EON's Global Emergency Initiative

Combats Pandemic-Related Remote Learning and Training Shortages

VIRTUAL REALITY
(encapsulated environment)

→

AVR

←

AUGMENTED REALITY
(digital content overlayed on real world)

HUMAN 2.0
GOVERNMENT

CLASSROOM 3.0
ACADEMIC

INDUSTRY 4.0
ENTERPRISE

eon reality
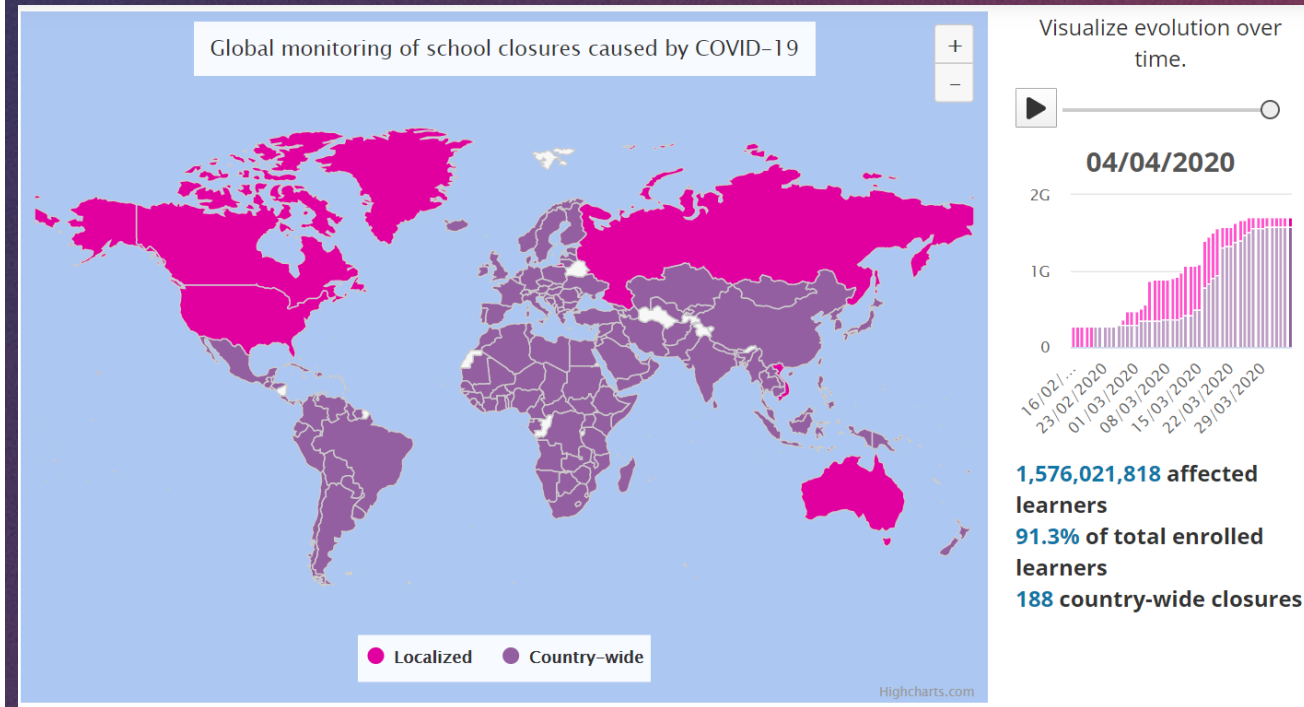
AR 3D VR

Global Emergency Initiative Highlights

- The Global Emergency Initiative aims to assist **academic, governments and industry professionals** during the current **COVID-19 pandemic.**

- EON Reality first released new **Remote Augmented and Virtual Reality** packages to **get AR and VR solutions for remote learning and training** into the hands of those who couldn't otherwise afford it.

- EON Reality also developed the Global Emergency Initiative by **consulting with education experts like Dr. Peter Looker and Jamie Justice** to see how the AVR Platform could be better used by academic professionals and industry trainers alike.

- This led to the **nine-step implementation plan** on how to best utilize **Self-Directed Learning** and the benefits that people all over the world are discovering through it.

*The new initiative combines **Self-Directed Learning** and **Remote AVR packages** to help conquer the biggest pandemic learning challenges.*

Learning Is Not A Spectator Sport

- **Teachers and trainers** have been forced to convert their **courses online.**

- Studies show that **people stop paying attention** to conference calls, recorded lectures, and similar videos **after just 6 minutes** when viewed on a screen.

- The lack of attention span and ability to conduct hands-on experiential learning is **demolishing the productivity of classrooms**, governments, and companies everywhere on a regular basis.

- **The key problem that learning is not a spectator sport.** Applying concepts in practice is just as important — if not more so — than learning them theoretically, and that's virtually impossible to do through basic online conferencing

Global monitoring of school closures caused by COVID–19

Visualize evolution over time.

04/04/2020

1,576,021,818 affected learners
91.3% of total enrolled learners
188 country-wide closures

● Localized   ● Country–wide

Highcharts.com

With countless people (including **nearly 1.6 billion children**) affected by the pandemic, much of the **world's education has been disrupted**.

Students creating AVR lessons has proven to significantly improve engagement and understanding of the topic

• Through utilizing **AR and VR solutions** — as well as the **"inverted classroom"** structure brought about by **Self-Directed Learning** — instructors can easily **match the hands-on engagement and immersion** that online courses are so often missing.

• It also **takes the pressure to create new content off the educators**, as a class of 30 students can easily create **hundreds of varied lessons within a very short amount of time** through Self-Directed Learning and the AVR Platform.

• That way, there will always be a **lesson plan for the appropriate subject at the correct level and in the class's preferred language**. Plus, with **access to over a million 3D assets**, students, teachers, workers, and employers using the AVR Platform have the opportunity to connect to AR/VR-enhanced models and pre-made lessons across any discipline and subject.

By **assigning students to become experts** and **create lessons** about subjects of their choosing (and then having the **class peer review** and assess each lesson), their **engagement and understanding** of the topic is **proven to be significantly better** when compared to traditional teaching methods.

Programs & Implementation Priorities

Global Emergency Initiative

Strategic National Partnerships with Governments Private Public Partnership with EON Co Investment

Organization Specific Partnerships based on Emergency Funding with EON Co Investment

Remote AVR program

AVR Remote Package Press Release
• Remote AVR - Safe and Secure Remote Knowledge Transfer Solutions PowerPoint (51 Pages - 5p4 Mba)
• YouTube Video recording of the webinar

Self-Directed Learning Program

Self-Directed Learning Press Release
• Remote Self Directed AVR Learning
• Self-Directed Learning Blog

Implementation Priorities
Proposed Short, Mid and Long-Term Priorities

Step 1: For the next **3 months, focus on addressing the Coronavirus issues** with Self-Directed Learning and Remote AVR

Step 2: Once the Coronavirus dissipates, **focus a lot on reactivating the industry participation, education, upskilling and job creation** for the rest of the year.

Step 3: Once the situation is **restored, add the new AVR remote components to the original implementation plan**

Use Cases

University for Business and Technology (UBT) Creates 20,000 AVR Lessons in 30 days

- This Partnership enables a **large-scale adoption of the self-directed learning initiative** at University for Business and Technology (UBT) in Kosovo.
- Educators and employers around the world turn to the AVR Platform as a means to **learn and train remotely during the current COVID-19 pandemic**.
- As outlined in the [Global Emergency Initiative](#), **EON Reality's primary goal is to provide as many AR and VR lessons and resources as possible** to the people who need them most.
- Many members of **EON Reality's global network** are joining the self-directed learning movement as a way to **effectively educate current students** while also **preparing their curricula for the future**,
- The addition of the extra lessons will allow schools and businesses around the world to **obtain and maintain comprehensive online AVR courses** for daily usage through the AVR Platform.

www.ubt-uni.net
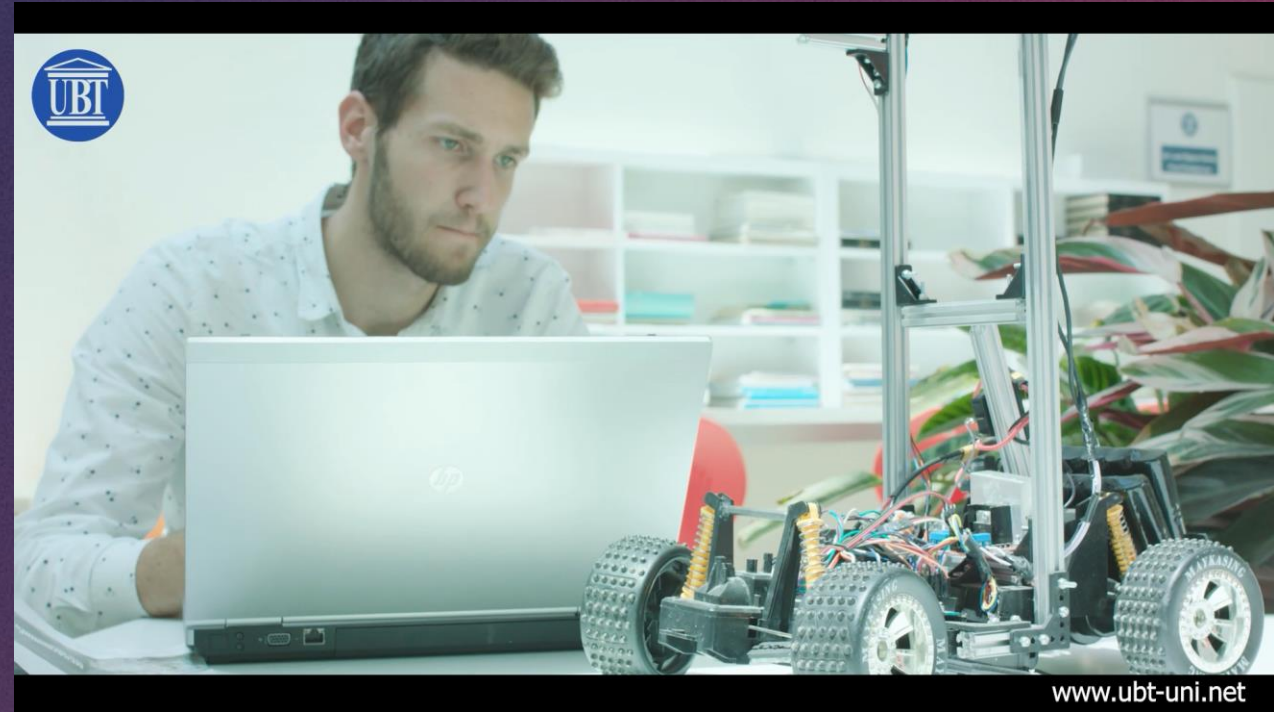
UBT **students and professors** are utilizing the AVR Platform to create approximately **20,000 lessons** — on subjects spanning **20 different programs** — over the course of the **next two months.**

