to...

- Collaborate with their peers to solve problems
- Use critical thinking skills to evaluate ideas to produce innovative solutions
- Create a VR experience that can be shared and viewed in a VR headset, computer & mobile app

Software features

- Easily import and view 360-degree videos & images
- Supports various multimedia content: images, videos, audio, and pdf
- plus
- 3D models & quizzes
- Build features incl. text labels, slideshows & media overlays
- Navigate scenes through HotSpots or iMenu
- Make edits directly within the VR headsets or touch devices

Virtual Reality Programs

Teacher PD Sessions:

Teachers learn about the various ways to integrate VR into their classroom, *including hands-on application of hardware and software, requirements, authoring tools, WHS guidelines and implementation strategies.*

VRSkills Programs:

Working with industry, students learn to develop future skills, leading to career interests in further education. *Project directed learning, workshops, or integrated in multimedia, tech, iSTEM or business studies curriculum. Facilitated by us with teacher engagement and can also include local businesses.*

VRCreate

Students create a VR project using our 5 step framework. Ideal for design & technology topics / subjects. *Student workshops term based work. Create your own VR projects starting with ideas to build a story or study of inquiry. Facilitated by teachers during the school term.*

Facilitate

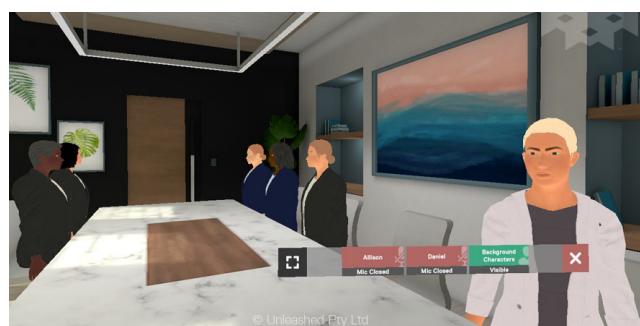
Create powerful immersive learning experiences with Facilitate



Facilitate is a VR learning experience creation suite that allows anyone to easily create experiences for a wide variety of learners. Facilitate provides market-leading VR functionality, such as LMS/SCROM integration, a wide range of immersive content types, and competitive subscription based pricing.

Benefits of Facilitate

- **Easy creation** | No need for coding or developers to deliver powerful VR learning experiences.
- **Flexibility** | Combing traditional 2D content with immersive content provides the best of both immersive and traditional learning formats.
- **Data capture** | Capture data from your learners, and integrate it with your existing LMS.
- **Content centralisation** | Manage all your VR training content from one central place.
- **Affordable pricing** | Facilitatee's subscription plans allow for a low-cost entry point, as well as the option to scale across your whole organisation.
- **Student engagement** | Provide a high-quality education experience to your remote learners and increase classroom engagement.



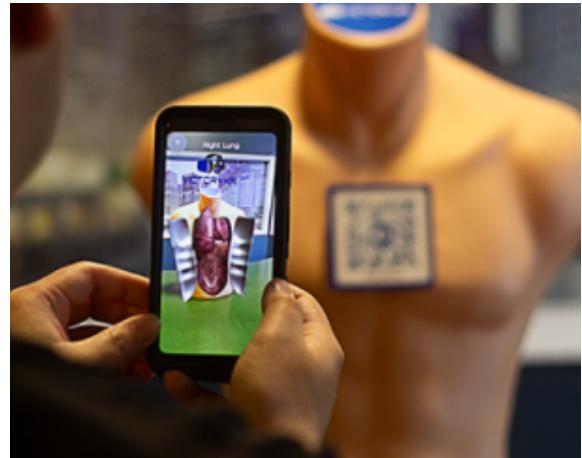
VictoryXR

Building the education metaverse

VictoryXR is one of the world leaders in virtual reality educational product development. To date, we have created over 240 unique VR experiences spanning over 50 different learning units. With educational partners like Carolina Biological and Oxford University, we have been able to develop brand-new educational encounters for VR users across the globe.

