Academic Partnership Presentation

The World Leader In Augmented Virtual Reality (AVR) Based Knowledge Transfer

Company Highlights

- **Market-leading Position:** world leader in Augmented Virtual Reality (AVR) based knowledge transfer

- **Proven Staged Strategy:**

- **Eon Human 2.0** government solution that can uplift millions of smart student & smart workers

- **Classroom 3.0** that enables academic institutions to help students Learn faster, remember longer and make better decisions and

- **Industry 4.0** that enable enterprises to upskill their workers

- **Mission-driven Organization:** EON Human 2.0 is bridging the gap between man and machine

- **Track Record With Blue-chip Customers:** including Exxon, GSK, Honeywell, GE, Mercedes, China Merchant Group, NTU, J&J, Shell and Pearson.

- **Massive, Disruptive And Growing Market**: AVR $100B by 2020.

- **Enterprise-class Avr Saas Platform:** Securely creates, stores, analyzes, distributes and publishes AVR agnostically fueled by AI, IoT and GIS

- **Industry-leading Management Team:** proven experience in Enterprise solutions, Education and ICT.

- **Scalable Saas Based Platform**: compound annual growth rate of the order values is expected to grow with over 50% annually over the next 3 years

VIRTUAL REALITY
(encapsulated environment)

→

AVR

←

AUGMENTED REALITY
(digital content overlayed on real world)

IDC Singapore Event
April 27, 2019

The Academic Problem

Academic Institutions Date Back A Millennium...

Al-Karaouine

Morocco
859 CE

Oxford
1096 CE

Cambridge
1209 CE

Nalanda University
400 CE

Bologna
1088 CE
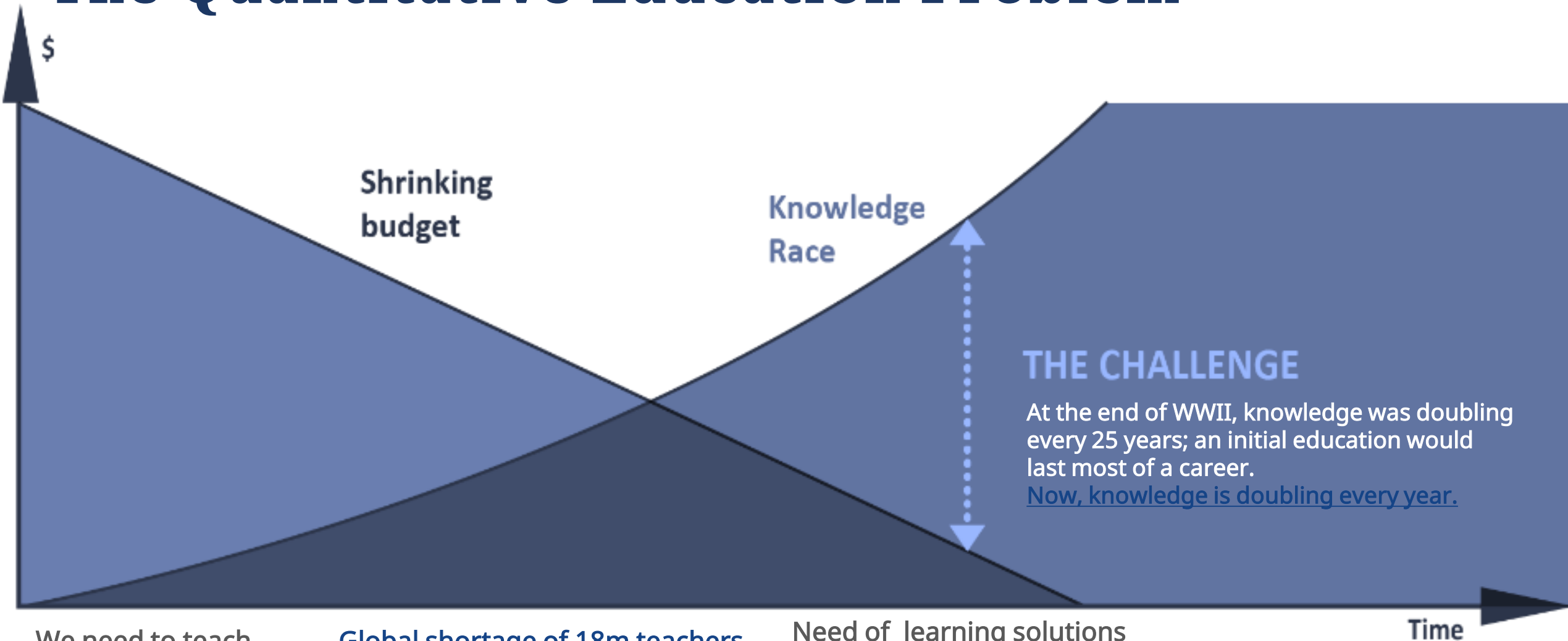
Paris
1150 CE

Nanyang Technological University

Academic Mission

Deliver research to solve challenges and
Educate the next generation to do the same

The Quantitative Education Problem

$ (vertical axis)

Shrinking budget

Knowledge Race

THE CHALLENGE

At the end of WWII, knowledge was doubling every 25 years; an initial education would last most of a career.
Now, knowledge is doubling every year.

Time (horizontal axis)

We need to teach more with less
Less time and less money!

Global shortage of 18m teachers
India needs another 1,2m teachers
America needs 2,3m teachers
Sub-Saharan Africa needs a miracle

Need of learning solutions
We have to invent new learning solutions that address the increasing gap between the accelerating knowledge raise and the shrinking education budgets or we are as good as writing off this generation. In short we need to teach more with less; less time and less money to address the growing educational gap..

The Qualitive Education Problem

Traditional skills acquired through traditional education – namely **memorization – is easily replaced by automation**

Future jobs require new skills such as **Creativity, Problem solving, Critical Thinking, Curiosity, Collaboration, Communication , Grit, Imagination** – that will enable future employees to *conceptualize, create* and *collaborate*.

|		Cognitive Process Dimensions					
		REMEMBER Retrieve relevant information from long-term memory	**UNDERSTAND** Construct meaning from oral, written, or graphic messages	**APPLY** Carry out or use a procedure	**ANALYZE** Break material into constituent parts and determine how they relate to one another and to overall structure	**EVALUATE** Make judgments based on criteria and standards	**CREATE** Reorganize or put elements together to form a new structure or pattern
Knowledge Dimensions	**FACTUAL KNOWLEDGE** Basic elements needed to be acquainted with a discipline or solve problems within it	Define Identify Label List Name Order Outline Recall Recognize State	Classify Identify Indicate Recognize Restate Select Summarize	Complete Fill out Translate	Organize Arrange	Rank Grade	Combine Join Merge Personalize
	CONCEPTUAL KNOWLEDGE The relationships among basic elements that enable them to function together	Arrange Describe Match Recite	Clarify, Compare Contrast, Differentiate Explain Generalize, Infer Locate, Map Match	Apply Choose Complete Determine Interpret Modify Show	Analyze, Debate Determine, Differentiate Discriminate, Distinguish, Illustrate, Integrate	Appraise, Argue Assess, Defend Rate, Justify Rate, Recommend Relate Select Support	Arrange, Assemble Categorize, Combine, Compile Compose, Illustrate Plan, Predict Synthesize
	PROCEDURAL KNOWLEDGE Use of methods, skills, techniques, or algorithms	Order Recite	Conclude Demonstrate Exemplify	Compute, Employ Formulate, Illustrate Implement, Perform Produce Solve Use	Structure Revise	Coordinate Estimate Measure Score Test	Conclude Construct Design Formulate Generate Modify Reconstruct

Higher level of learning to the right.

Skills Easily Replaced by Automation

Skills Needed For Future Jobs that AVR Based Learning Enables

Sage On A Stage

14th Century Teaching Method
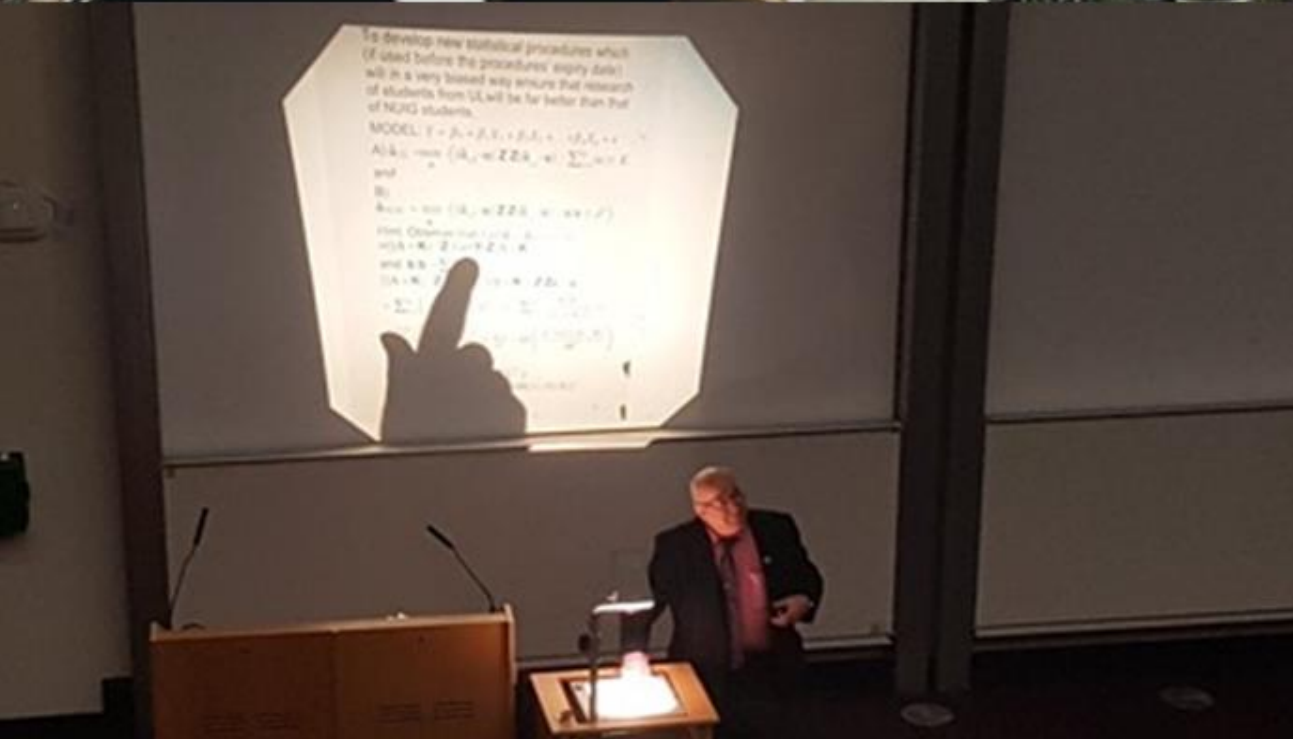
Sage On A Stage

21st Century Teaching Method

What do you think are the characteristics of learners today? (Choose 3 options)

A. Resilient

B. Social learners

C. Enjoys lectures

D. Access content in school

E. Multi-taskers

F. Short-attention span

Learners of today?

Old Methods Are No Longer Acceptable

"If we teach today's students as we taught yesterday's,
*we rob them of tomorrow."*

John Dewey

Out with old school?

"Our education systems are derived from another age. Most of our education systems came into being in that structure in the 19th century, they modelled on the interests of the industrialists..."

Sir Ken Robinson
July 8, 2010 at The Aspen Institute

Introduction Of New Technologies, But Is It True Disruption & Innovation?

BOOKS
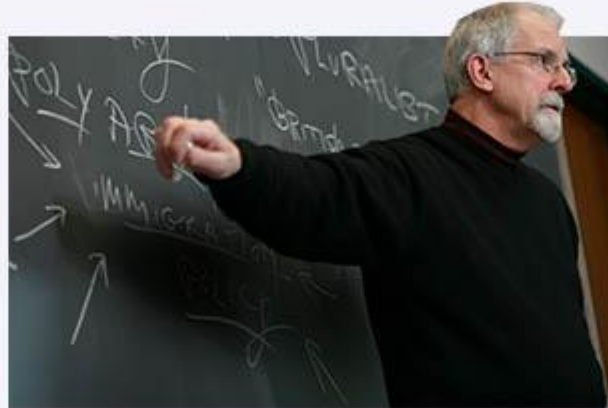
BLACKBOARD INSTRUCTION

LECTURE MONOLOGUES

The Academic Solution

The Natural Way Of Learning Is In 3-dimension

- The real world is in **3-D**
- **Our eyes and brains** gives us a **3-D picture** of the world
- **Traditional teaching is** based largely on text and **2D images**
- **Abstract thinking required** to turn that information to the real world structure/function and 3D images

1.3B Students Need Fast-knowledge

- Student Statistics
- Primary: 719,059,053
- Secondary: 568,019,151
- That's about 17% of the world population.