Catalog of Turn-key AVR curricula

BACHELOR PROGRAMS

- Mechatronics Management
- Architecture
- Construction Engineering
- Media And Communication
- Energy Engineering
- Nursing
- Integrated Design
- Food Science And Biotechnology
- Pharmacy
- Dentistry
- Agricultural And Environmental Engineering
- Digital Art And Media
- Anesthesiology Technician
- Radiology Technician

MASTER PROGRAMS

- Media And Communication
- Construction Engineering
- Mechatronics Management
- Architecture
- Pharmacy
- Dentistry
- Food And Technology Sciences
- Electricity And Power Markets

"By introducing this first batch of new student-created lessons to the AVR Platform, we want to show people **how easy and effective it is to create lessons, courses, and even entire curricula** in a **very short amount of time**. It is our goal that after adding the first 20,000 lessons approximately two months from now, we'll be able to replicate that around the world for teachers everywhere and of all levels. For now, we are very pleased with how self-directed learning is **helping to take the pressure off of teachers** while also serving as a valuable and unforgettable learning experience for the students." - Dan Lejerskar, Founder of EON Reality

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National Rollouts to conquer the biggest pandemic learning challenges

- Larger National Partnerships with Governments based on **Private Public Partnerships**
- A concrete Example is the national rollout in **Singapore &** the implementation plan **for Morocco** developed together with USAID
- **Stage I Establish the IDC**, deliver 6,500 licenses including deliver 220 boxes, the equipment, etc., install and inaugurate within 4 months
- **Stage II Needs assessment** - jointly develop and agree upon the needs assessment with the local partner within 6 months, Send the team of 2 VRIA teachers and specialists to conduct a needs assessment
- **Select Target academic level**, University technical vocational training or elementary school, They will review out existing library
- **Select Regions teachers and students** for the VR innovation Academy knowledge transfer activities For each of the 3 levels outlined Above Under the AVR knowledge transfer mechanism
- **Stage III pilots** in selected regions and academic institutions within 8 months
- **Stage IV National rollouts** adapted based on feedback from the pilots within 18 months

The Global Movement

EON's Remote AVR™ global roll-out

Example of EON's Remote AVR™ global roll-out where the AVR Platform is being adopted

EON's Remote AVR™ global roll-out

ASSAM ELECTRONICS DEVELOPMENT CORPORATION LIMITED AND EON REALITY ANNOUNCE FIRST AUGMENTED AND VIRTUAL REALITY CENTER IN INDIA

EON REALITY AND THE COMMUNITY OF CANARY ISLANDS INAUGURATE THE FIRST CLASSROOM 3.0 CAMPUS IN SPAIN
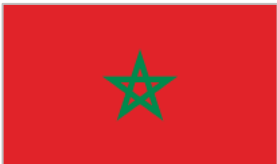
LUCERNE UNIVERSITY OF APPLIED SCIENCES AND ARTS AND EON REALITY ANNOUNCE AR/VR CENTER IN SWITZERLAND
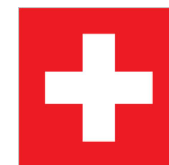
EON's Remote AVR™ global roll-out

MOHAMMED VI POLYTECHNIC UNIVERSITY HOSTS THE NEW AUGMENTED AND VIRTUAL REALITY CENTER IN MOROCCO IN COLLABORATION WITH EON REALITY AND USAID

EON REALITY AND SUS CO., LTD. ANNOUNCE VR INNOVATION ACADEMY FOR KYOTO

CENTEXS AND EON REALITY ANNOUNCE FIRST AUGMENTED AND VIRTUAL REALITY CENTER IN MALAYSIA
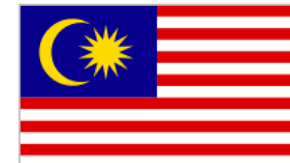
EON's Remote AVR™ global roll-out

EON REALITY AND THE JINSHUI SCIENCE AND TECHNOLOGY BUREAU ANNOUNCE PARTNERSHIP TO BRING INTERACTIVE DIGITAL CENTER TO HENAN PROVINCE, CHINA

EON REALITY AND MOHAWK COLLEGE INAUGURATE AUGMENTED AND VIRTUAL REALITY CENTER IN ONTARIO, CANADA

EON REALITY AND UNIVERSITY FOR BUSINESS AND TECHNOLOGY ANNOUNCE PARTNERSHIP TO BRING AVR CLUSTER CENTER TO THE REPUBLIC OF KOSOVO

EON's Remote AVR™ global roll-out

EON REALITY ESTABLISHES DISTRIBUTION PARTNERSHIP WITH ACCUTEQUE FOR AUSTRALIA AND NEW ZEALAND

EON REALITY AND REGIONE EMILIA ROMAGNA INAUGURATE IDC IN BOLOGNA ITALY

EON REALITY AND ORAL ROBERTS UNIVERSITY PARTNER TO CHANGE GLOBAL EDUCATION WITH AN AUGMENTED AND VIRTUAL REALITY LEARNING CENTER

Remote AVR™

Safe and Secure AVR Knowledge Transfer Solutions for Schools, Governments, and Enterprises

The Problem
Pandemic shut down and drastically restricted activities

The Problem: Pandemic shut down and drastically restricted activities

- Today many **schools, companies and governments are forced due to the Pandemic to shut down or drastically restrict their operations**

- While this step is required to ensure the safety of citizens, having **students at home with no ability to study and unproductive workers that cannot communicate effectively has a devastating effect** on our social activities and our global economy

- With reported cases of COVID-19 in countries around the world, there's currently a **real cause for concern amid school closures, quarantined towns, and global economic slowdown**.

- International universities such as **campuses in China have moved their classes online** following strict restrictions by the Chinese Ministry of Education not to reopen their doors until further notice. Similar decisions have been taken by schools around the Globe

Online Problem: Students tune out after 6 minutes of Online Video

Average Engagement vs. Video Length
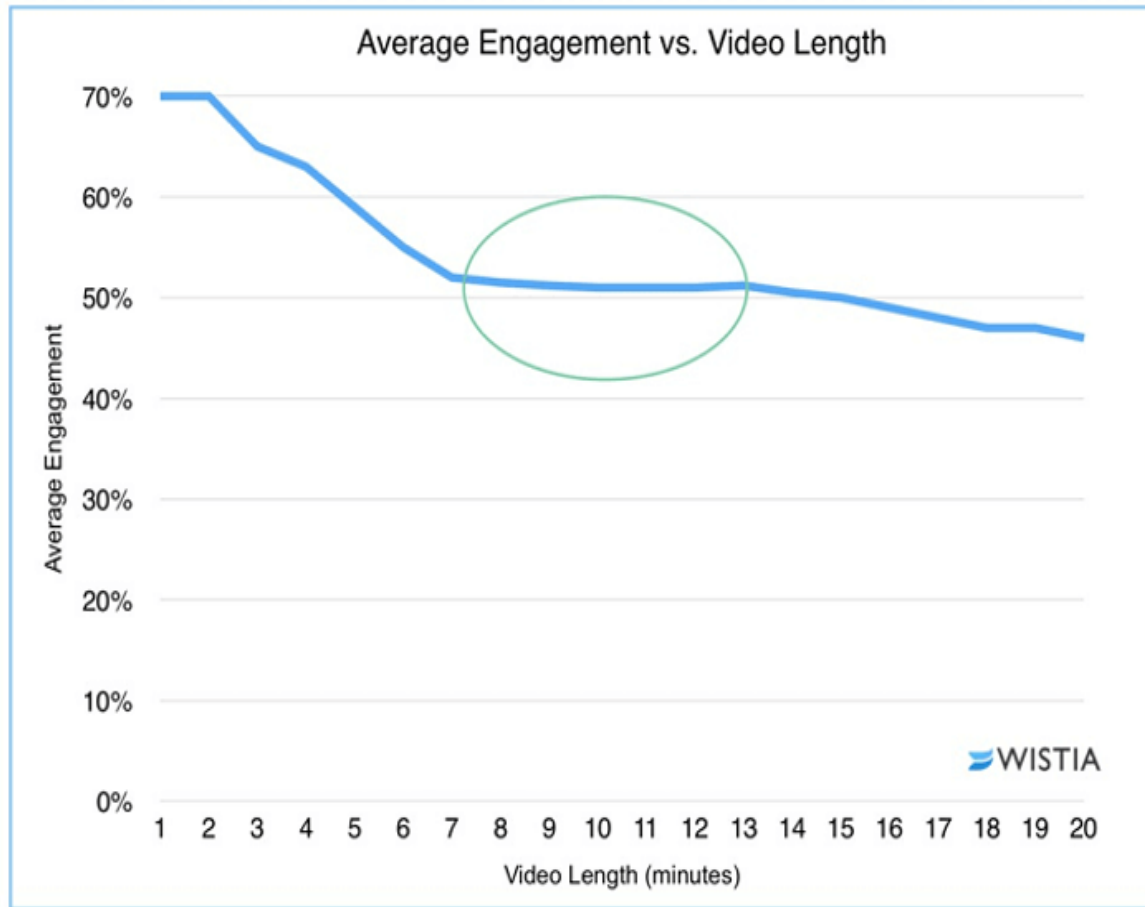
- As classrooms become the latest casualty of the virus, **how can we provide further support** to minimize disruption to classroom activity?
- For larger classes, the obvious option is to **shift the classroom lecture to a streamed video or broadcast.**
- However, studies have shown that **students are likely to tune out after 6 minutes of watching an online video**, regardless of its length.
- In contrast, general research findings suggest that students don't experience an attention **decline until after the first 10-15 minutes of an in-person lecture**.
- An **other significant challenge** is not just what happens in the classroom, **but how assessment is conducted.**
- In many places, assessment is still very conventional paper-based written exams with many students sitting together in a large exam hall.
- A number of schools **are beginning to conduct digital assessment** instead of these traditional exams and now, with Covid-19, there is some urgency to these changes.

