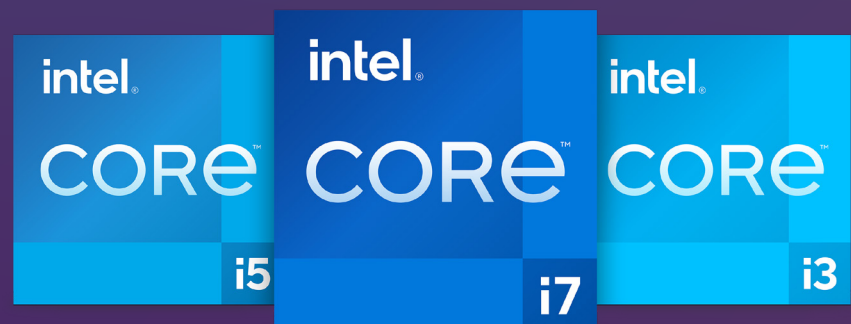


Smarter
technology
for all

Lenovo

Discover augmented and virtual reality in schools



Breaking the boundaries of performance
with the 11th Gen Intel® Core™ Processors



Unlock Limitless Learning

Click the numbers below to view each section

Explore

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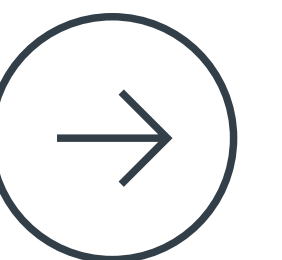
Experience

3

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Seize



Explore

Opportunity

Until recently, augmented reality (AR) and virtual reality (VR) were seen as a luxury by educators. Two things in particular have shifted people's perceptions. The pandemic made it harder for children and teachers to explore the world around them. But, for those from deprived backgrounds, this has been an issue long before the virus hit. Many are unable to see the sights of foreign cities or even visit the countryside around them.

AR and VR offer a cost-effective way to level the playing field, empowering educators to easily transport students to truly immersive learning environments that might otherwise be out of their reach. With AR and VR, students can visit a zoo, take a trip to a museum, or even blast off into space – all from the safety of the classroom. As well as improving students' memory formation capability, VR and AR leave room for mistakes, and offer help for struggling learners. For example, students can practice chemistry without fear of spilling chemicals or causing accidents. On top of this, the ability to track students' actions and inputs makes it easier and cheaper to give tailored, evaluative and instant feedback.

Education and VR

4th:

Education forecast to be the 4th largest sector for VR investment by 2025.

\$700m:

Predicted spend on VR in education by 2025.¹

¹markinstyle.co.uk

Experience

Outcomes

Education is in flux. There will be 2.7bn students by 2035 – young people who upon finishing their education will enter a marketplace where 85% of the jobs haven't even been invented yet.²

To prepare them for life in yet unimagined jobs, educators must increasingly turn to technology to complement existing learning.

The right tools can enthuse, inspire and improve teaching outcomes. In particular, research shows that VR and AR lead to higher engagement, fewer distractions and better information retention.

VR for better outcomes

75%

**(VR) vs 10% (reading):
The retention rate for information absorbed in different ways.³**

4x

V-learners were up to four times more focused than e-learners.⁴

²www.huffingtonpost.ca ³ivrtrain.com

⁴PwC :The Effectiveness of VR Soft Skills Training in the Enterprise, 2020

Technology

No longer considered an emerging technology, AR and VR have become far more affordable in recent years. Exciting applications have emerged, proving their worth in schools around the world. From interactive lab modules for science and maths to stunning wildlife experiences, there's no doubt that AR and VR have hit the mainstream. Here are just two examples of how schools are embracing AR and VR.



Activate

Henry Tyndale

During the height of lockdown, this UK school for children with special needs wanted a way to maintain student engagement despite pandemic limitations. VR headsets allowed children to go on 'safari' in Africa and embark on a virtual journey into the wild.

[See how they did it](#)

Fort Worthington

Located in one of Baltimore's poorest neighbourhoods, Fort Worthington Elementary and Middle School is determined to give its students every chance of success. They're using VR technology to help children understand everything from the physics of a roller coaster to the ecology of a rainforest.