Why AVR leads to better retention

Situated Cognition: Learning is better when knowledge is **transferred within the context** with which it is applied in.

Immersion and Flow: Learning when **exploration and mastery development** can occur allows for maximum engagement and drives **intrinsic motivation**, which in turn leads to deeper learning

Pattern Recognition and learning in 3D: Mimics **how people learn in real life**; subconscious and conscious learning and in 3D, rather than 2D

Personalisation and Psychosocial moratorium: Scenarios that react differently, just like in real life, matches level of mastery with the right scaffolding. Also gives a **safe space for learners to take risks** where consequences are lowered

Learn Faster

Remember Longer

Decide Better

Imagine the future

When a teacher can create an AVR lesson as easy as one can make a power point today today... and the students can experience it it on their Ipad or Iphone

Can and SHOULD teaching remain in the 2D mode?

Learn   Train   Perform

VIRTUAL TRAINER

eonreality.com/virtual-trainer

oculus   VIVE

EON CREATOR AVR

Available on the App Store   GET IT ON Google Play

AR ASSIST

CREATOR AVR   VIRTUAL TRAINER   AR ASSIST

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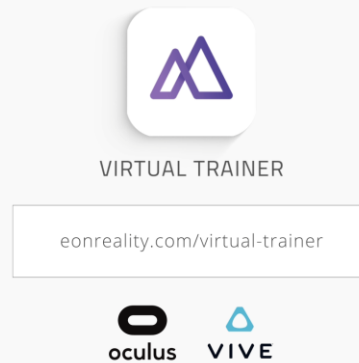
Procedure Practice
Remote Training
Virtual Certification

AR Assisted MRO
Remote Expert Assistance
Real Time Data Display

Academic Adoption

EON Academic Customers & Partners

35% Increase in Test Scores

Students Remember Longer And Increase Test Scores
86% of Students in the VR Classroom **improved their Test Results**
Attention levels doubled **(92% vs 46%)**
Test Scores increased with **35%**

BBC Published study
"Students can see how things function. Instead of learning about the heart statically they can see it in a solid way, literally see blood passing through the valves, see exchange of oxygen, rotate it, tilt it and zoom in," Said Prof Bamford.

BBC

1) From http://www.bbc.co.uk/news/technology-15115059
2) From http://www.dlp.com/downloads/DLP-CaseStudy-Classroom3.pdf

70% Increase in Memory Encoding
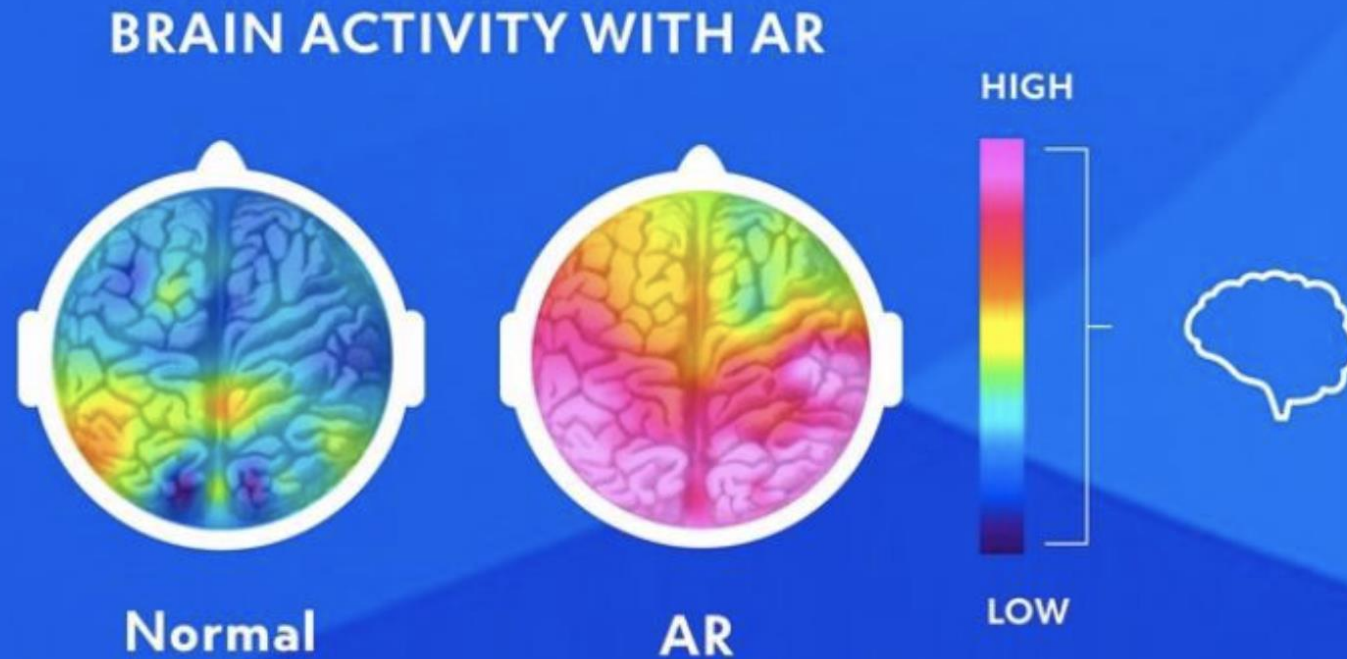
AR delivered **almost double (1.9 times) the levels** of visual attention compared to their non-AR equivalent.

What they found was that memory encoding was **70% higher** in the AR tasks compared to the non-AR tasks.

https://www.zappar.com/blog/how-augmented-reality-affects-brain/

Using SST Brain-Imaging Tech
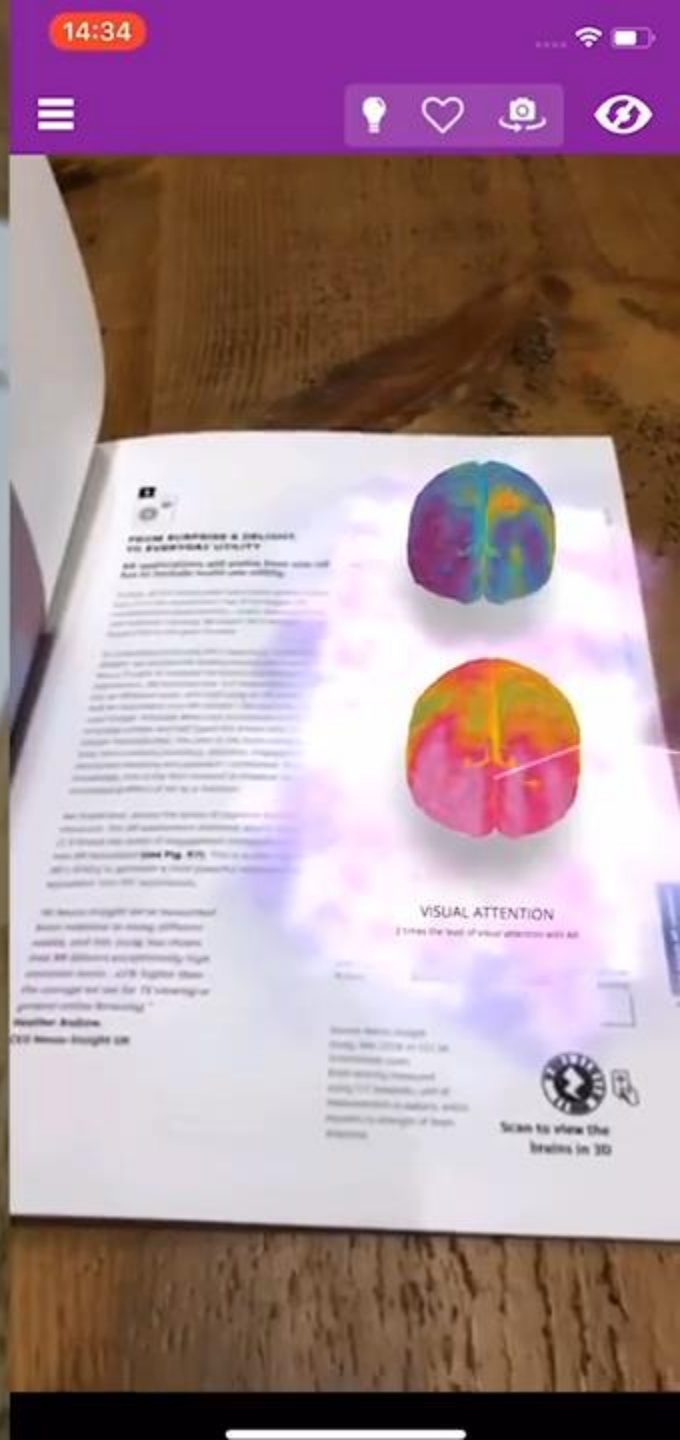
Learning In Virtual Reality: Effects On Performance, Emotion And Engagement

WBLT evaluation scale
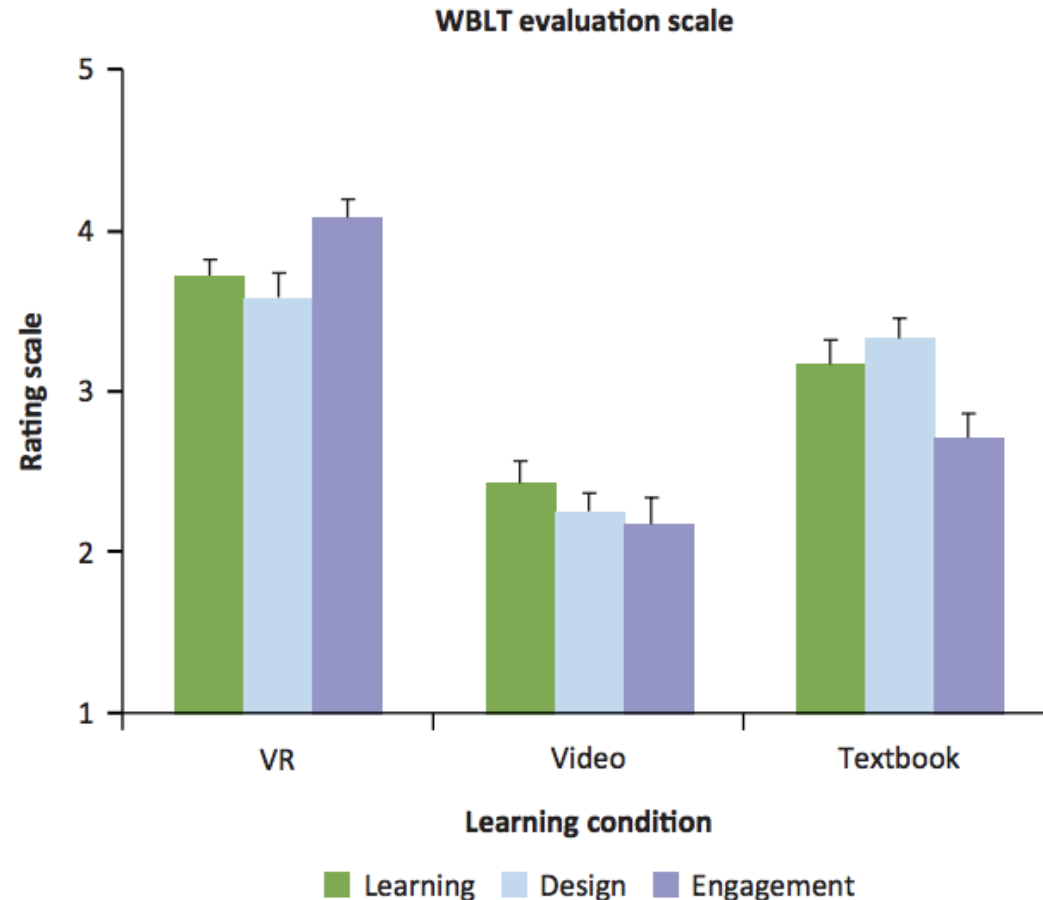
Figure 5. Mean WBLT ratings and SEM (error bars) for learning, design and engagement. WBLT, Web-based Learning Tools.

Journal Of Engineering Education

"Post- test results showed that participants in the virtual lab condition **outperformed participants in the traditional condition** on conceptual understanding. ...

...Participants in the virtual lab condition also **outperformed participants in the traditional condition** with regard to procedural skills."