The Problem with Student Engagement

According to a survey conducted by Indiana University, about **30 percent** of the students indicate they **are bored** due to lack of interaction with teachers and **75 percent** report material being taught **is not interesting.**

What students want

Students want more interactive classes and prefer **activities that involve interaction** with teachers and peers.
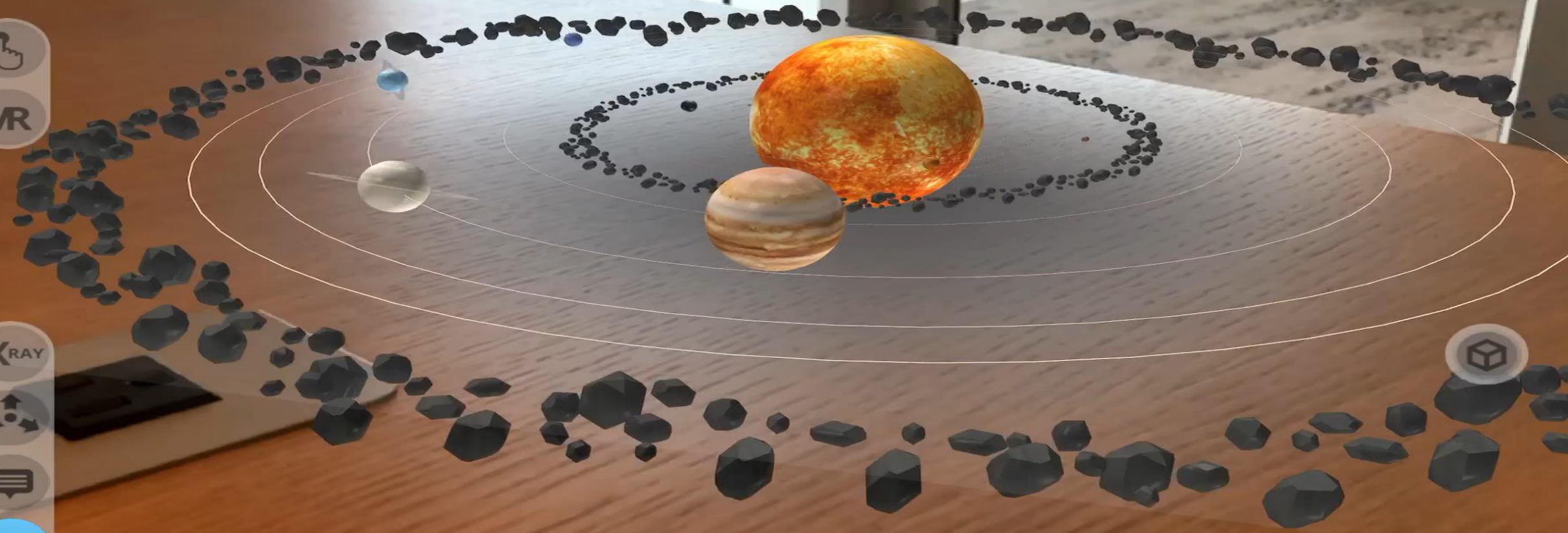
30% are bored

75% not interested

The Solution
Remote AVR™ Knowledge Transfer

XRAY

VR

Intro

Learn   # Train   # Perform

CREATOR AVR
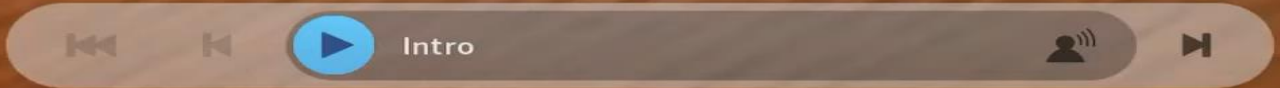
VIRTUAL TRAINER

AR ASSIST

Onboarding
Familiarization
Pre-training
Sales Training
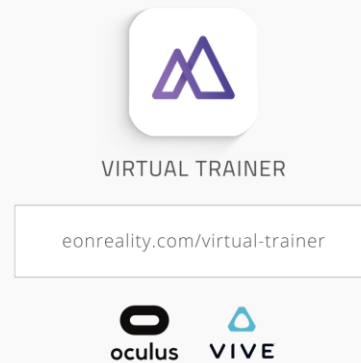
Procedure Practice
Remote Training
Virtual Certification

AR Assisted MRO
Remote Expert Assistance
Real Time Data Display

EON's augmented virtual reality collaborative platform enables large groups to gather, interact and learn without any risk of physical exposure

Multi user Remote Pre-training
Sales Training

Remote Procedure Practice
Remote Training
Remote Virtual Certification

Remote Expert Assistance
Real Time Distance Data Display

The Solution: Remote AVR™ Knowledge Transfer

However, **we do not have to capitulate to the Pandemic.**

- There are AVR based solutions that can ensure **knowledge transfer for students and workers while keeping them safe and secure** even during these challenging times
- Schools, Governments, Academic Institutions around the world are actively looking for **technological solutions to interact, gather and communicate without being physically present**
- Thanks to **EON's AVR Platform** students and workers can **learn, train and perform by interacting remotely in a safe virtual and augmented environment** without having the risk exposure associated with physical interaction.
- Adopting AVR is therefore a positive **proactive step for schools, governments and global companies** to address this severe issue

*One way to **overcome the attention span challenge** is designing **AVR interactive lessons**
EON Reality has designed a series of **interactive features for the AVR Platform**.
These features are **designed to make students more actively engaged throughout the learning process**.*

Large groups can gather and interact virtually without any risk of physical exposure

- With EON's Augmented Virtual Reality Platform users can **create remote, immersive environments**

- while enabling **large groups of students and workers to gather and interact** without any risk of physical exposure.

The classroom experience is replicated remotely and cost-effectively with AVR

- Academic institutions are now also looking for effective **ways to replicate the classroom experience remotely**

- **EON's AVR platform offers to a solution to easy create engaging and effective classroom applications** for those who are unable to physically attend class.

- One of the common misconceptions about VR and AR is the need for expensive headsets and visual aids, but EON Reality's solution is built specifically for classrooms and businesses that need to provide **Cost effective AR and VR-enabled lessons without headsets — only requiring a desktop or mobile device**s
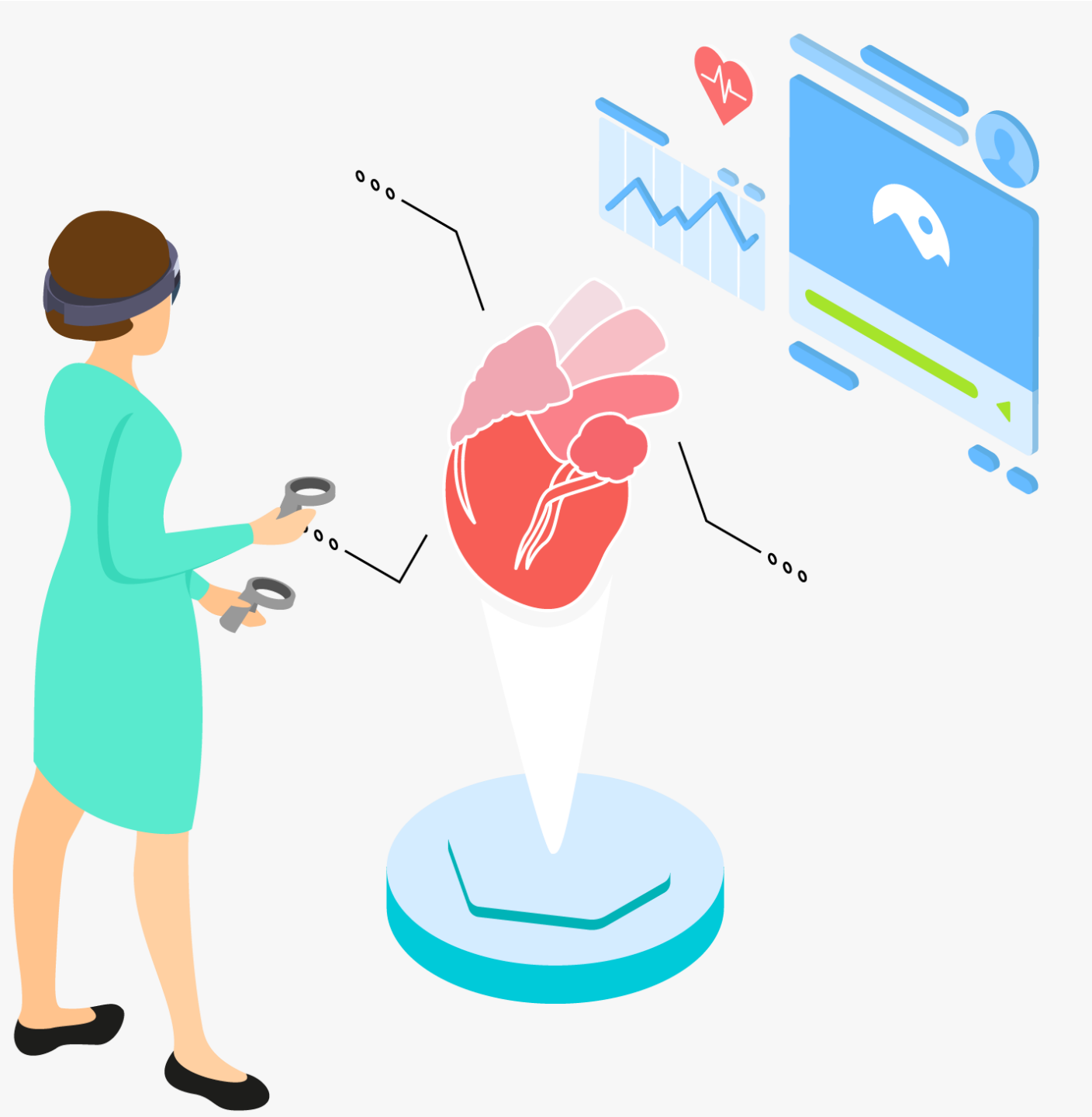
AVR labs, Virtual Classrooms or Product Training and Assessment regardless of location

- With the current travel restrictions, VR and AR training can alleviate the problem of travel constraints by immediately deploying **AVR laboratories, Virtual Classroom or Product Training Sessions** — regardless of location — to students and workers around the globe
- The AVR Platform is equipped with **c**ollaborative and immersive tools to ensure key **learning and training and assessment sessions** are delivered with the **same rigor as in-person experiences**.

Over One Million 3D Assets

- Connected to a **vast asset 3D library**, students using the AVR Platform have the opportunity to **connect to any AR and VR-enhanced lessons** across any discipline and subject.
- Institutions are also able to **upload their own models**, which can be easily converted to be compatible with the AVR Platform to suit their specific teaching objectives.

Remote AVR Use Cases

Enhanced Learning Scenarios

- With the use of the AVR Platform, students can **interact with AR VR lessons in their environment at home** on their mobile devices.
- These interactive **AR and VR features enhance the educational opportunities** tied to their unique environments using the constructivist learning approach.
- Compared to conventional video learning, students are more likely to **display higher levels of intrinsic motivation and engagement.**

