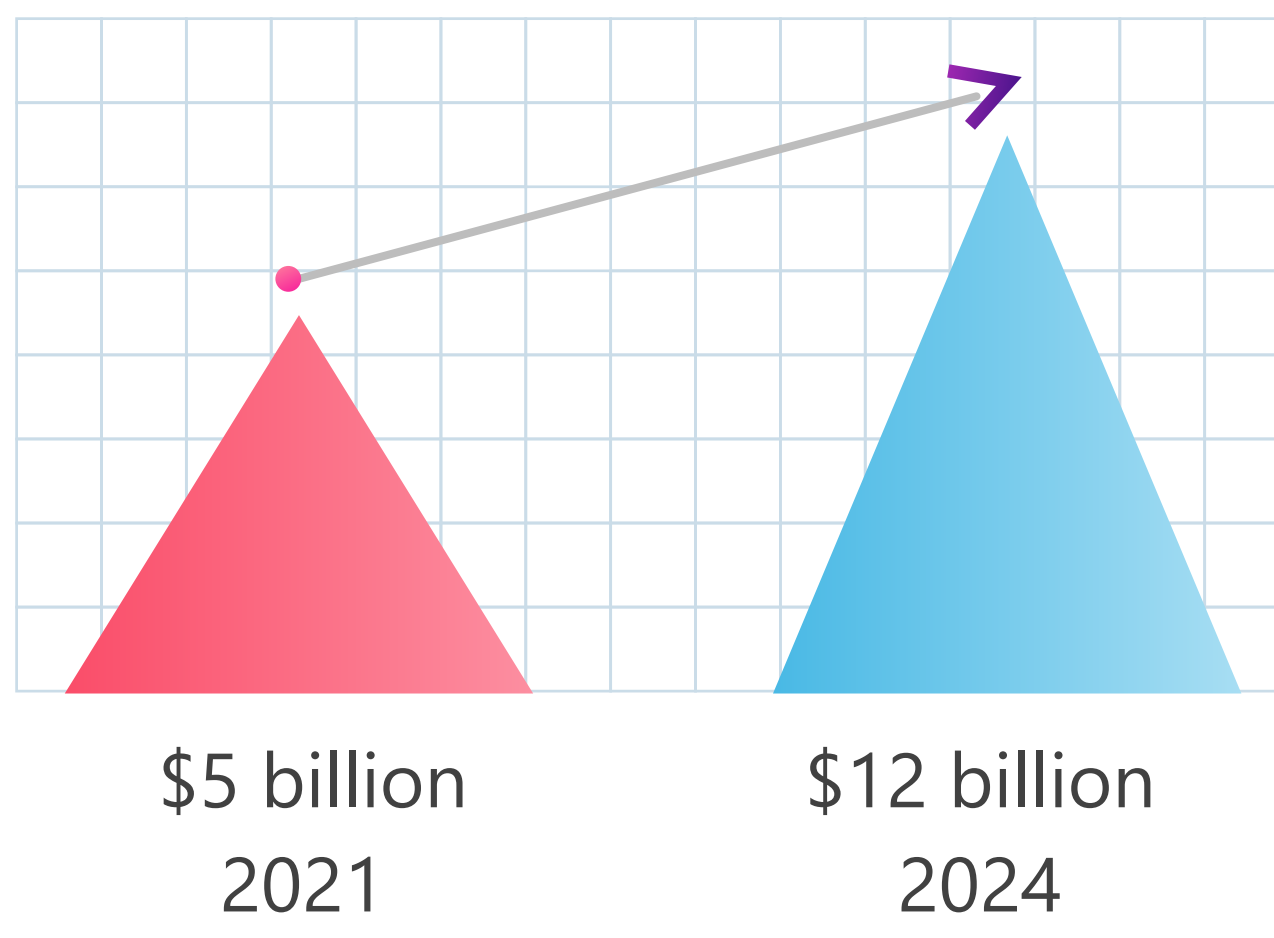




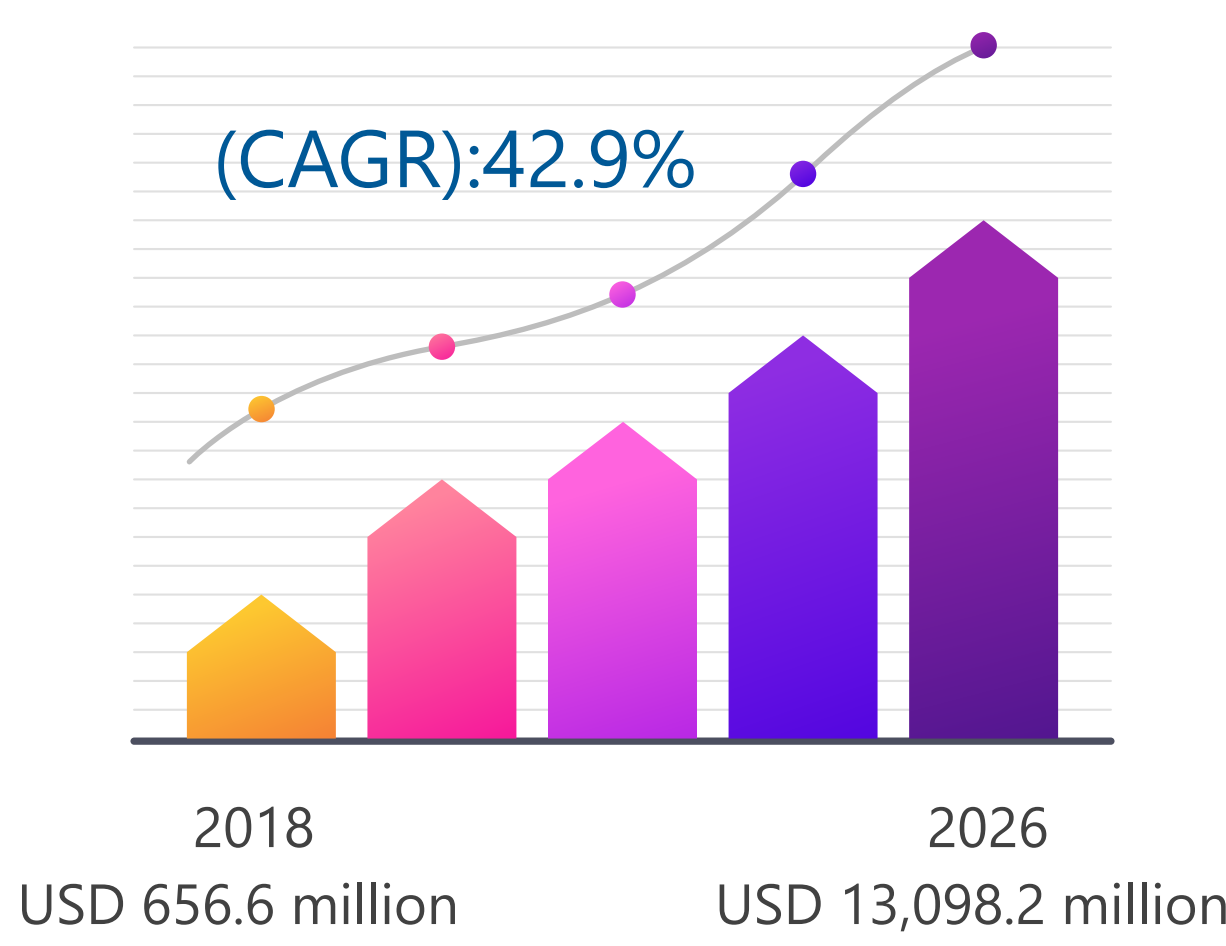
To VR or Not to VR?

Global virtual reality (VR) market is growing...