Journal of Engineering Education, 2008
Bas Kollöffel and Ton de Jong University of Twente

"Conceptual understanding of electrical circuits in secondary vocational engineering education: Combining traditional instruction with inquiry learning in a virtual lab"

"Overall, **well-designed combinations** of virtual and physical experiments compared with either one alone allow students to **gain a more nuanced understanding of scientific phenomena and a more robust understanding of inquiry.**"

Science, 2013
Ton de Jong, Marcia C. Linn, Zacharias C. Zacharia

"Physical and Virtual Laboratories in Science and Engineering Education"

Improving Biotech Education Through Gamified Laboratory Simulations
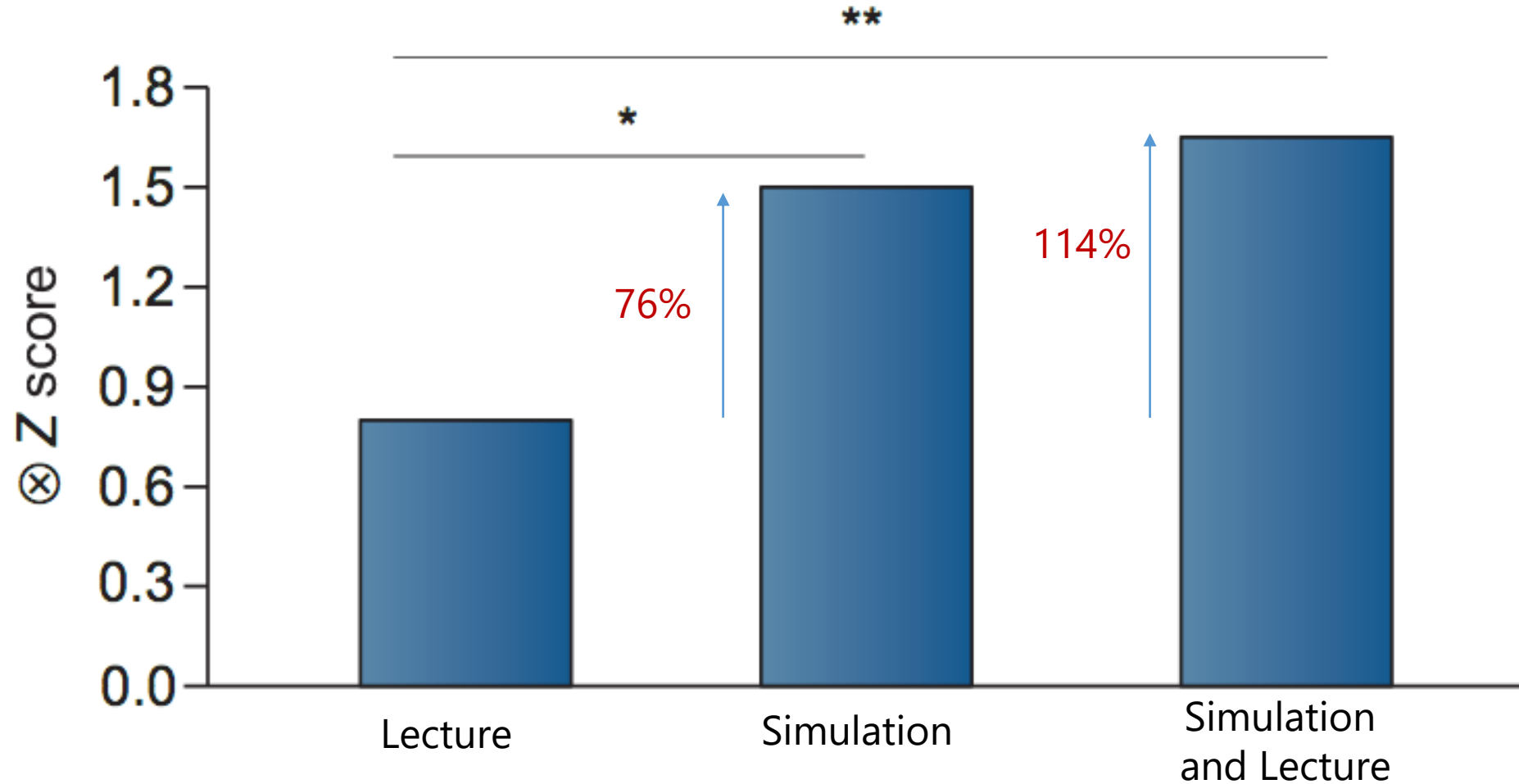
28%

of Higher Education institutions (>26,000) have engaged in some level of VR deployment.

82% of which remain in pilot stages

*2018 VR/AR IN RESEARCH AND EDUCATION SURVEY CONDUCTED BY INTERNET2
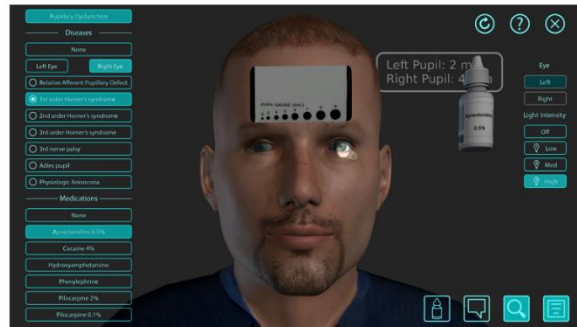
Academic Use Cases

Learning pupillary examination using the Advanced Pupil Simulator among medical students and residents

Sachin Kedar[1,2], Jideofor K Ndulue[1], Deepta Ghate[1],

[1]Stanley M. Truhlsen Eye Institute; [2]Department of Neurological Sciences, University of Nebraska Medical Center, Omaha, NE, United States.

Advanced Pupil Simulator ®

- We recently designed a virtual reality-based application, Advanced Pupil Simulator® (APS) in collaboration with EON Reality Inc. and A Nu Reality
- EyeSim APS is a virtual reality application that allows trainees to work in a simulated environment to identify and master pupillary examination
- The APS consists of a monitor (HP Zvr), 3D goggles and a stylus. The stylus replicates the experience of holding a handheld light used in eye exams. The goggles gives a 3-dimensional representation of the image on the monitor and helps the image track the eye movement of the user.
- The APS has an interactive interface that simulates how medications and lighting affects the pupil. Eight pupillary conditions (normal, relative afferent pupillary defect (RAPD), Horner's, 3rd nerve palsy, Adie's pupil and physiologic anisocoria) can be simulated and confirmed using appropriate pharmacologic eye drops.

Methods

- 145 trainees (126 first-year medical students, 15 neurology and 4 ophthalmology residents) participated. All trainees reviewed an online power-point module, received a 15 minute demonstration and practiced pupillary examination in groups of 3 assigned to an expert faculty on the APS for 30 minutes.
- All trainees completed a Likert-type questionnaire (1 = not confident, 5 = very confident) before and after the session to assess confidence in performing pupillary examination.
- All trainees were objectively assessed for knowledge, comprehension, application and analysis using test mode on the APS..
- Statistical methods: Differences in pre-and post-training confidence was tested using
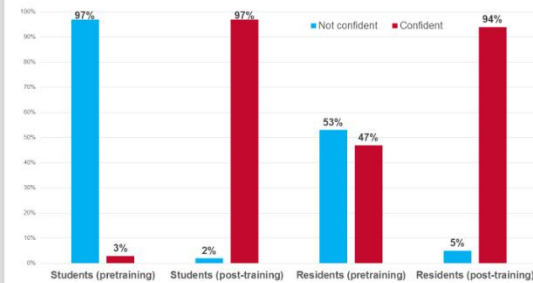
Results

Figure 1. Participants confidence to perform pupillary examination before and after training with the Advanced Pupil simulator.
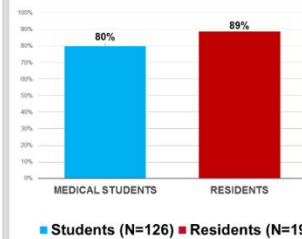

Figure 2. Proportion of participants who correctly demonstrated all steps of pupillary examination after training with the Advanced Pupil Simulator
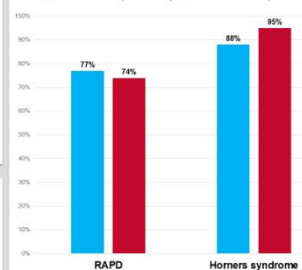

Figure 3. Post training assessment: Correct diagnosis of RAPD and Horner syndrome
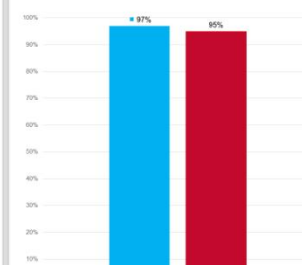

Figure 4. Post training assessment: pharmacological confirmation of Horner's syndrome

- 97% (122) students and 10 (52%) residents reported improved confidence in performing pupil examination after training with APS.
- 80% (101) students and 89% (17) residents were able to correctly list and demonstrate all steps in pupillary examination.
- 77% (97) students and 74% (14) residents correctly identified RAPD while 88% (111) students and 95% (18) residents correctly identified Horner's syndrome.
- Post training, students reported improved confidence in identification of all pupillary abnormalities (p=0.00), while residents reported improved confidence in diagnosing Adie pupil (p=0.00) and using pharmacologic agent to confirm anisocoria (p=0.00).

Conclusion

- Virtual-reality based practical training can shorten time to competency for critical medical examination techniques
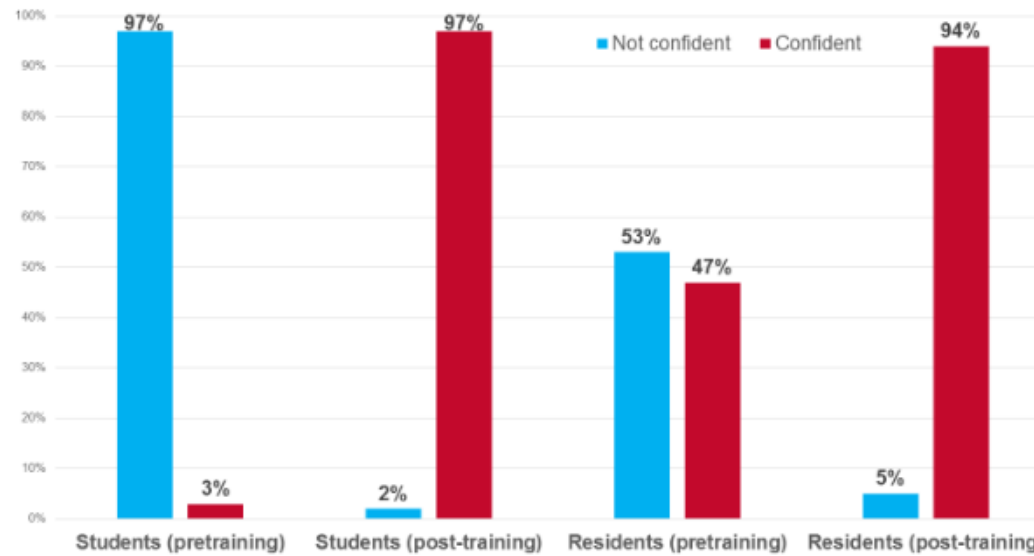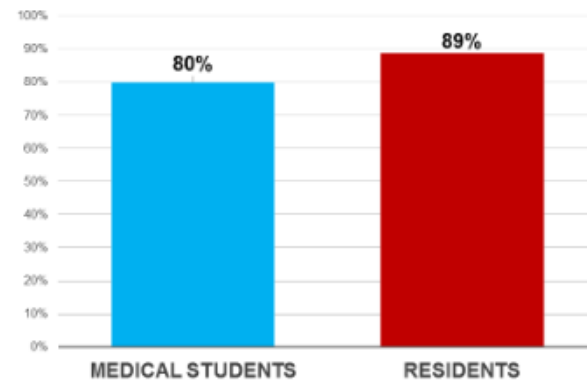- All trainees showed improved confidence in pupillary examination after using the APS.

Results

Figure 1. Participants confidence to perform pupillary examination before and after training with the Advanced Pupil simulator.