Collaborative Online Classrooms

- The AVR Platform supports a **collaborative online classroom** of up to six students in one session.
- The multi-user functionality includes the use of **interactive features** such as **timed quizzes**, triggered **animations**, **live and recorded voiceovers**, and **point-and-explain functions**.
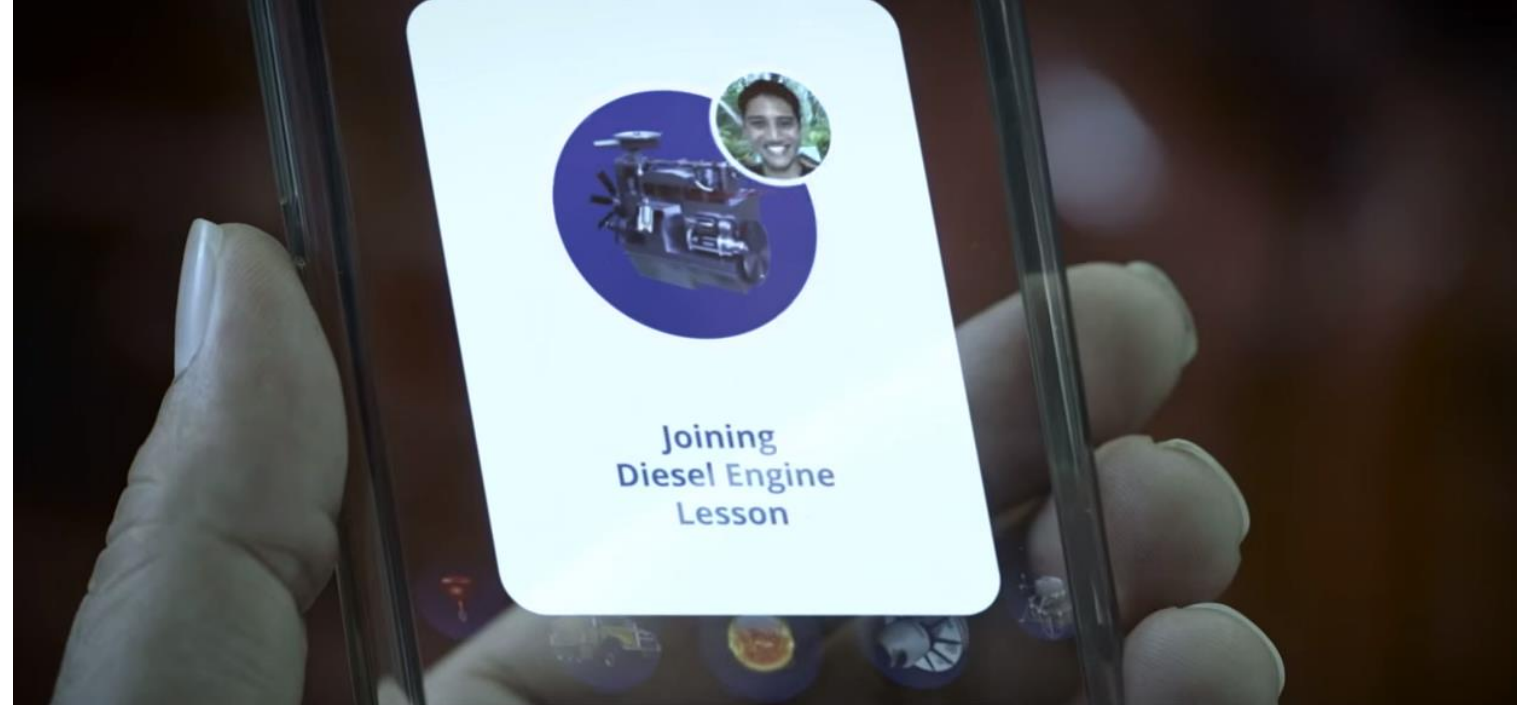
Assessment of Student Performance

- An exciting aspect of the AVR Platform is that it can be used to **measure student performance** in a way that has **not been possible with traditional assessment**.
- **Authentic assessment** has long been a goal of higher education assessment and now it is more possible.
- Furthermore, the opportunity to **integrate AVR into the growing trend for digital assessment** (including digital examinations) puts the AVR platform on the cutting edge of higher education assessment.
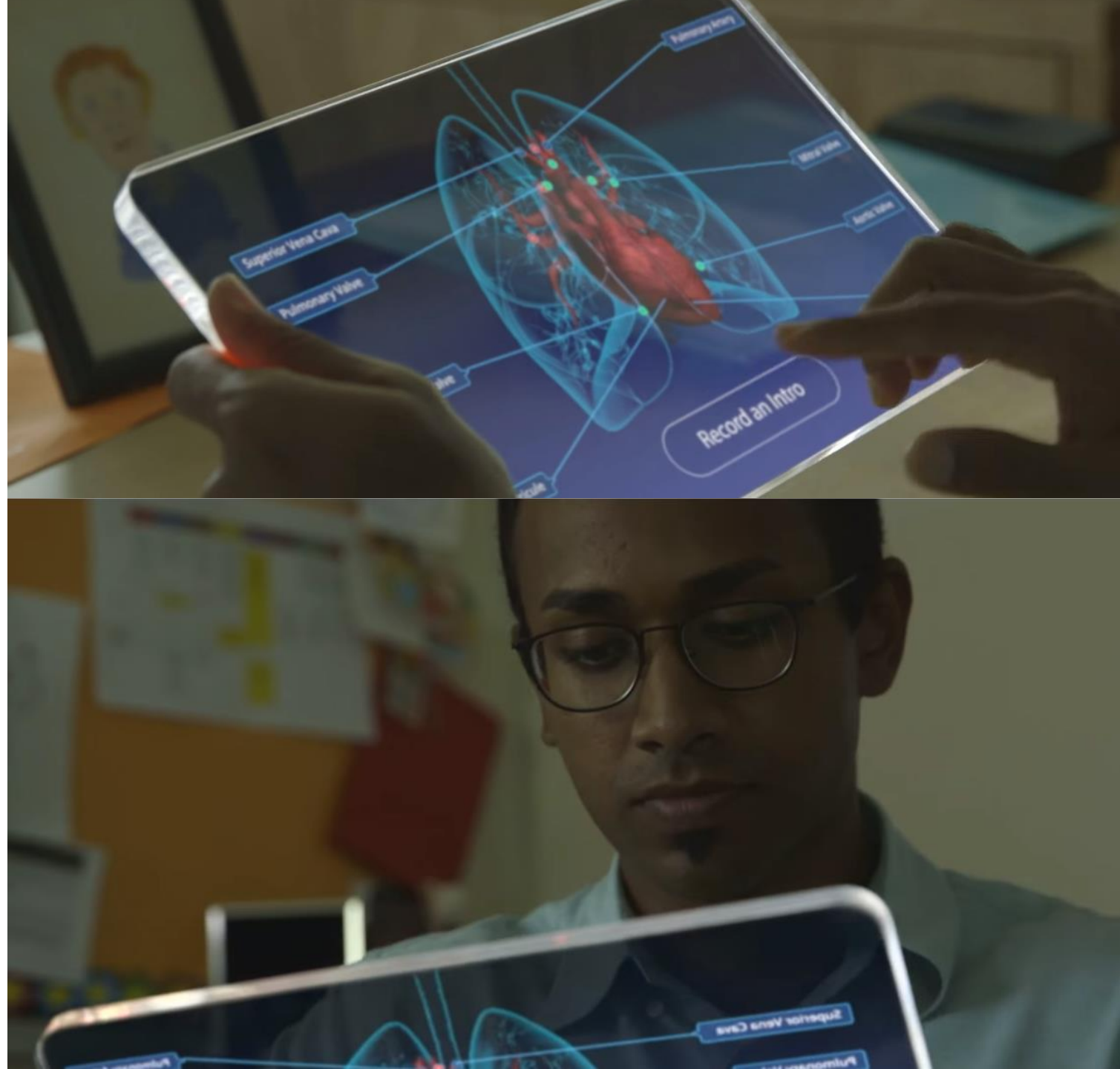
170,000 Densu technicians can train efficiently regardless of location with EON AVR Platform

- Denso is using the **AVR Platform to provide trainers** with a variety of **customized interactable lessons**,
- DENSO International Asia Singapore — one of the world's leading suppliers of advanced automotive technology and components — noticed **how much more efficient the AVR Platform** could be when **compared to traditional training** methods.
- Operating in over **200 locations with more than 170,000 technicians and employees worldwide**, DENSO International Asia Singapore realized the potential of how much easier Creator **can train efficiently regardless of location**

170,000 Densu technicians can train efficiently regardless of location with EON AVR Platform

Self-Directed Learning with the AVR Platform

March 26, 2020

Self-Directed Learning

- The AVR Platform's intuitive **user-friendly interface** requires **no coding or programming knowledge**, which provides both students and teachers with **the ease and ability to create on-the-go lessons** to demonstrate key learning concepts.
- The lessons can be **recorded and shared across the student cohort** and can empower students with peer-designed lessons.
- **Students** can be compelled to learn the material better by being entrusted with the responsibility of being the expert when **creating their own lessons.**
- As we experiment with online teaching methods in a time of crisis, shouldn't we take this opportunity to **help students become more invested in their learning?**
- Whether it is in a time of planned circumstances or emergency, being prepared for virtual learning will not only **reduce our vulnerability in a difficult period** of forced school closures, but also pave the way to **more effective online learning methods** in the future.

Why the Need for Self-Directed Learning using EON Reality's AVR Platform

There is now a mountain of research to show that **students learn better** through **active and participatory learning** than when they are given information through didactic means such as lectures.

The **Guidelines on Learning** that Inform Teaching (developed at the **University of New South Wales** and used at schools such as **MIT**) are a **distillation of this research** into a form that instructors can apply to their management of student learning.

What are the elements and benefits of Self-Directed Learning?

- **Active Learning**; Engagement of students in the learning process
- **Developing 21st century critical skills** of critical evaluation, analysis and inquiry from research and scholarship
- Developing **digital skills and creativity** using AR/VR technology
- Students learn to **explore, question, react and respond** to learning material relevant to them
- **Collaborative and cooperative learning** with peers to develop professional, interpersonal and cognitive skills
- **Allows students to become experts** in their subject matter and take responsibility for their learning

The 9 Step Implementation Plan For Self-Directed Learning Modules with the AVR Platform

Step 1: Identify lecturers in your institution who have undergone the Level 1 training to define where the AVR platform can integrated into a current lesson plan

Step 2: Identify 3000 students or more in undertaking the courses under the teacher's instruction to enroll for an AVR platform account

Step 3. EON Reality will host a series of workshops and provide various resources including videos for students to learn how to create content on the AVR platform

1. Create content on the AVR platform on

   mobile devices

2. And the desktop and key components of a

   quality lesson.

