

VIRTUAL REALITY -BESPOKE EVENT

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.



DESCRIPTION

The bespoke VR workshops allow the organisation to guide the path of content, the structure of the workshop, and how to meet the needs of your target audience. A call with one of our experts will be arranged to tailor this workshop for you.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge in a chosen area.
- Promoting the use of educational technology.

CURRICULUM

 This workshop can be catered to the curriculum as the organisation decides.

TECHNOLOGY

We provide:

ClassVR Headsets

You must provide:

Classroom with large screen or projector