Figure 2. Proportion of participants who correctly demonstrated all steps of pupillary examination after training with the Advanced Pupil Simulator
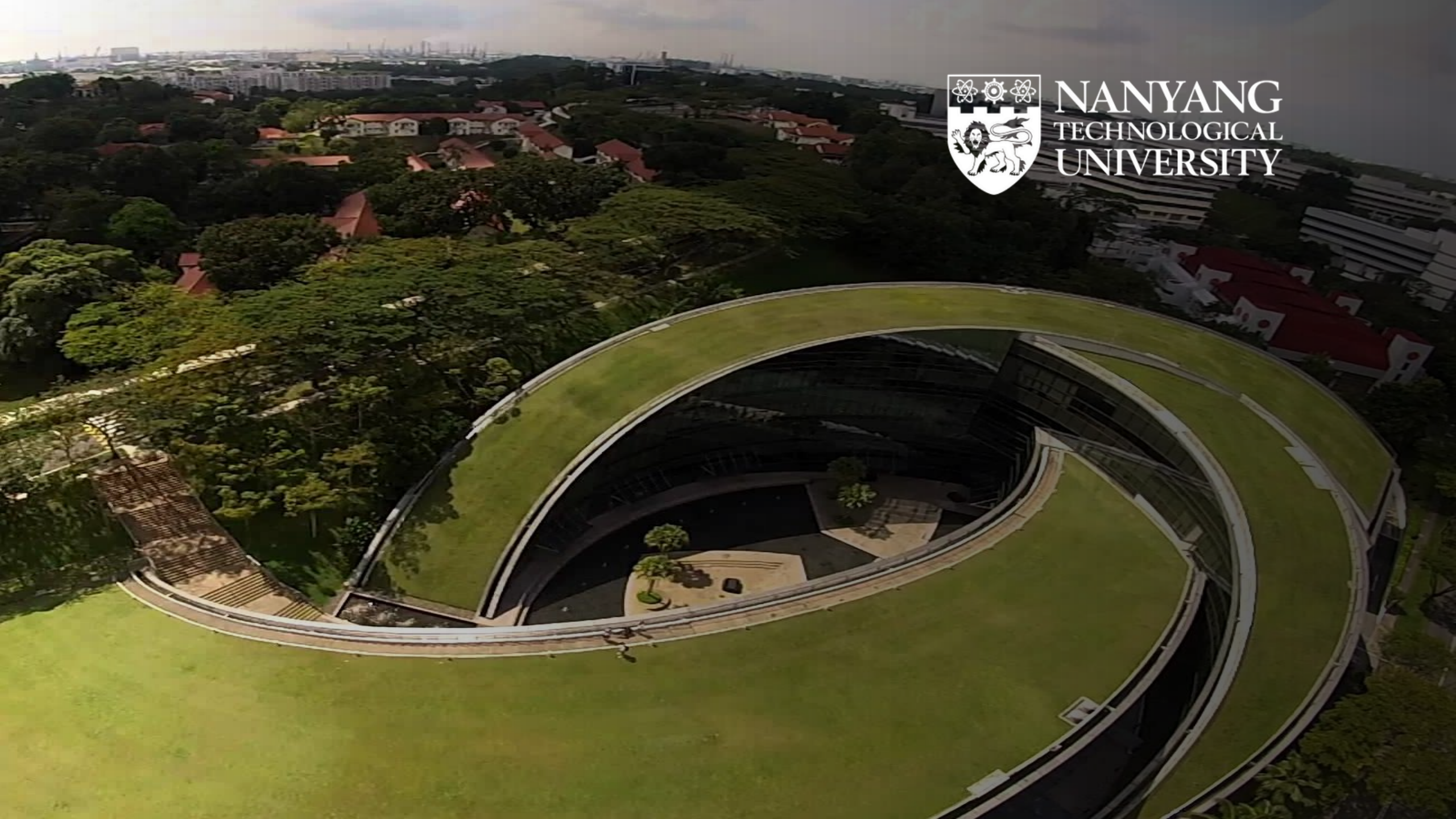
AVR For Education

In 2015 NTU launched a 5 year, **$75 million** project in TEL (Technology Enhanced Learning) to further enhance its strength in the face of global competition. Read more [here]. 🔗

In 2017 EON Reality was selected to provide the needed *AR/VR infrastructure* – including a scalable software platform, a wide range of AR/VR systems and more.

The use of AR and VR in education enables a "*flipped classroom*" solution for millennial generation:

- *On campus*; Virtual Labs for Engineering, Physics, Social Sciences and more

- *Off campus*; students experiencing AVR contents on their own devices
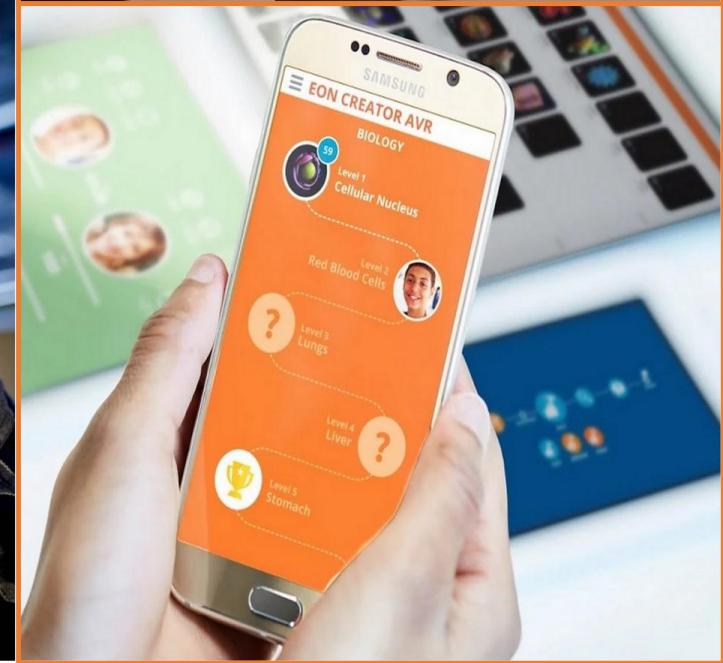
Institute Of Technical Education

ITE, Institute of Technical Education, educates and trains over **25,000 students** each year.

ITE is using EON Reality's technology platform for delivery of education and training in courses within:

- Marine and Offshore

- Aerospace Technology

- Space Design

- Facility Management

- Hospitality

- and more.

eCampus – Public Education in Province of Ontario

31 Higher Education Institution implementation, testing and delivery of the AVR Platform.
- Training Certification Level 1
- 1,400 Licenses deployed
- Large student pool in Ontario public higher education

Once Pilot is complete, EON has the opportunity to secure somewhere between 100,000 to 300,000 users annually
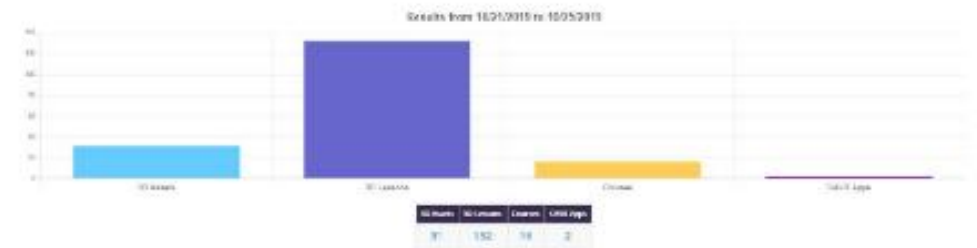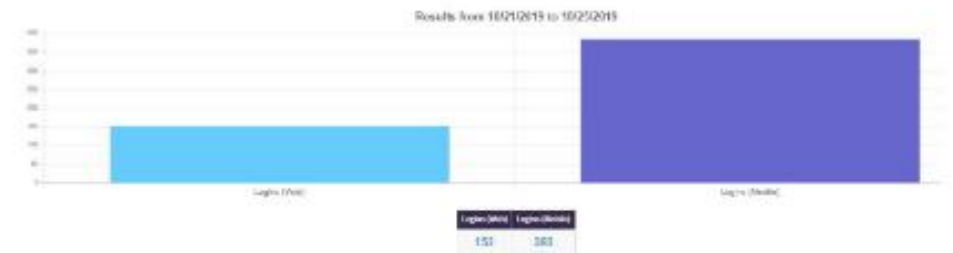

Post Workshop Data:

Creator AVR

181
Items Created

Logins

535
Total Logins

97.4%

Incorporating cARdiac ECG into the teaching on ECG helped me to learn this material in a new way

85.1%

cARdiac ECG contributed to my understanding in a way that would not have been possible by attending a lecture or reading a textbook
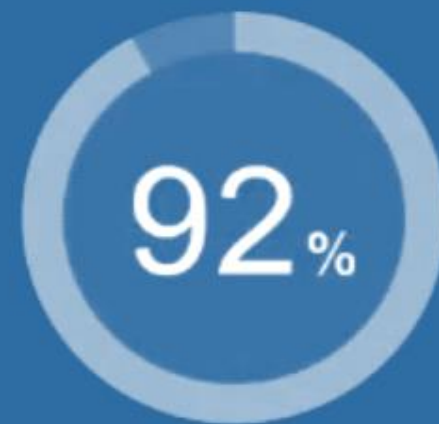
97.4%

I would like similar applications to be implemented into other topics/ teaching

90.3%

cARdiac ECG was easy to use and understand

92%

I found the cARdiac ECG app motivated me to learn more about the ECG

92%

I would like to use cARdiac ECG again

Advancing AVR Education & R&D

Eon Reality Education

ACADEMIC EXPERTS DRIVE INNOVATION IN EDUCATION

EON Reality Education is a non-profit focused on advancing the cause of Augmented and Virtual Reality (AVR) education and research.

Led By Professor Bertil Andersson

Who **reformed teaching** through introduction of **educational technology** and **collaboration with Eon Reality** at Nanyang Technological University

- 2007 -2011 PROVOST
- 2011-2017 PRESIDENT

NANYANG TECHNOLOGICAL UNIVERSITY

SINGAPORE

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Former President of
NTU

Ihron Rensburg
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of Johannesburg

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Deputy Director of the
Directorate for
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Culture and
Sports, Spain