3. They will also have to read the Lesson

   Creation Guide for the Mobile

4. The Lesson Creation Guide for the
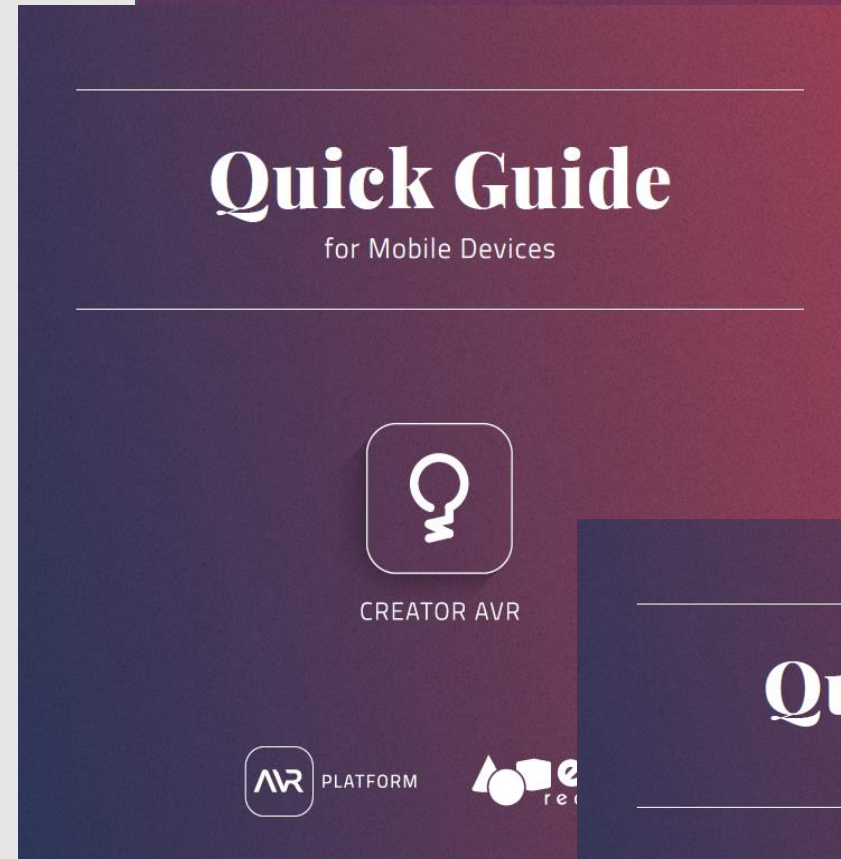
   Desktop.

Create Content On The AVR Platform On Mobile Devices
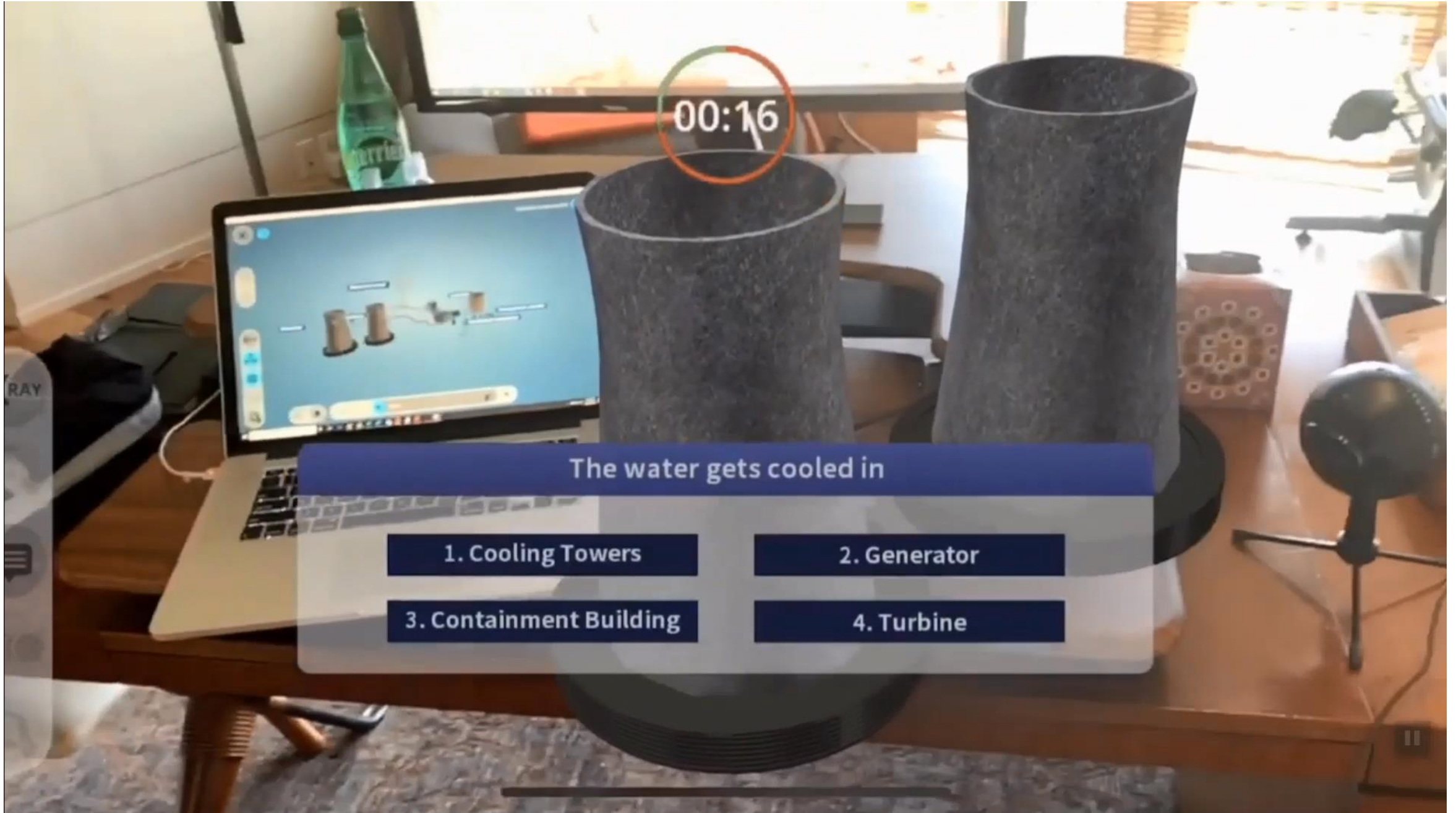
Create Content On The AVR Platform On Desktop

Lesson Creation Guide For The Mobile

Lesson Creation Guide For The Desktop

Remote AVR - Safe and Secure Remote Knowledge Transfer Solutions

Self-Directed Learning

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EON's augmented virtual reality collaborative platform enables large groups to gather, interact and learn without any risk of physical exposure

Multi user Remote Pre-training
Sales Training

Remote Procedure Practice
Remote Training
Remote Virtual Certification

Remote Expert Assistance
Real Time Distance Data Display

Step 4: Teachers to outline the learning outcomes and assign each student to create 10 lessons on identified specific topics within a defined timeline of 30 days

Guidelines:

- Set a relatively **open-ended topic** for the subject.

- **For example**, if students need to learn about the circulatory system, the instruction could be "The goal is to construct a lesson that demonstrates how blood gets around the body."

- It is then **up to the students to choose** the right model, videos, explanatory memos, and so on.
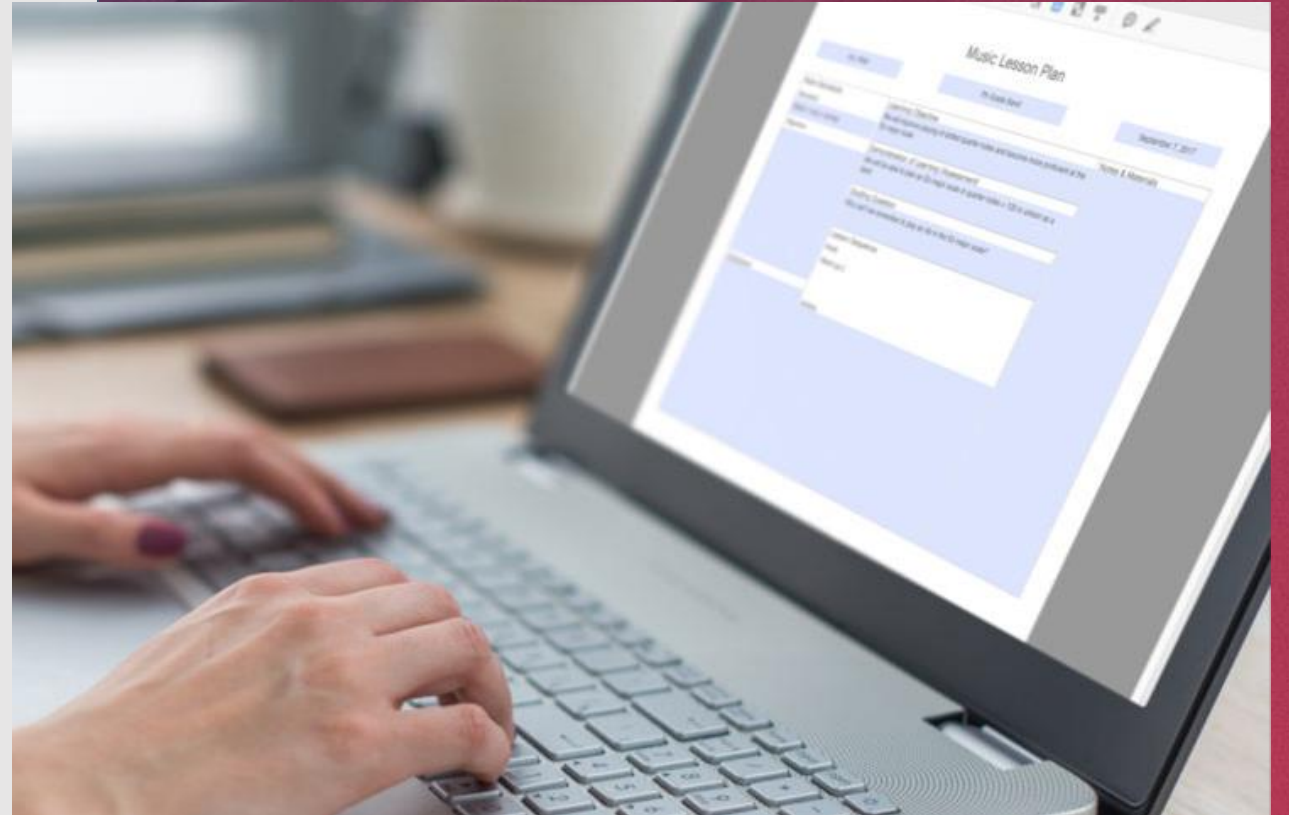
Step 5a: Teachers to set criteria that are appropriate to the self-directed learning task with support from EON Reality's Chief Learning Officer, Dr. Peter Looker

Qualitative Guidelines:

• For example, students should **connect components of the event** with memos and use text-to-speech (rather than their own audio).

• They should include only **videos that they can connect** directly to the **context.**

• **Quizzes should be used for concepts**, not the naming of parts, and so on.

• In other words, students are to be encouraged to **think in terms of analysis, synthesis and logic** rather than in a random cut-and-paste way. (The labelling of parts is proven to be a very poor way for students to learn and does not transfer to everyday problems, so it should be avoided unless it is explicitly tied to conceptual thinking.)

Step 5b: Teachers to set criteria that are appropriate to the self-directed learning task

Quantitative Guidelines:

- **Introduction with 1 x Audio Narration & 1 video** (1 min in length for each voice-over, either text to speech or voice recording)

- **2 x Contextual Information points (**Memos) – (Either editing the current annotations or to add new ones, to allow the lesson to be more relevant and contextual)

- **1 x Audio Narration** (1 min in length for each voice-over, either text to speech or voice recording)

- **3 x Activities** (Choose any suitable 3 out of the 4 types of activities possible. The choice must be made so the activity becomes meaningful and at the right challenge level. Not too easy and not too difficult)

- **1 x Additional supporting media** - YouTube video (Choose a suitable section or sub-section where this video would add value to the 3D lesson.)

- **1 x 3D Recording o**f a lesson focus on process such as a step by step procedure (Ensure recording is clear with clear voice and good step-by-step explanation)

Step 6: Students to publish/share the lessons created in the defined institution with teachers and fellow students

- **Teacher assessment:** Teachers students will be able to see in the when the student have created the lesson and who has created the lesson and has the ability to review it

- **Peer assessment:** Teacher will also assign each students to review at least 10 lessons created by other students to achieve peer review and the students

- **Statistics on Assessment of Learners**: Teacher will also assign Students to play a lesson to aseess their own skills in the topic

Step 7: Evaluating the lessons.