Augmented reality

Augmented reality learning products bring education to life. Whether it's a 3D molecule, life-size dinosaurs or a human heart that come out of the body with Wendy the Science teacher not far away, our AR products make learning fun. Even more, these AR education products can be viewed through a phone, tablet or AR glasses.



VictoryXR's is Standards Aligned

VictoryXR's educational products are not just for use in the classroom, they are a great addition to your home educational resources too.

- 48 Next Generation Science Standards-aligned curriculum units spanning grades 5-12
- Perfect for homeschooling or families looking to reinforce the content learned in the classroom
- Virtual Reality Dissections for Oculus Rift, HTC Vive, and Windows Mixed Reality



VictoryXR Academy provides classrooms, 3D VR objects, professional development, and the platform. See our anatomy, molecular biology, astronomy, paleontology, ancient history, and rooms for other immersive learning.



Think Digital

Inspire, educate & engage

**THINK.
DIGITAL**

We work primarily with the Australian education and agricultural sectors, we provide a range of creative immersive technology solutions. We use virtual reality in agriculture to inspire careers in agriculture and help people learn where their food comes from.



FarmVR - Where does food come from?

Virtual reality farming experiences for the classroom

Products:

- Use with Oculus, Vive and smartphone headsets
- Specialised hardware catered to
- VR classroom management systems
- Online / Live in VR collaboration classrooms

Content:

- Agricultural content + "Where does food come from?"
- Specialised content

Other VR education services:

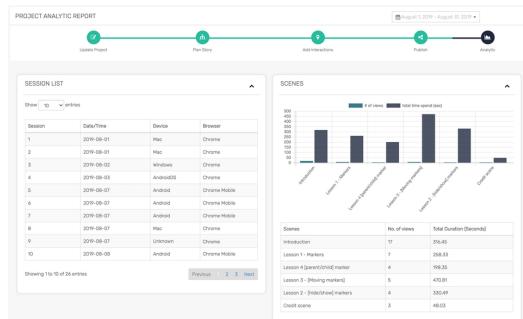
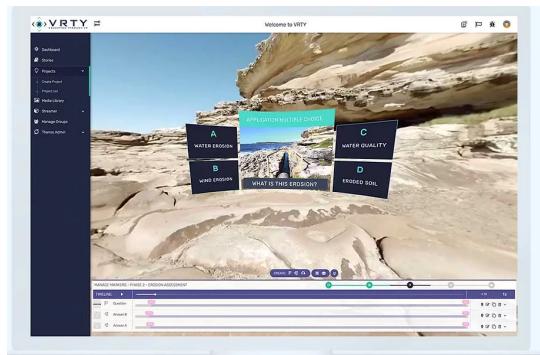
- Teacher training
- Workshops on creating content



**THINK.
DIGITAL**



VRTY is an easy-to-use cloud platform that can help educators and students to *CREATE, BUILD and SHARE* their own interactive 360° and VR in education projects; aligned to curriculum and their desired learning areas.



Products:

- Use with Smartphone Headsets
- VR Classroom Management System

Content:

- Create Your Own Content
- Other Schools' Projects available
- Agricultural Content available
- Specialised Content coming soon

Other VR education services:

- Teacher Training
- Workshops on Creating Content

What is VRTY?

- Scalable
- Tech agnostic
- Versatile
- Easy to use
- Interactive
- Fast to create
- Cost-effective
- LMS and SCORM compliant
- Working with Australia and overseas schools
- Working on Curriculum content with schools
- Partnering with content contributors and museums

Hardware

Lumina VR offers a range of hardware technology



Meta Quest 2



HTC Vive Cosmos



HTC Focus 3



HTC Vive Pro



**Pico G2 4k &
Pico G2 4KE**



Pico Neo 3 Pro



Lumina Pro



Lumina Classic