[Be inspired](#)

Engage

Senses

For decades, educators have known that kids learn best when they experience a lesson. That's why we do experiments in science or practice role play in a foreign language.

Unfortunately, it's hard to experience, say, the sights and sounds of ancient Rome or the great migration of the African Savannah. Or at least it was before VR and AR technology put children right in the middle of it.

But it's not just lovers of geography and history that get the next-gen treatment. There are already dozens of applications for AR and VR learning, with more coming online every day. The only limit is your imagination.

Examples of AR and VR in action:

V  **ATIV** 

Curriculum-mapped learning, including interactive lab modules for science and maths.

dev  **clever**
DELIVERING DIGITAL INNOVATION

Virtual interactive careers guidance with immersive, 360-degree gamified experiences.



Stunning wildlife experiences in Africa, Asia, and the Amazon.

uptale.

Digital learning platform offering interactive VR and 360-degree experiences.



Access to over 60 VR titles, focused on science, history and career and technical education (CTE).

Add your own

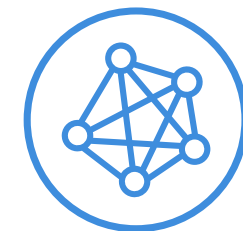
Easily share custom immersive experiences, including 360-degree video or virtual environments.

Seize

The future

New technologies like AR and VR are the future of education. But they're also here to solve problems and improve outcomes in the here and now. And they can continue to help children spread their wings in a safe, controlled way.

They help build skills that children will need to thrive in a rapidly changing world. AR and VR solutions also act as a social equalizer, giving kids from all backgrounds the opportunity to experience the world and enjoy advanced lesson plans.



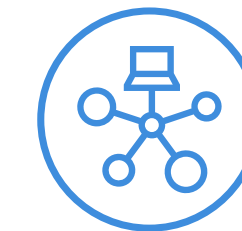
Take immersive field trips



Interact with 3D models



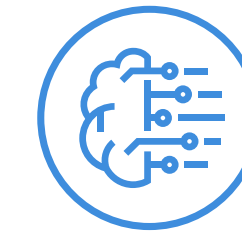
Provide blended and distance learning



Experiment using virtual labs



Reduce classroom distractions



Support for Autism Spectrum Disorders (ASD), Attention Deficit Disorders (ADHD), Dyslexia and other learning difficulties

Technology



With the Mirage VR S3 headset

This powerful, all-in-one device delivers an immersive learning experience straight out of the box, with zero touch device registration and content management enabled by Lenovo ThinkReality. Lightweight and comfortable to wear, the Mirage VR S3 includes everything you need to create awe-inspiring learning opportunities for students – on demand.

Easy to use with no prior experience required, VR equips teachers and students with all the academic content they could want, opening the doors to boundless creativity.

Features include:



**Sharp 4K
visuals**



**Wireless
controller**



**Integrated
audio**



**Up to 3 hours'
battery life**



Ages 13+



**Can be worn
over glasses**



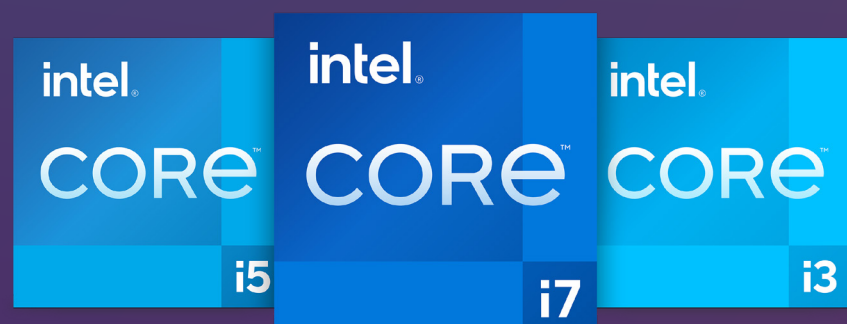
**Fully sanitisable
components**

Enthuse Young minds

AR and VR solutions are classroom-tested and available now. Help your students experience the future of learning, today.

Speak to our specialist team to discuss how VR and AR might enhance lessons at your school.

[Get in touch](#)



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