- In order to ensure high quality, the **criteria** against which they are to be judged should be **clear and encourage deep learning and coherence**.
- **Each component** of the session — whether it be a memo, x-ray, on-screen recording, or something else — **should have meaning** as part of the whole.
- **Videos** should be chosen not in a cut-and-paste way because they mention the topic, but because they have **intellectual quality and depth.**

Step 8: Guiding the students to self and peer evaluation on the effectiveness of the lesson

- After they have created their lesson, ask **students to explain what they were trying to achieve** and how successful they were.
- Alternatively, **peers can be asked to say how successful the lesson is** for learning.
- This can be done **remotely on the AVR Collaborative Classroom Feature** or any video conferencing tool
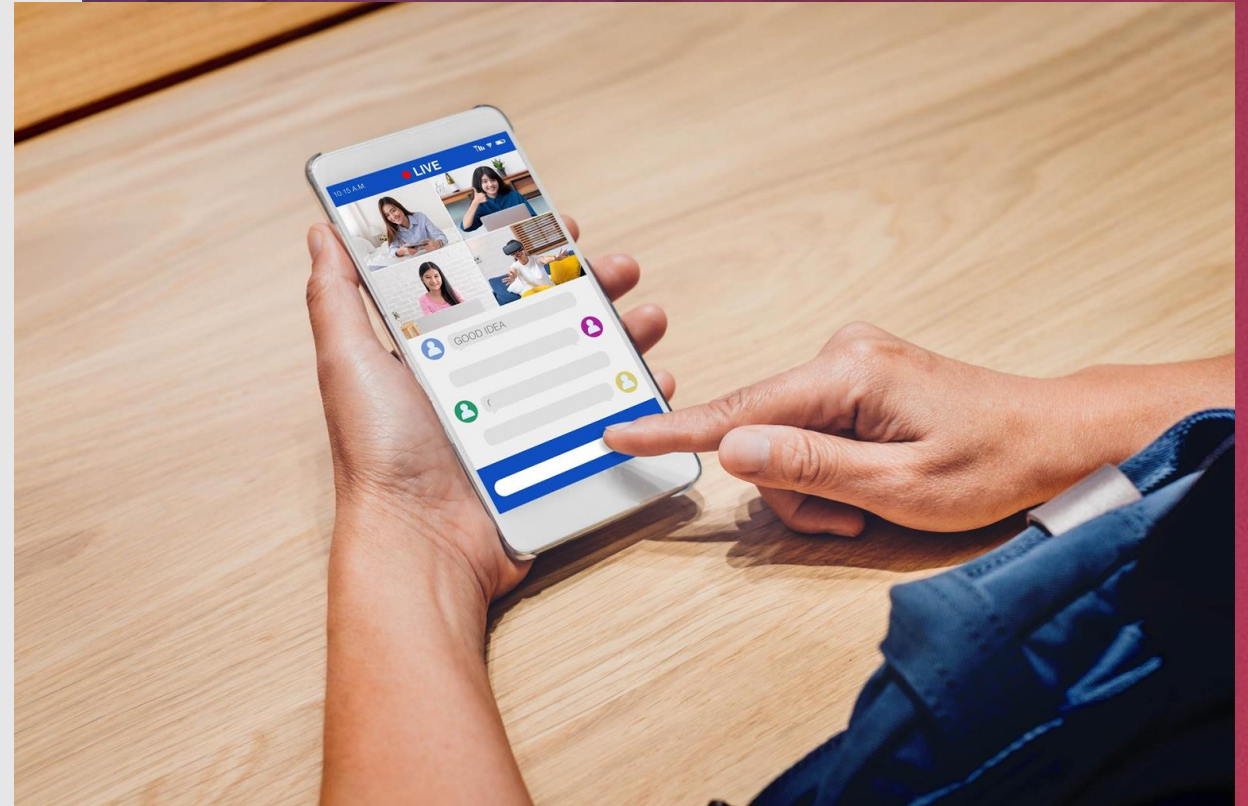
Step 9: Incorporating the top student created lessons as part of the standard learning curriculum and continue the model for future student intakes

How is the AVR Platform uniquely suited for Self-Directed Learning?

- Can be **used anywhere and anytime** on mobile, tablet, desktop, or VR headset.

- Requires **students to learn contextually** by seeing, analyzing, and manipulating the content in 3D
  .
- The **multi-user remote features motivate students to share** and undertake **peer learning.** There is a greater likelihood of peer review, as **students can show one another** what they have created and get feedback.

- A key feature for student learning is the **on-screen Immersive recording**, which requires a degree of effort and discipline to manipulate the model and discuss it in a meaningful way. Using the **text-to-speech feature in 28 languages** also disallows cut and paste plagiarism

- Allows the **easy creation of multimedia learning activities** and experiences with voice recordings, videos, text. This means **students need to develop their skills** at using different elements to create a coherent and meaningful product.
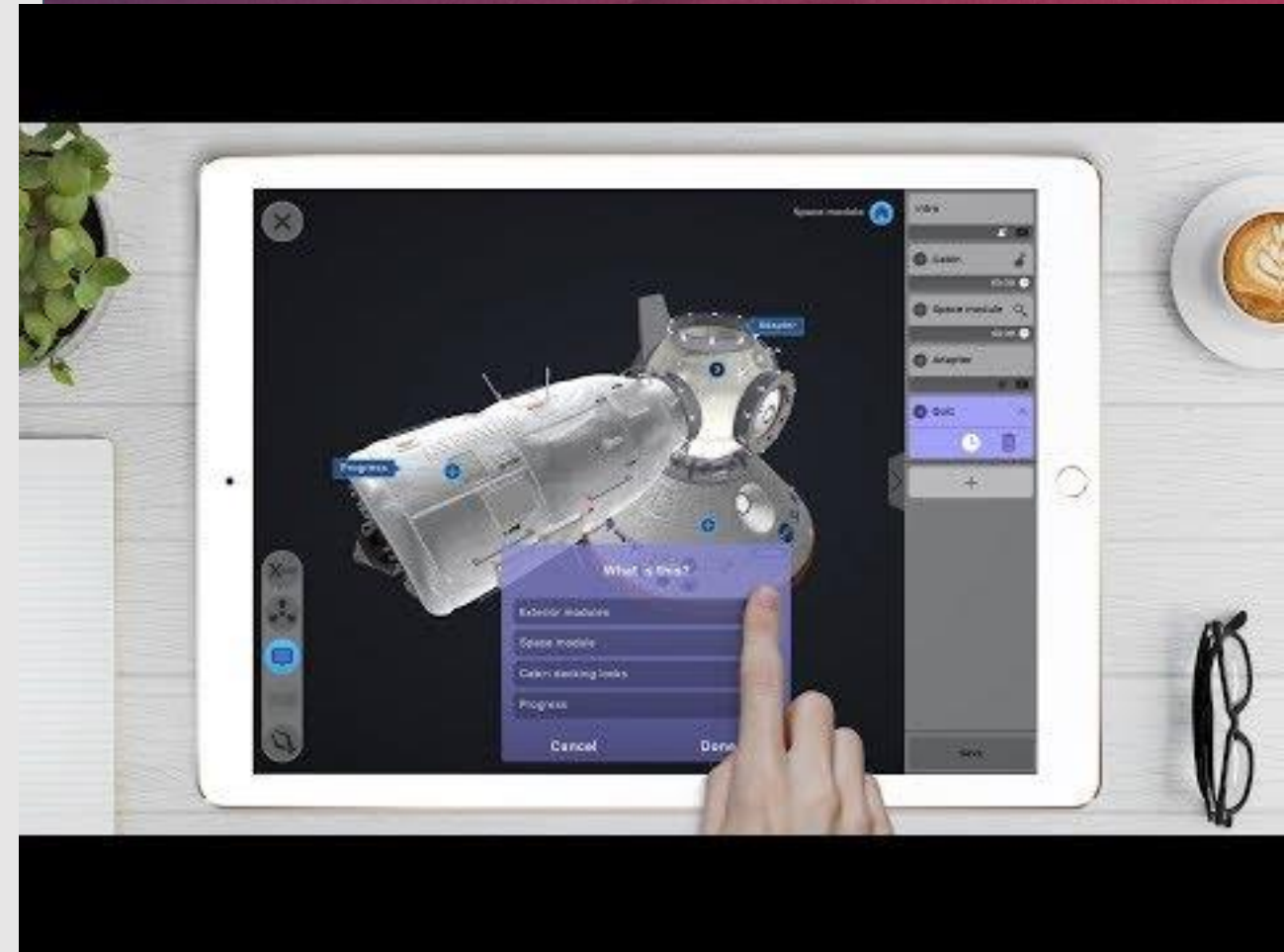
Reference Materials