Jan Carlstedt
Senior Advisor
– Medicine,
NTU

Peter Looker
Head of
Learning,
Teaching &
Pedagogy, NTU

**Chee Yeow
Meng**
Interim Dean,
College of
Science, NTU

José Escamilla De Los Santos
Education Innovation
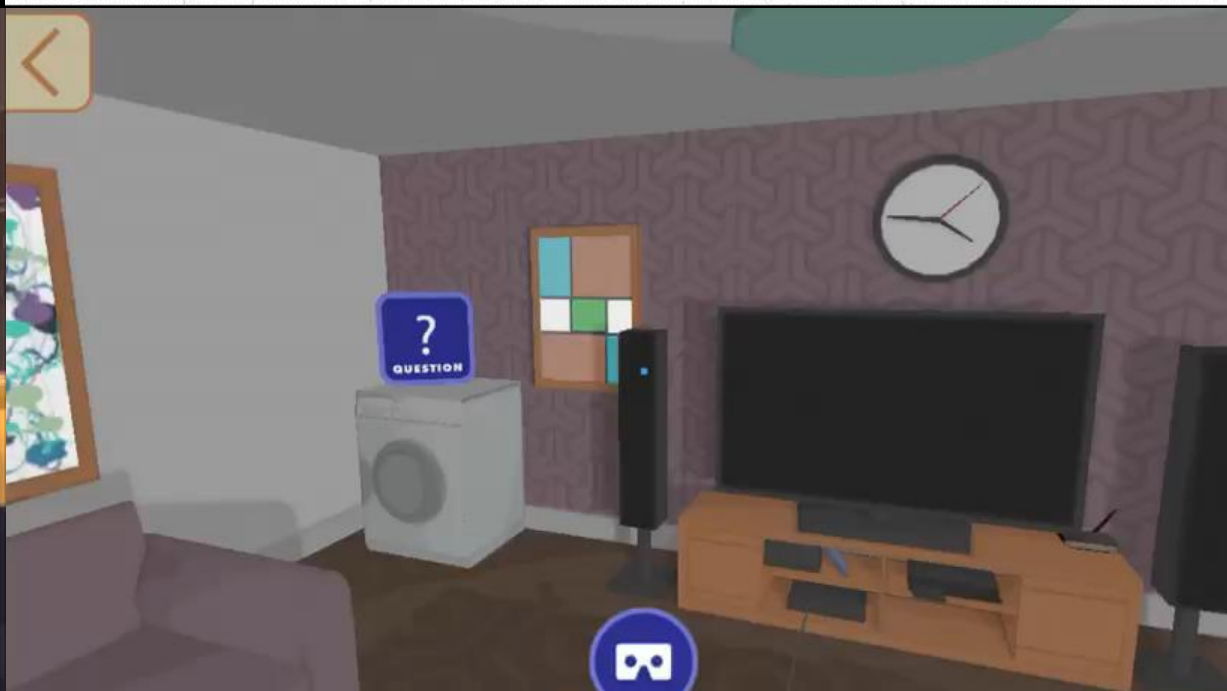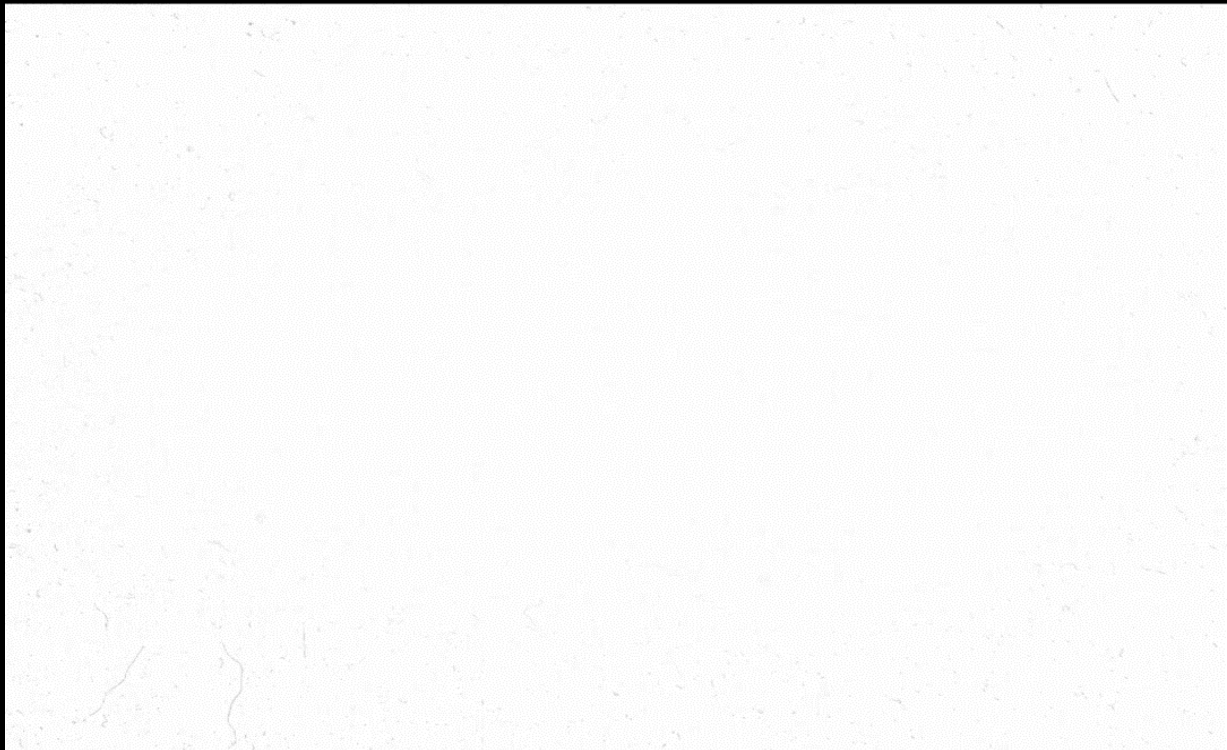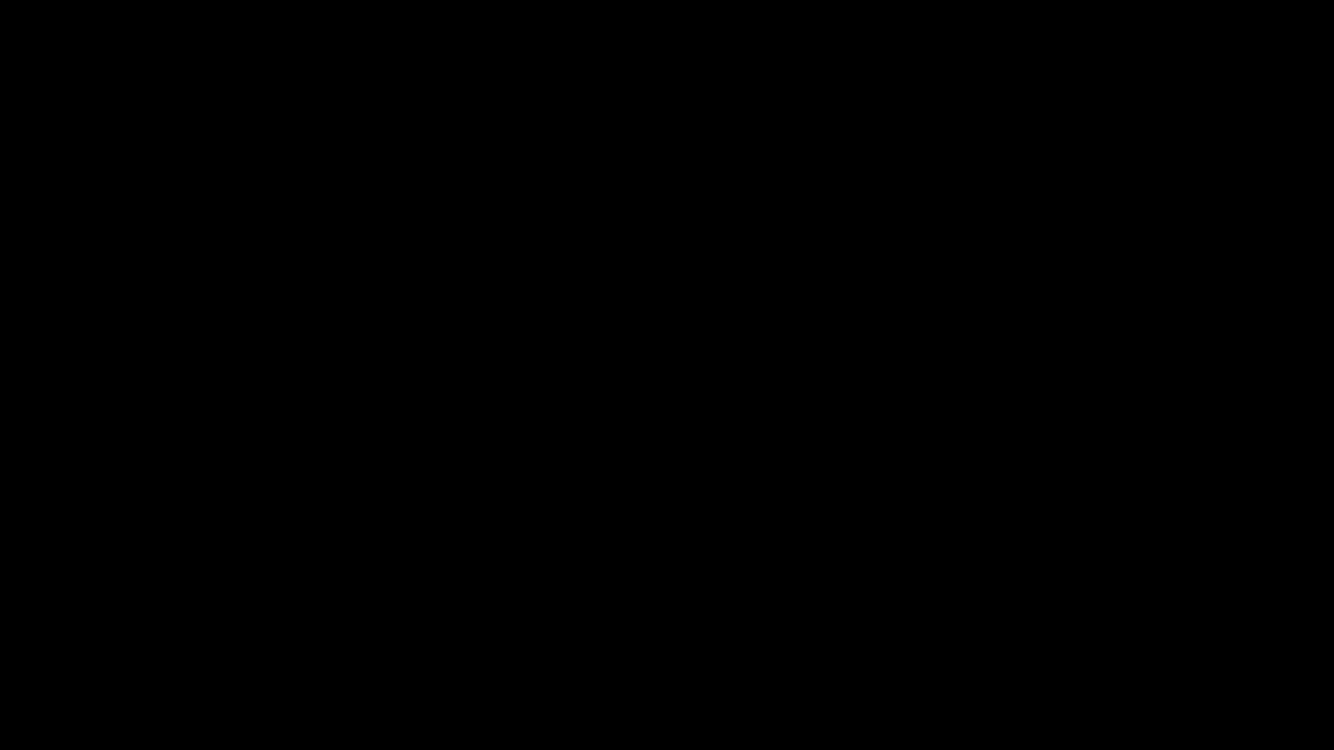Director, Tecnológico de
Monterrey

Knowledge Is A Human Right

eon Learn for Life

The EON Learn for Life Program dedicated to fostering vocational skills, technical training, and education in the immersive arts throughout the developing world.

Research Grant Leverage

$30M
GRANT
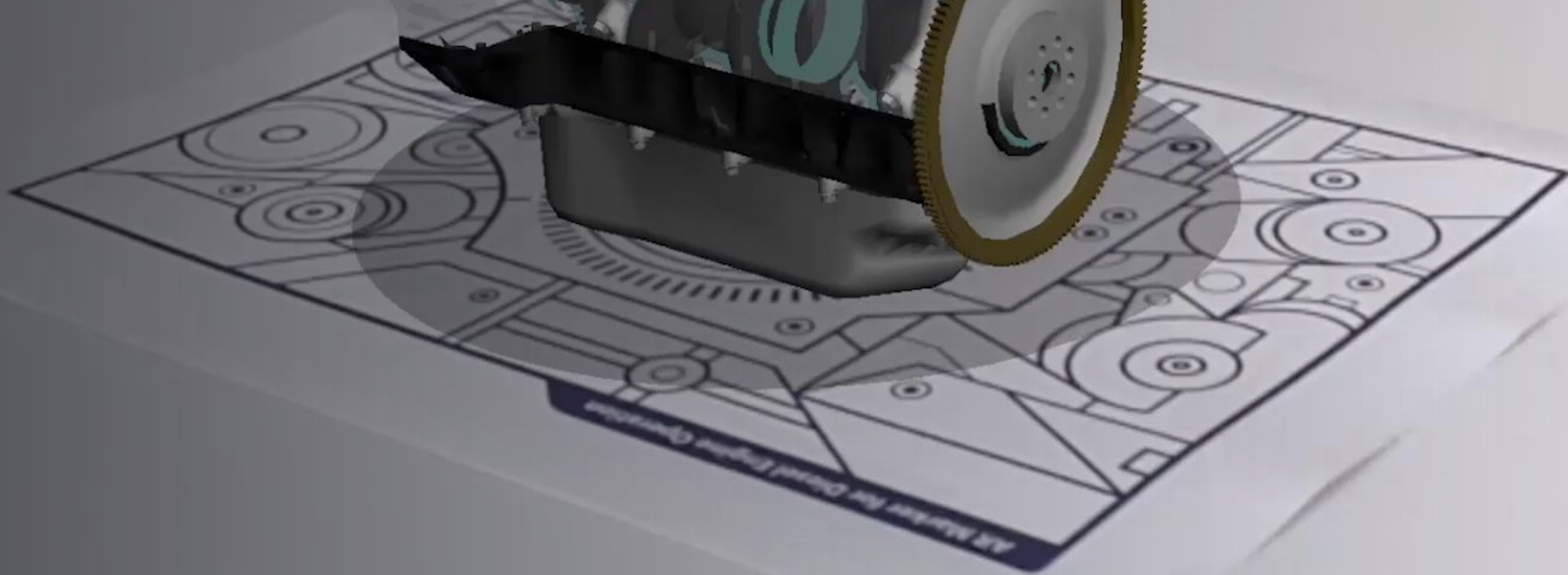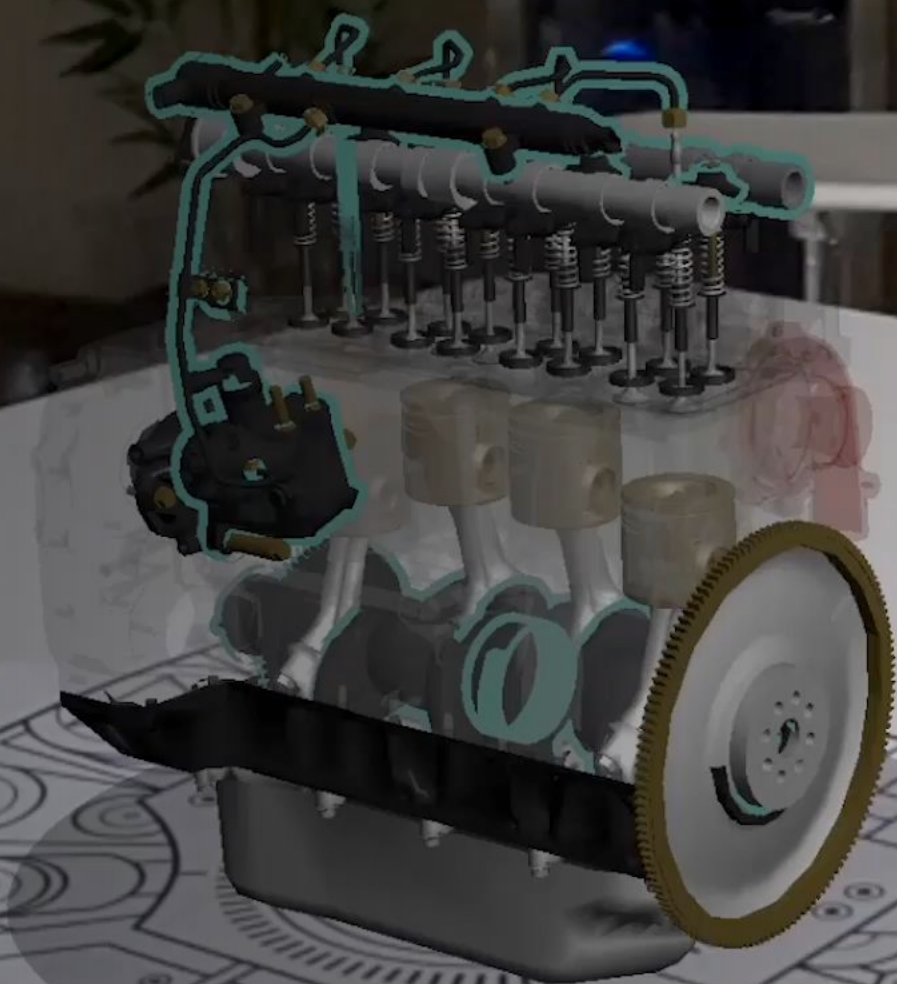
NTU EON CORPORATE LAB GRANT

[NTU: Nanyang Technological University](#)

      After the successful investment from NTU in the IDC 2017, NTU invited EON in May 2017 to jointly develop anNTU EON CORPORATE LAB, modelled after existing NTU corporate labs