Source: statista.com

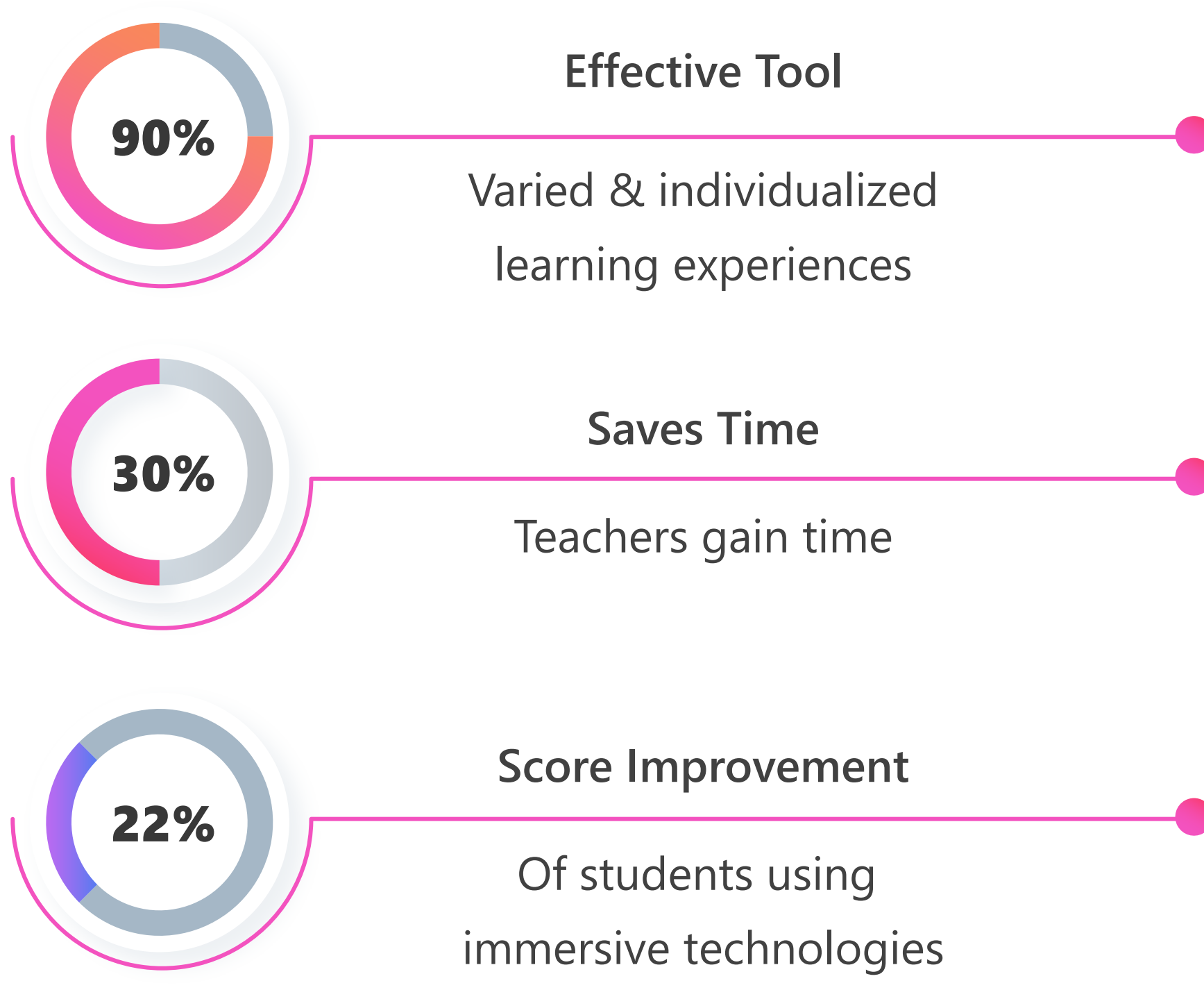
Education is the 4th largest sector to spend in VR



Source: fortunebusinessinsights.com

VR - An Education Juggernaut

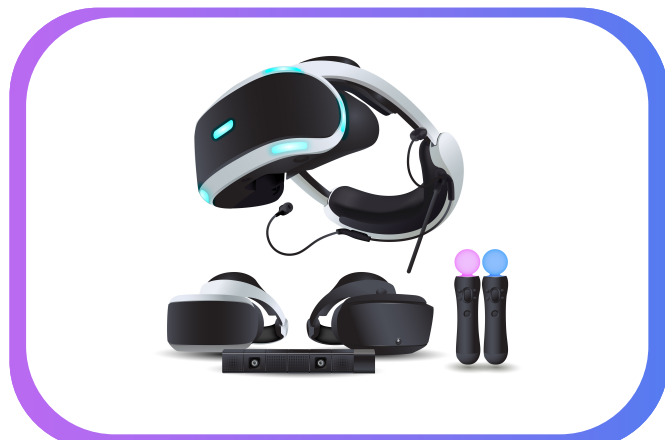
- Distance, virtual and self-paced learning
- Fun, engaging and easy learning
- Hands-on immersive learning and skill development
- Real-life experiences in a simulated environment



Source: gettingsmart.com

VR Speed Brakers

Hardware device dependency



- ▶ Specialized hardware for specialized tasks

Separate tools and platforms



- ▶ Distinct platforms for distinct content

Find out more. Watch the full recorded POV session [here](#).