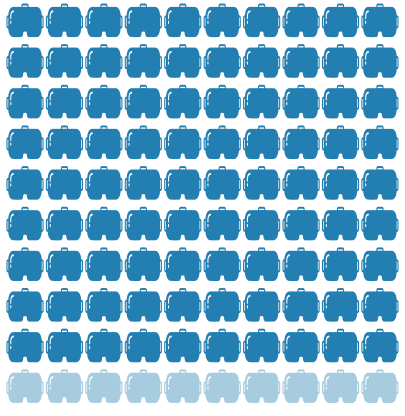


# Did you know?



# 90%

“students remember 90% of the material if it is learned through experience”

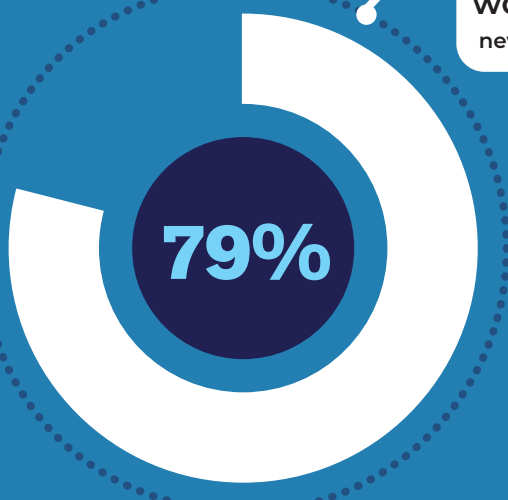
gettingsmart.com

# The Power of VR in education

Virtual reality is computer-generated 3D simulations that allow users to have an immersive experience

“79% of teachers agree that VR enables experiences that would not be possible otherwise”  
news.samsung.com

## Educational Uses



### Language



Learn a new language by being totally immersed in it and the culture

### Art



Virtually paint the walls

### Field Trips



Where going to the moon is a possibility



Be a time traveler and go see Lincoln give the Gettysburg Address

### History



Do experiments safer, it is OK to blow things up!

### Science



### Geography

Travel to anywhere in the world

What makes VR so powerful?

Experience Inclusive

Fun Engage

Concentrate

Motivate

Immerse

Excite **Safe**

Reduce Distractions

### Who envisions VR and AR in their “ultimate school?”

	VR	AR
Students Gr 6-8	47%	33%
Students Gr 9-12	33%	26%
Parents	17%	12%
School Admins	29%	12%
Teachers	23%	13%
District Admins	36%	20%
School Librarians	31%	18%

### What do kids & teens know about VR?

- 79% have heard of virtual reality
- 68% when probed revealed an understanding
- 47% know “some/ a lot” about VR

\$700 Million

\$200 Million

2020 2025

Future of VR in education (US)