- NTU have anchored a grant based on the following components:
    - Focus on Security, Health and Safety
    - Partnership of 5 years
    - 90 people strong lab
    - National Research Foundation/NRF $20M cash
    - NTU $4M cash + $6M in-kind

- [$30MUSD Singapore Government Grant](#)

Research grant Leverage - help securing grants through EON's industry partnership that provides leverage through in-kind contribution and commercialization opportunities of the research outcome

NATIONAL RESEARCH FOUNDATION
PRIME MINISTER'S OFFICE
SINGAPORE
Research . Innovation . Enterprise

NANYANG TECHNOLOGICAL UNIVERSITY
SINGAPORE

The EON AVR Platform
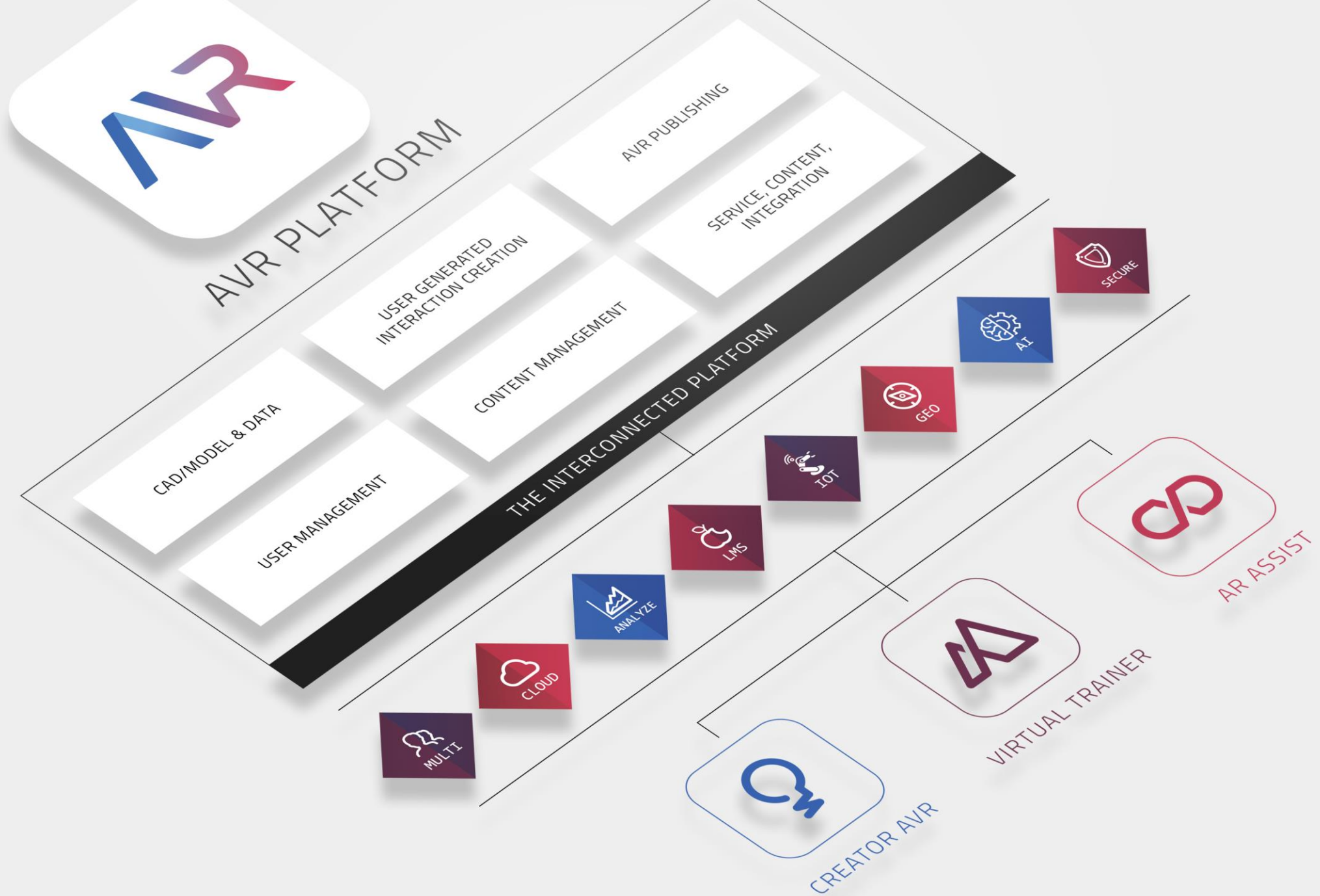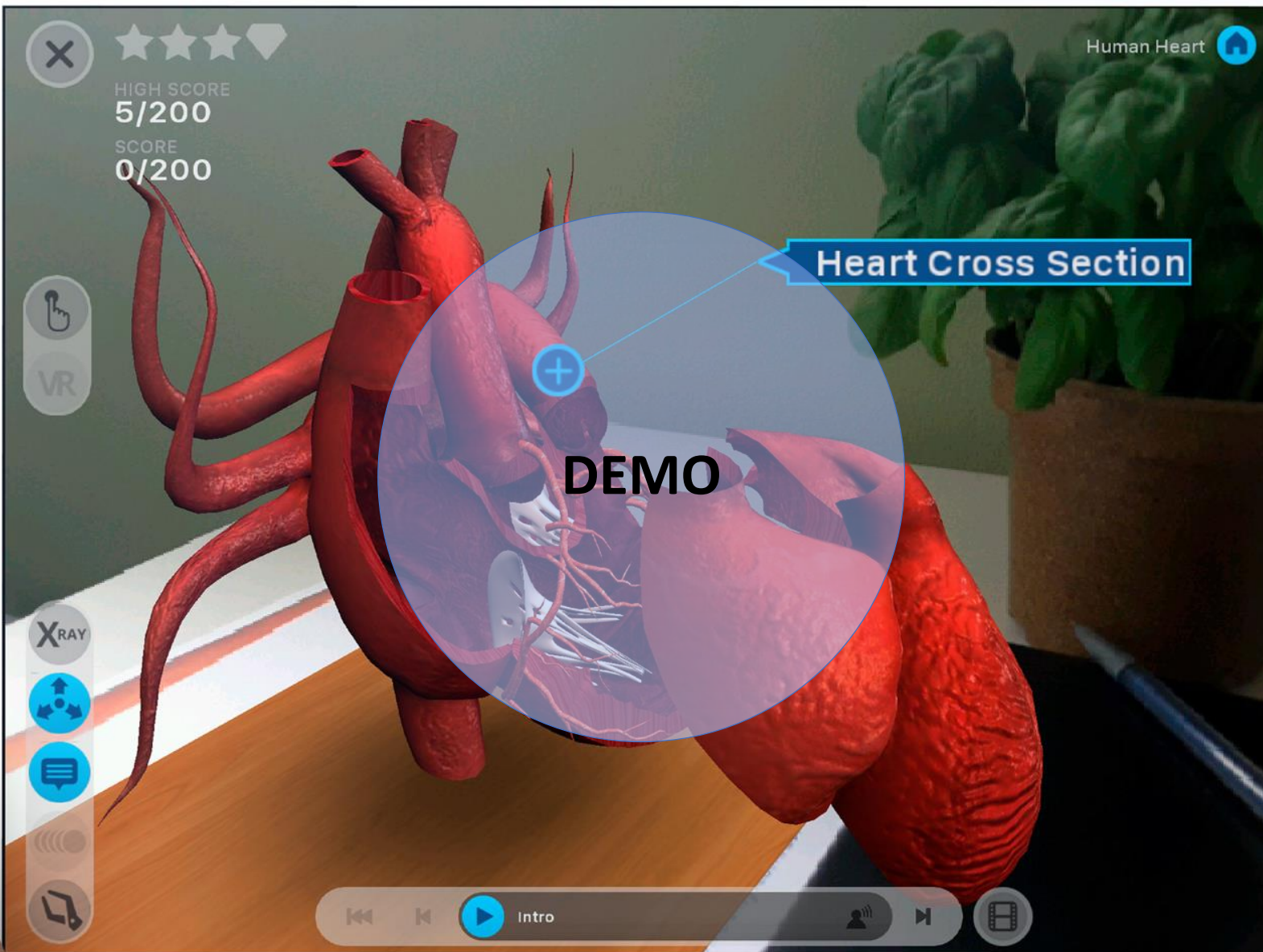
EASI Platform

Effortless

- New Easy-To-Use User Experience On Desktop And Mobile

Affordable

- 870,000 New 3D Assets Integrated With The Platform,
- New AVR Application Vault

Self-Service

- New First Time User Experience,
- New 360 Content Creation,
- New CAD Cloud Conversion To AVR Portal

Interconnected

- New Virtual Trainer Interconnected Product Features

Effortless

INTERACTION SIMPLIFIED

Pre-made lessons and 3D assets available for customization or immediate deployment

Intuitive, Easy-to-Use user interfaces makes lesson creation a breeze

Make lessons **readily available outside the classroom anywhere and anytime**

Capability to **create and refine individualized lessons** for different learners
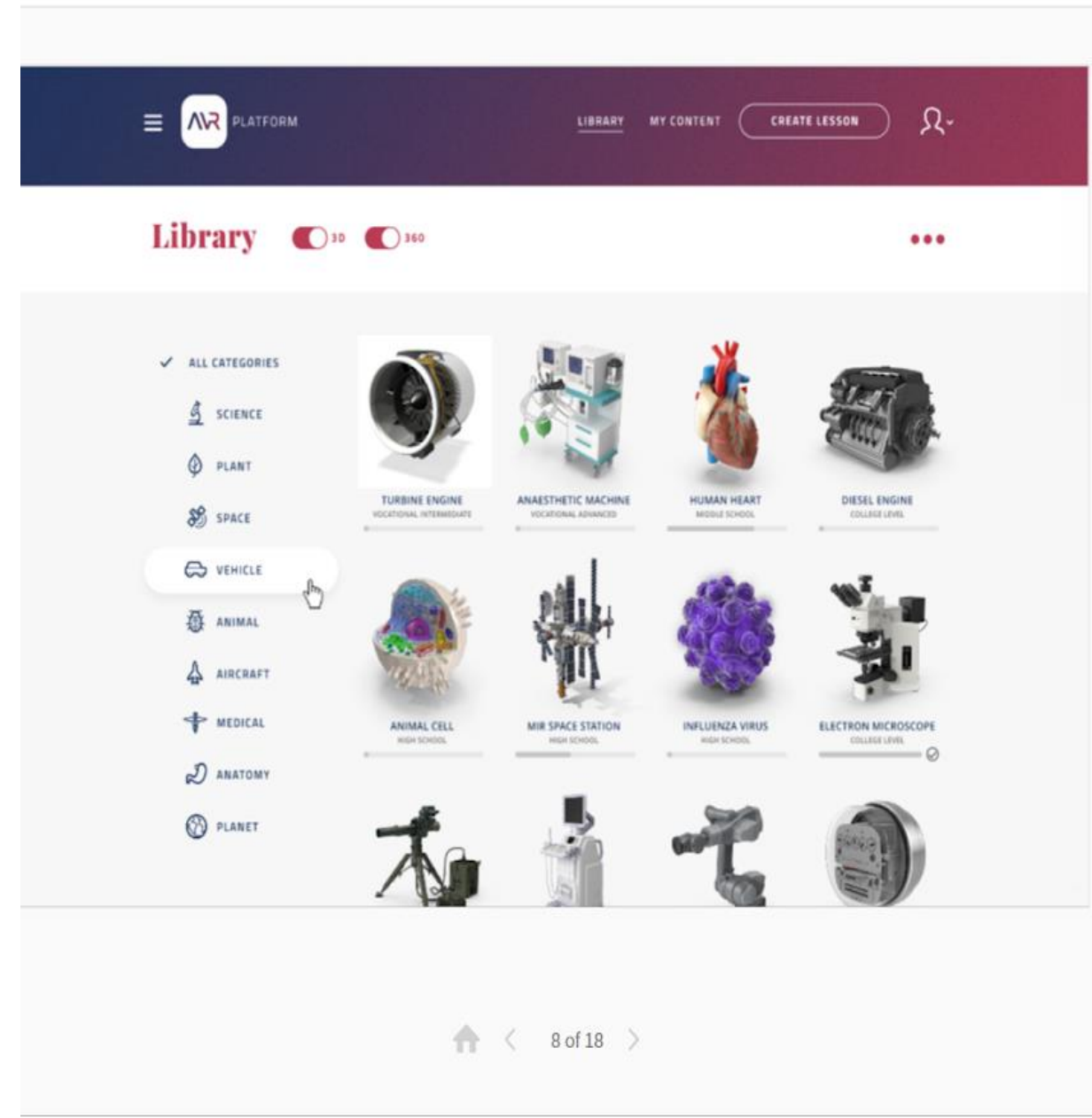
Affordable