- [news release](#)
- [Safe Knowledge Transfer Solution for Schools, Governments, and Enterprises video](#).
- "[Safe and Secure Knowledge Transfer for Schools, Governments and Enterprise](#)" next Monday, 30th March by clicking this [registration link](#).
- **Comprehensive PowerPoint presentation of the Remote AVR packages**
  [PDF version](#)
  Full [PPT](#) version
- **Client Outreach**
  [Generic Letter](#)
- **Some examples of social media messaging, I encourage you to follow my [LinkedIn profile](#) for the latest updates)**
- [https://www.linkedin.com/posts/danlejerskar_ar-vr-remotelearning-activity-6648634961194688512-nzko](#)
- [https://www.linkedin.com/posts/danlejerskar_eon-reality-releases-new-remote-ar-and-vr-activity-6648331631423827968-kc34](#)
- [https://www.linkedin.com/posts/danlejerskar_how-to-save-lives-defibrillator-activity-6648278256460148736-GZWo](#)
- [https://www.linkedin.com/posts/danlejerskar_coronavirus-and-the-rise-of-the-edtech-industry-activity-6648205863549046784-Ht7f](#)
- [https://www.linkedin.com/posts/danlejerskar_5-creative-ways-teachers-can-use-the-avr-activity-6647860289050157056-ZMtC](#)
- **Blog and articles published by EON Reality in relation to remote learning and training:**
- EON Reality Release New Remote AR and VR Packages for Education, Government and Industry
  [https://eonreality.com/ar-vr-remote-packages-covid-pandemic/](#)
- 5 Creative Ways Teachers Can Use The AVR Platform To Teach At Home
  [https://eonreality.com/5-creative-ways-teachers-can-use-the-avr-platform-to-teach-at-home/](#)
- Delivering Safe and Secure AR/VR Knowledge Transfer Solutions for Schools, Governments and Enteprises
  [https://eonreality.com/delivering-safe-and-secure-ar-vr-knowledge-transfer-solutions-for-schools-governments-and-enterprises/](#)
- How can AR and VR Help In A Pandemic
  [https://eonreality.com/vr-ar-remote-learning-working-coronavirus/](#)
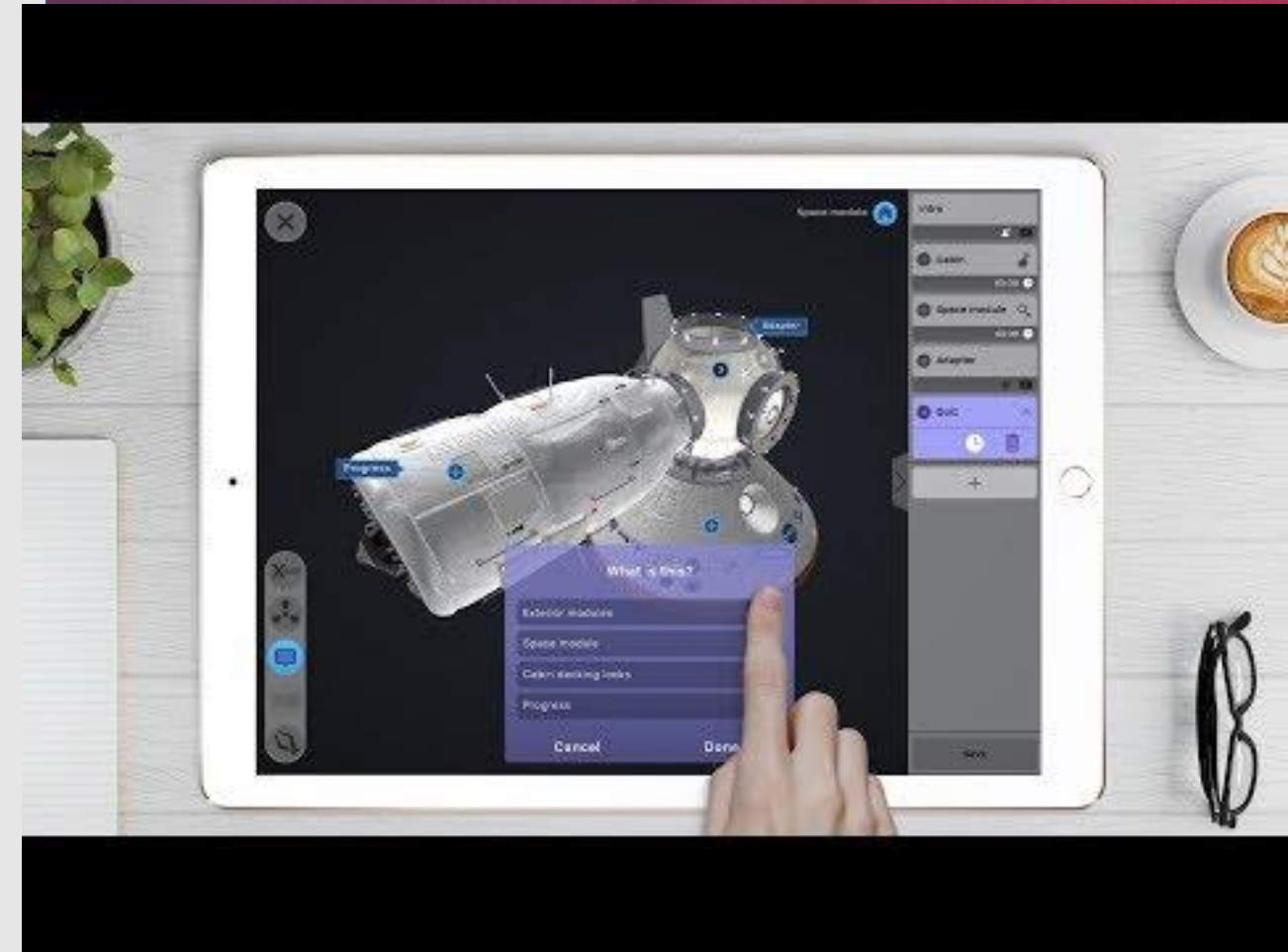
The AVR Platform

Implementation Problems

82%

- **28%** of institutions (>26,000) have engaged in some level of AVR deployment.
- **82% have not yet moved beyond the** pilot stages

There are 3 significant problems

- Lack Of Good Relevant **Content**
- Lack Of **Easy Way To Create New Content** For End Users
- Lack Of **Good Use Cases That Proves The Value & ROI For End-users**

2018

End To End Solution For AVR Knowledge Transfer

https://account.avrplatform.com/Home/LandingPageV2

AVR PLATFORM – Comprehensive AVR Platform to Develop, Run, Manage, Access, Store, Host & Distr. AVR

- Effortless
- Affordable
- Self service
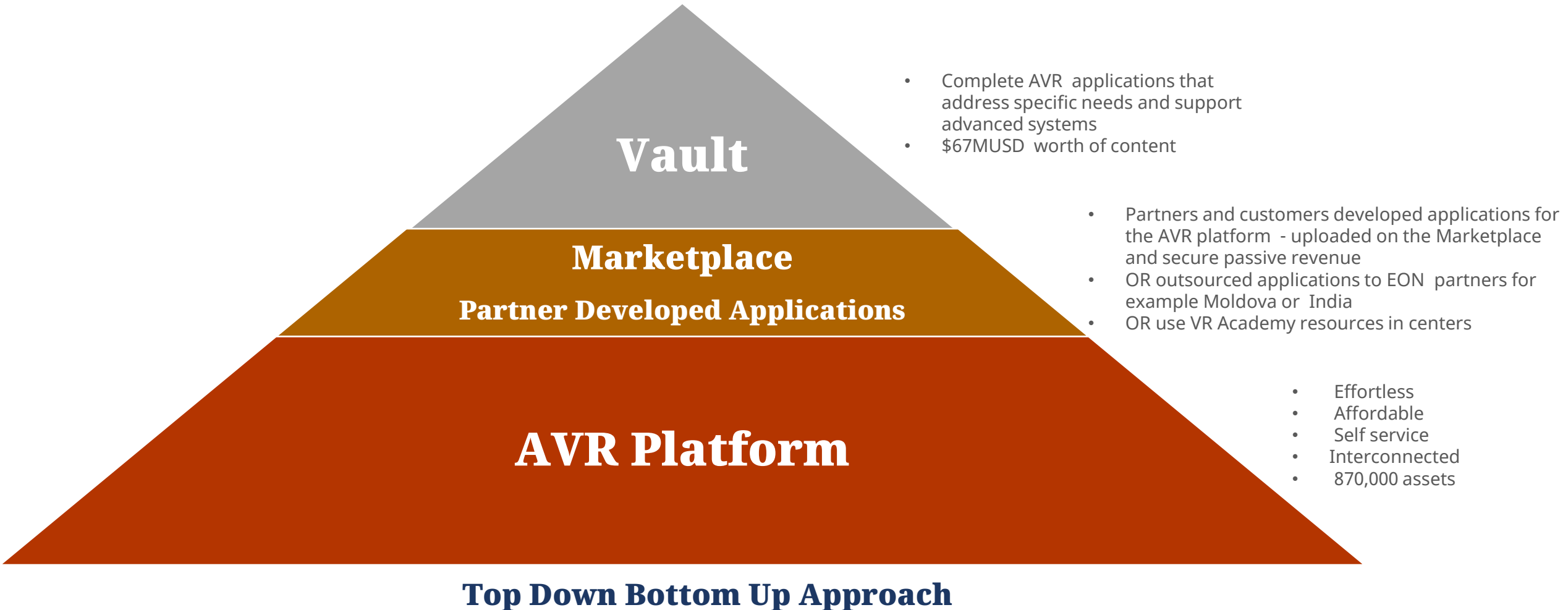- Interconnected VR AR Mobile
- Access to 870,000 3D assets
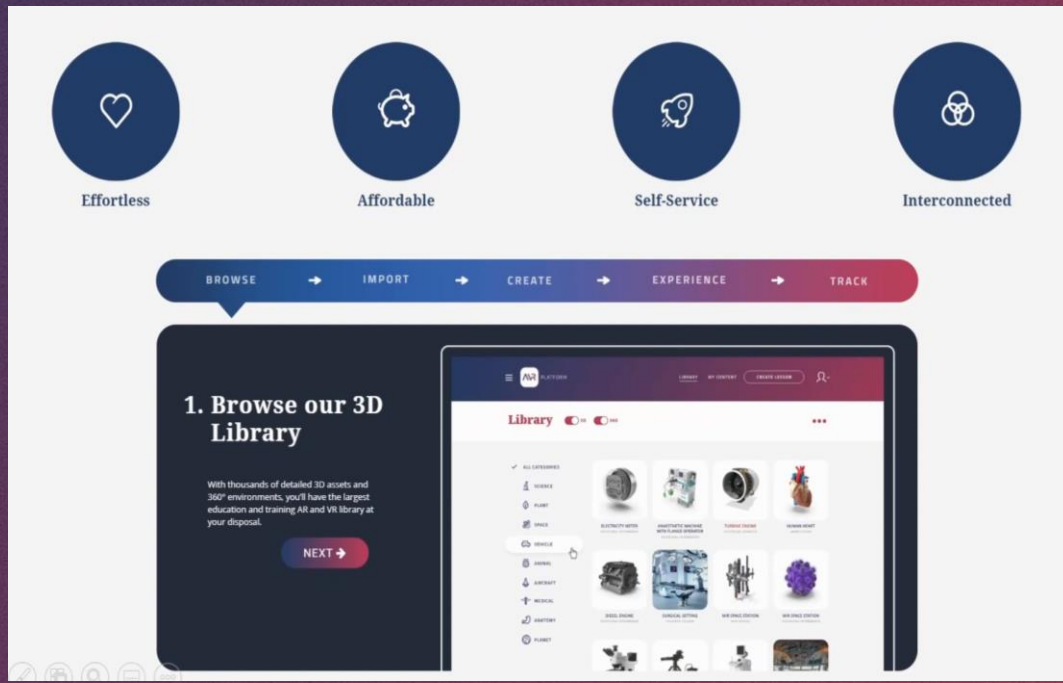
VAULT - Vast Catalog of Augmented and Virtual Reality Applications

- Advanced Complete Application
- Addresses Specific Needs
- Supports advanced AVR Systems
- Certified by Academic Customers
- Marketplace with Revenue opportunities

End To End Solution For AVR Knowledge Transfer

Vault

- Complete AVR applications that address specific needs and support advanced systems
- $67MUSD worth of content

Marketplace

Partner Developed Applications

- Partners and customers developed applications for the AVR platform - uploaded on the Marketplace and secure passive revenue
- OR outsourced applications to EON partners for example Moldova or India
- OR use VR Academy resources in centers