NO EXTRAVAGANT SET UP COSTS

No major investments in hardware required to get started

Lowered opportunity costs from time savings

Find an **affordable package to suit your profile**

EON can **co invest in establishing an AVR enabled Center** in your institution (conditions apply)

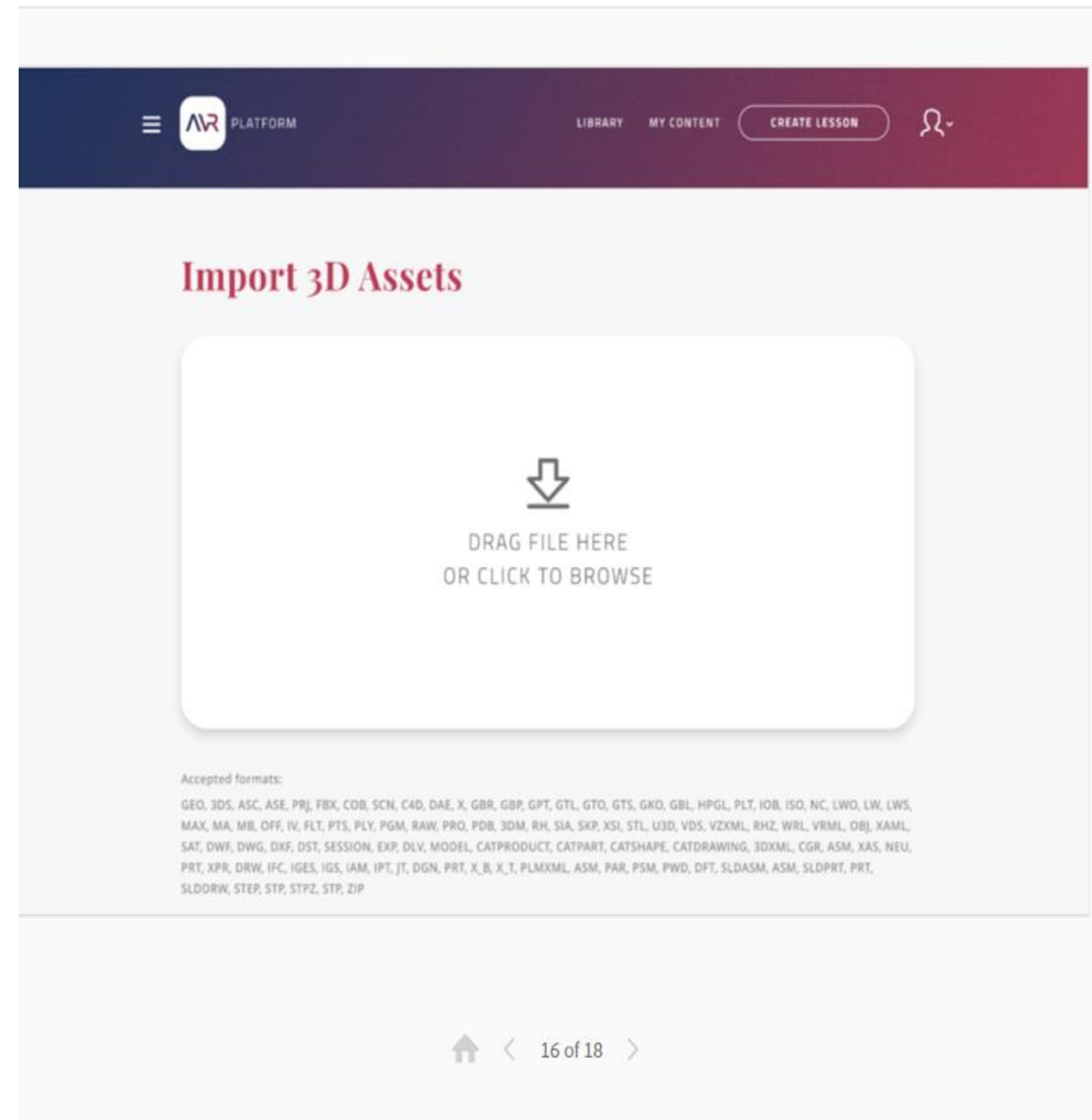| Subscriptions	STUDENT	TEACHER	CLASS	SCHOOL	CAMPUS
STARTING AT	Free	$W/Month	$X/Month	$Y/Month	Same Day Quote
		START NOW	START NOW	START NOW	GET QUOTE
Experience 3D Lessons	●	●	●	●	●
Web	●	●	●	●	●
Mobile	●	●	●	●	●
Virtual Reality		●	●	●	●
Augmented Reality		●	●	●	●

Self-service

DO IT YOURSELF

Take your pick from **more than 870,000 3D models** and environments in 360° to create and refine your own lessons

Linked to Google to **make information retrieval and content population** ready at a click

Can't find a 3D model? **Upload your own** in a wide range of formats supported by the EASI AVR platform

AVR PLATFORM   LIBRARY   MY CONTENT   CREATE LESSON

Import 3D Assets

DRAG FILE HERE
OR CLICK TO BROWSE

Accepted formats:

GEO, 3DS, ASC, ASE, PRJ, FBX, COB, SCN, C4D, DAE, X, GBR, GBP, GPT, GTL, GTO, GTS, GKO, GBL, HPGL, PLT, IOB, ISO, NC, LWO, LW, LWS, MAX, MA, MB, OFF, IV, FLT, PTS, PLY, PGM, RAW, PRO, PDB, 3DM, RH, SIA, SKP, XSI, STL, U3D, VDS, VZXML, RHZ, WRL, VRML, OBJ, XAML, SAT, DWF, DWG, DXF, DST, SESSION, EXP, DLV, MODEL, CATPRODUCT, CATPART, CATSHAPE, CATDRAWING, 3DXML, CGR, ASM, XAS, NEU, PRT, XPR, DRW, IFC, IGES, IGS, IAM, IPT, JT, DGN, PRT, X_B, X_T, PLMXML, ASM, PAR, PSM, PWD, DFT, SLDASM, ASM, SLDPRT, PRT, SLDDRW, STEP, STP, STPZ, STP, ZIP

Interconnected

MULTI-MODAL LESSONS ACROSS ALL REALITIES

Find a presentation mode that best suits your teaching and learning objectives

Immediately customizable lessons can be created in **all modes of mixed reality** using vast library of digital assets
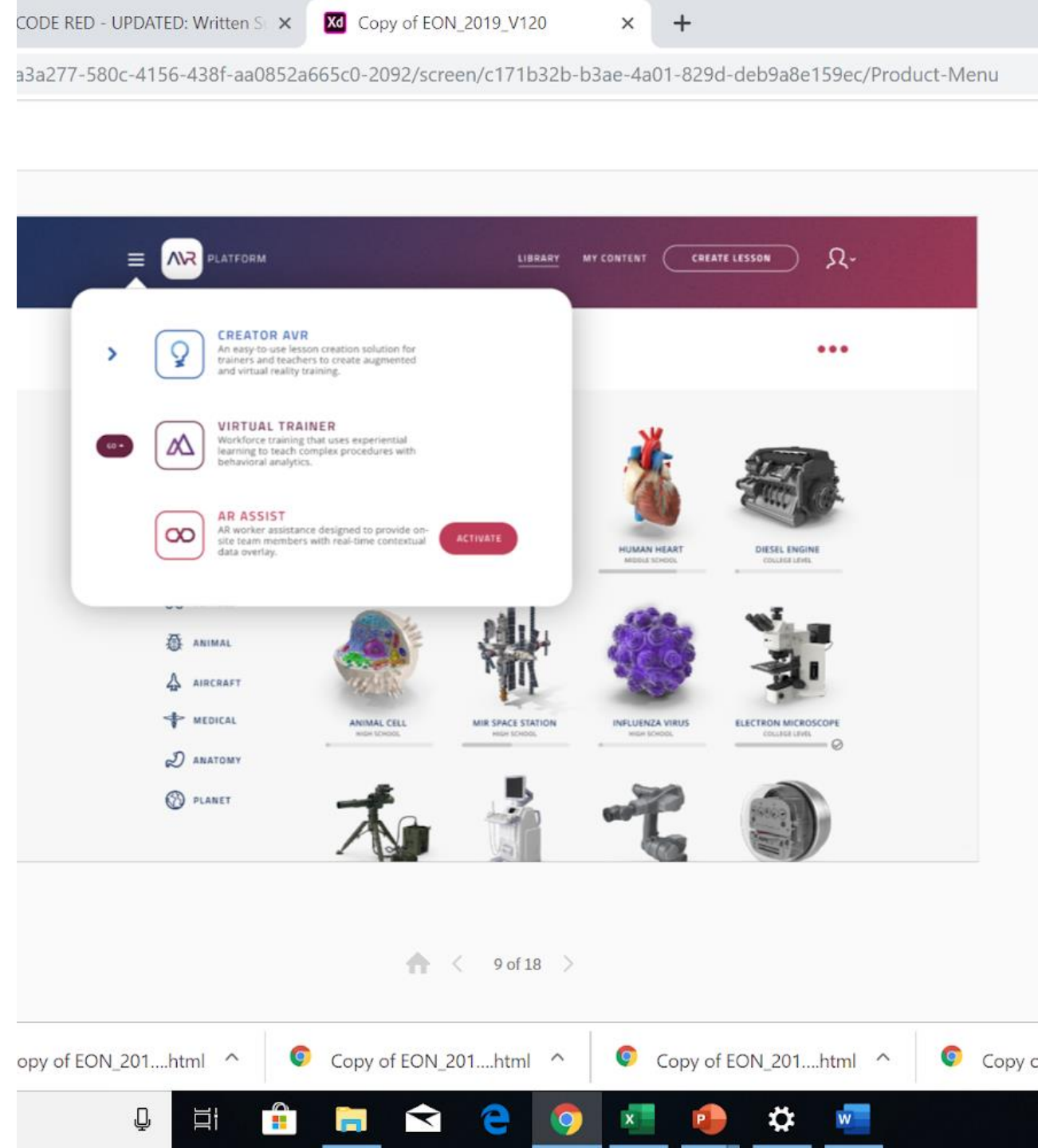
End To End Solution For AVR Knowledge Transfer

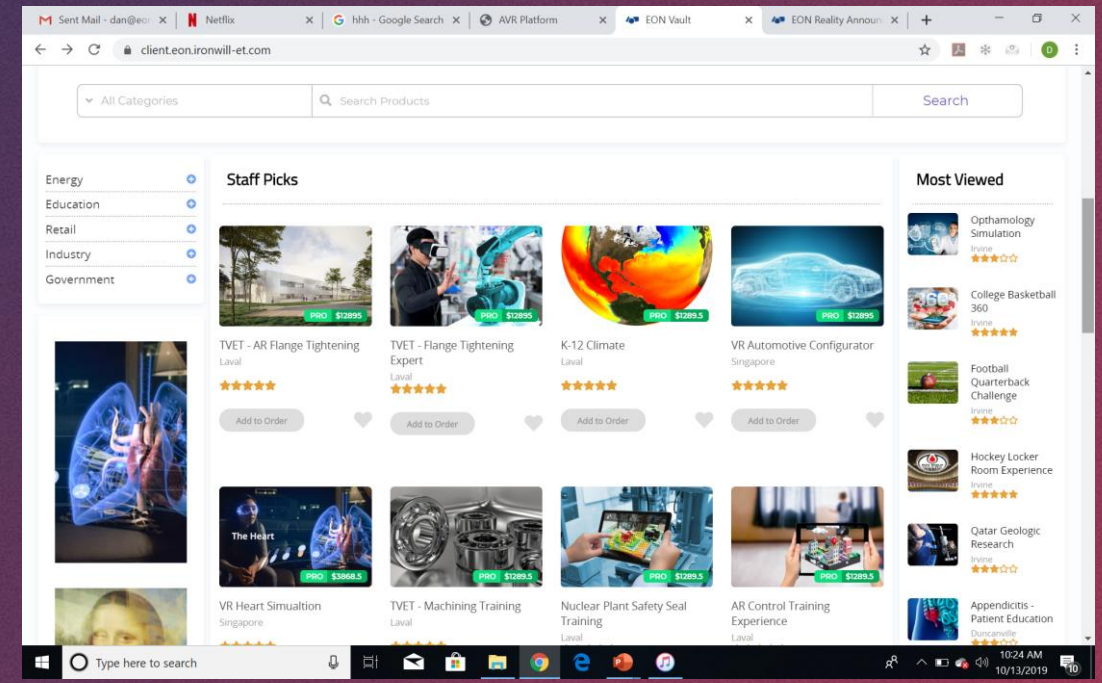AVR PLATFORM – Comprehensive AVR Platform to Develop, Run, Manage, Access, Store, Host & Distr. AVR