AVR Platform

- Effortless
- Affordable
- Self service
- Interconnected
- 870,000 assets

Top Down Bottom Up Approach

Create, learn & train

ON ANY DEVICE WITH WIFI CONNECTIVITY

- **Design, develop and distribute** lessons from one modality to another

- **Full AR and VR functionality** on tablets, smartphones, and desktops

- Interactive lessons take mere **minutes to create and publish**

- Send to **one user, a private group, or publish to a public audience**

- **Record** lessons ahead of time or **walk users through it live**
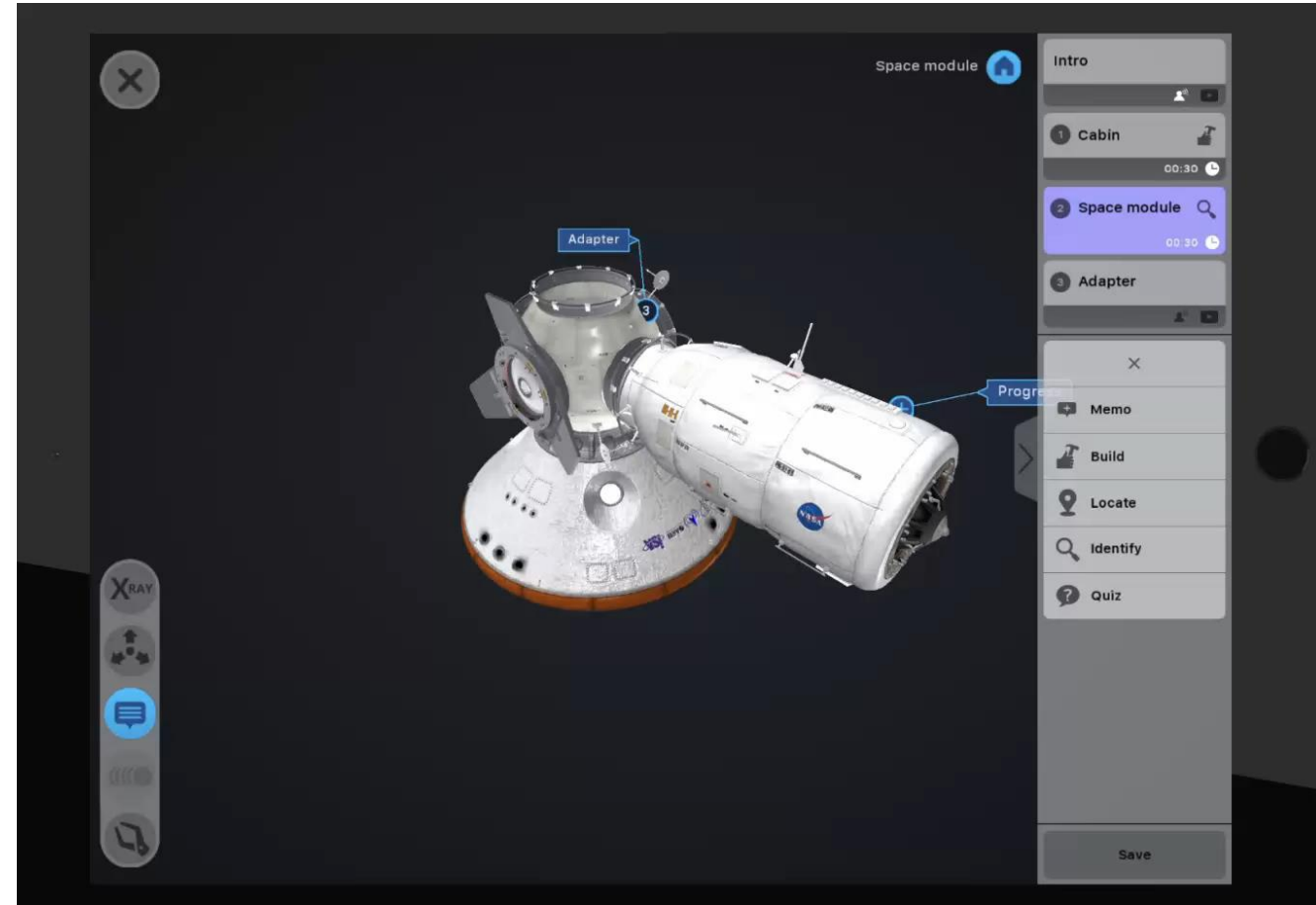
Fully immersive lessons

ENJOY OBJECTS AND ENVIRONMENTS IN INTERACTIVE VR

- Create lessons on a flat surface and **experience them in full VR**

- **Expand, annotate, record, interact**, and more in any modality

- **Host grpup lessons and training sessions** for desktop and VR experiences

- Bring **field trips and on-site visits to you** with 360° environments

- Compatible with **Oculus, HTC Vive, and other leading headset brands**

Support for all the Things

From **affordable smartphones** to **high-end consumer and industrial head-mounted displays,** the AVR Platform works and connects with **dozens of the most popular AR and VR devices.**
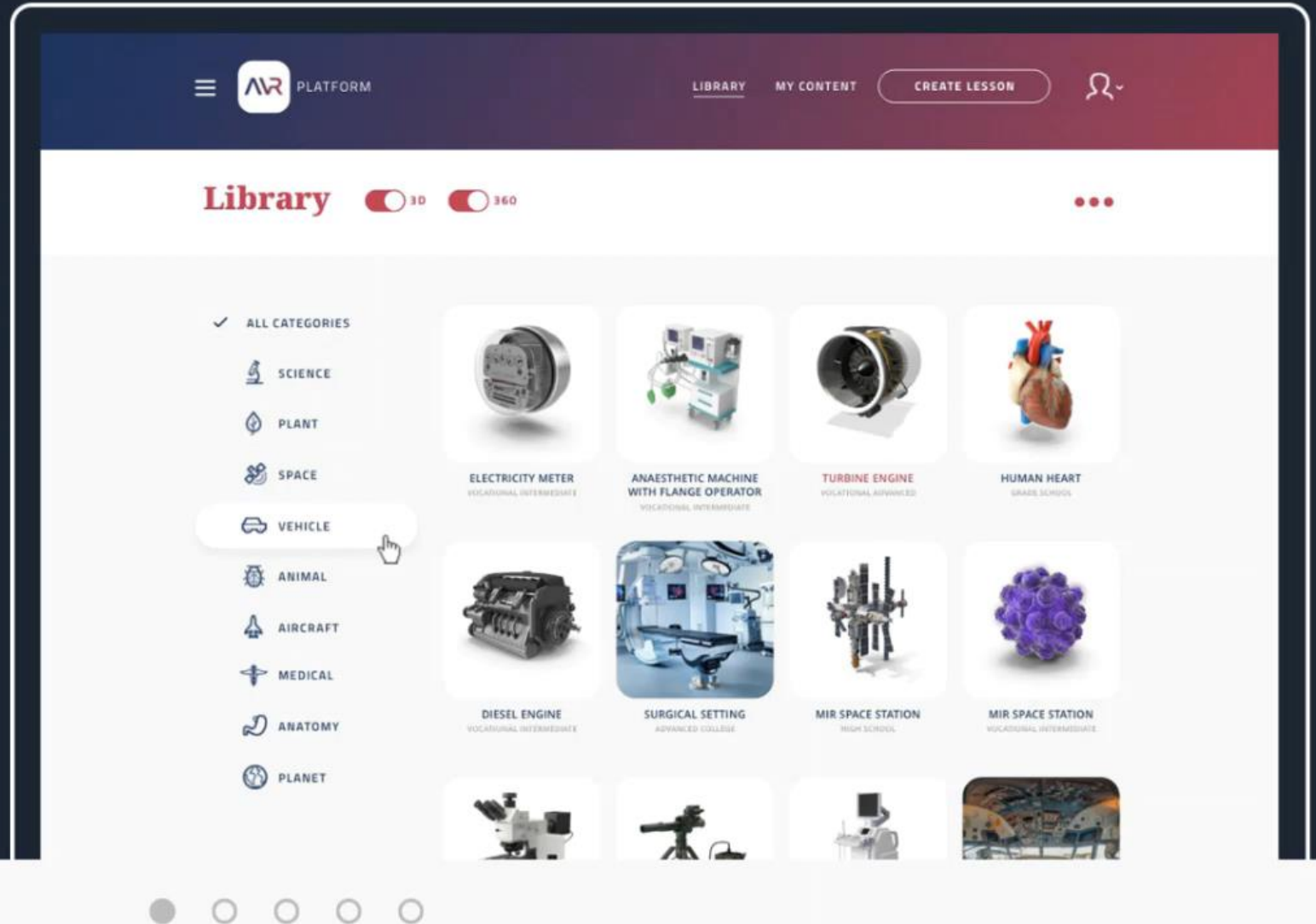
Remote AVR™ Packages

EON's Turn-Key Packages that enable students and workers to gather, interact, train and learn without any risk of physical exposure

REMOTE INDUSTRY 4.0

ENABLES WORKERS TO GATHER, INTERACT AND LEARN WITHOUT ANY RISK OF PHYSICAL EXPOSURE

$99,000

$5,000 FREE CREDIT FOR THE VAULT
$500 WORTH OF PREMIUM 3D CONTENT, FOR FREE

3 YEAR CREATOR AVR LICENSE

100 WORKERS

100 HOMIDO MINI VR HEADSETS

100 AR MARKERS

1 SAMSUNG 360° CAMERA AND TRIPOD

COMPREHENSIVE NEEDS ASSESSMENT ANALYSIS

ACCESS TO FREE AVR LIBRARY

IMMERSIVE LEARNING AND TEACHING GUIDE

ONLINE SELF-SERVICE CONTENT CREATION PORTAL

ADMIN & USER MANAGEMENT PORTAL

CONTENT HOSTING

TRAINING (LEVEL 1)

TEACHER TRAINING AND SUPPORT)

100 WORKERS
3 YEAR CREATOR AVR LICENSE
ACCESS TO FREE AVR LIBRARY
CREATE 10 CERTIFIED LESSONS PER YEAR

AVR ESSENTIALS

AVR Classroom Kit

eon reality

EDUCATION

Campus

$1,200,000

UNLIMITED ACCESS TO OUR VAULT
$50,000 WORTH OF PREMIUM 3D CONTENT, FOR FREE

ALL THE FEATURES FROM CLASSROOM 3.0

SCHOOL PACKAGE, PLUS:

EXTENDED 5 YEAR COMPLETE AVR PLATFORM LICENSE

1,200 STUDENTS = 1,200 HOMIDO VR KITS 1,200 AR MARKERS

FULL TEACHER TRAINING (LEVELS 1 TO 2)

- TEACHER TRAINING AND SUPPORT

- CUSTOM LESSON CREATION + TRAINING

ULTIMATE AVR EXPERIENCE LAB INCLUDING

- EVERYTHING FROM SCHOOL PACKAGE, PLUS

  - IDOME MOBILE

  - HOLOGRAPHIC I

1200 STUDENTS
5 YEAR COMPLETE AVR PLATFORM LICENSE
$50,000 CREDIT FOR PREMIUM LIBRARY
ACCESS TO FREE AVR LIBRARY
CREATE 200 CERTIFIED LESSONS PER YEAR

BE THE BEST IN CLASS WITH
CAMPUS READY, FUTURE PROOF SOLUTIONS

Conclusion

Implementation of Global Immergency Initiative means that knowledge transfer does not have come to a standstill

Knowledge transfer does not have come to a standstill

2020: The Year of AR and VR for Education and Training

March 13, 2020

- The full impact of COVID-19 remains to be seen, but **great strides made in VR and AR technology** mean the **knowledge transfer around the world does not have come to a standstill.**
- EON Reality's **accessible and robust code-free AVR Platform** allows users to **create lessons in minutes** and provides the world with the ability to **address the mobility issues presented by the current pandemic.**
- While we need to keep our distance, **we can use technology to bring people virtually together** so we can stay safe while continuing to learn, train, and perform our daily duties.