- Effortless
- Affordable
- Self service
- Interconnected VR AR Mobile
- Access to 870,000 3D assets

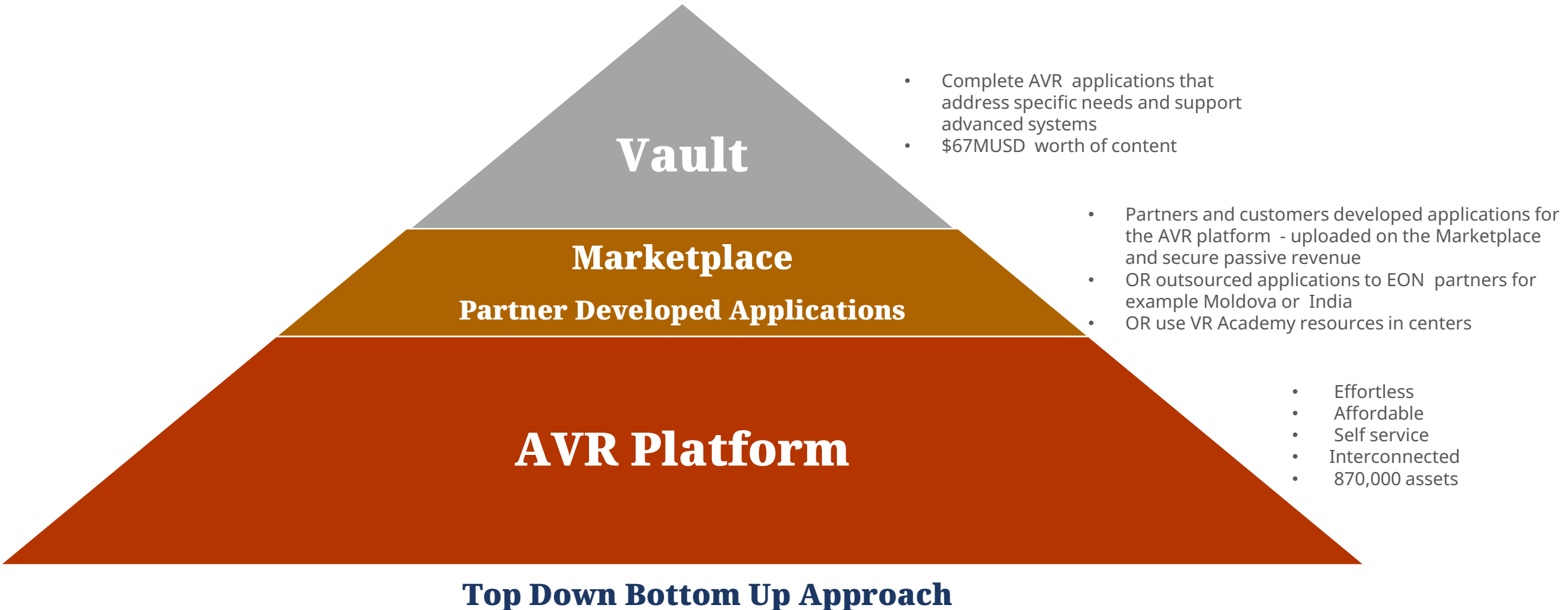https://betaaccount.avrplatform.com/Home/IndexV2
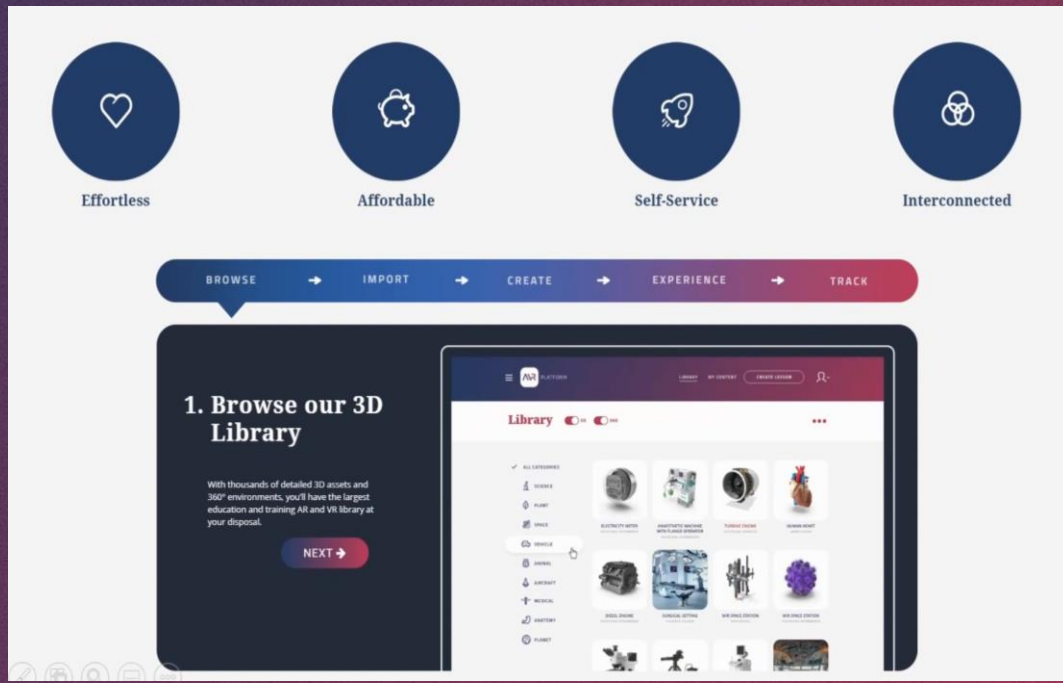
VAULT - Vast Catalog of Augmented and Virtual Reality Applications

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

https://www.eonreality.com/press-releases/eon-reality-vault-announcment/

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

AVR Platform Vs. Project Approach

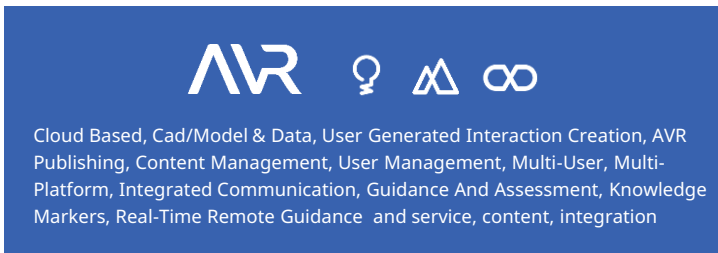## THE AVR PLATFORM IS COST-EFFICIENT, FASTER AND BETTER

PROJECT APROACH

Need to build the AVR functionality for knowledge transfer from scratch, requires skilled coders, time & significant investment

SERVICE, CONTENT, INTEGRATION
REAL-TIME REMOTE GUIDANCE
KNOWLEDGE MARKERS
GUIDANCE AND ASSESSMENT
INTEGRATED COMMUNICATION
MULTI-PLATFORM
MULTI-USER
USER MANAGEMENT
CONTENT MANAGEMENT
AVR PUBLISHING
USER GENERATED INTERACTION CREATION
CAD/MODEL & DATA
CLOUD BASED
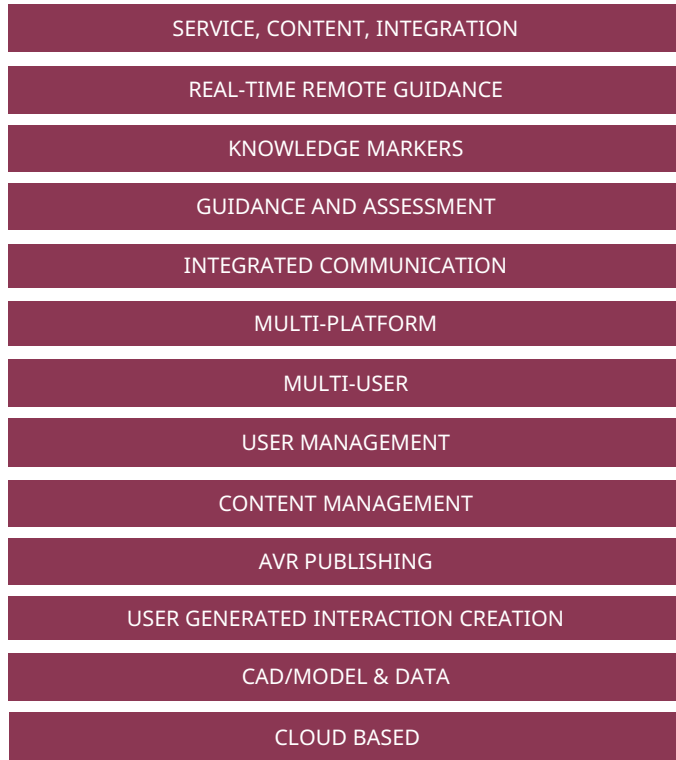
AVR PLATFORM

Uses existing Build-in functionality, does not require skilled coders, nor significant time & investment. In addition service & integration costs are included.

AVR ♀ ⚠ ∞

Cloud Based, Cad/Model & Data, User Generated Interaction Creation, AVR Publishing, Content Management, User Management, Multi-User, Multi-Platform, Integrated Communication, Guidance And Assessment, Knowledge Markers, Real-Time Remote Guidance and service, content, integration

GAME ENGINES

unity Unreal CRYENGINE

>60% MORE COST EFFICIENT

- Less upfront investment with the AVR Platform as:
- The key required AVR functionality is already developed & included
- $25K of service, content & integration is already included
- No need to use programmers to build the required functionality from scratch on top of Game Engines
- Typically cost savings are in the range 60% to 80% for pilots and more for implementations

> 70% FASTER

- Less Time required for implementation as:
- AVR platform can deliver the required functionality upfront
- We have seen an average reduction in time > 70% up to several hundred percent depending on the scope of the implementation

BETTER

- Scalable & interconnected platform from pilot to corporate wide deployment
- Existing knowledge transfer products for learning, training and performing
- Built-in Features needed for a vast majority of use cases.
- Architecture allows for reuse of assets between AVR products
- Data integration and sharing between AVR platform and legacy systems
- Robust backend capabilities that use AVR platform products as a front end

AVR Landscape

AVR Landscape

Hardware Platform Providers - Eon Partners Not Competitors
Eon's AVR Platform Agnostically Publishes To These Hardware Devices

B2C Entertainment, Gaming & Consumer
Eon Does Not Compete In This Space

B2B Enterprise & Education AVR Platform
Knowledge Transfer

For details please see Competitive Landscape & Why is EON uniquely positioned (33 pages PP)

Game Engines - Eon Partners Not Competitors
Eon's Avr Platform Can Agnostically Integrate With These Engines

Academic Packages

Locally Developed Applications & Intellectual Property

- Locally developed IP consisting of AVR Applications, Lessons and Content developed by the Local Partners, local Academic institutions and local AVR companies due the AVR Platform's user generated content capabilities

- Monetarized as a part of the AVR platform and EON library

- Applications developed by the local network are sold internationally, local AVR partner will receive **70% of revenues, while the global partner that sells the products receives 30%.**

- Part of AVR Growing Development IDC Community with outsourcing and other networking opportunities

- Academic R&D - by **encapsulating knowledge applications in area where academic partner excels** and thus generating new intellectual property that can be **commercialized globally**

Regional And National Rollouts

- **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
- **A concrete Example is the national rollout in Singapore & the implementation plan for Morocco** developed together with USAID

From $500,000

Key Academic Benefits

Benefits For Academic Institutions

- **Accelerate AVR Campus wide and National Roll-outs** helps people with knowledge transfer, learn faster, remember longer, make better decision, experiential learning
- **Multi- Campus** Collaboration & rollouts
- **Challenge based and experiential AVR curriculum** Vault with a vast catalog of AVR applications on 20 years of development helps to get a flying start
- **Innovative** Transform education for the 21st century with AVR Experiential learning based on AVR Platform
- **It Works** – Hard Evidence that AVR works, see statistics
- **R&D & IP partnership** Commercialization opportunities for your existing IP
- **Research grant Leverage** - help securing grants through EON's industry partnership that provides leverage through in-kind contribution and commercialization opportunities of the research outcome
- **The AVR Marketplace** - provides you with opportunities to have passive income from your developed AVR applications
- **EON's global network** - international collaboration in more than 70 countries that you can access
- **Students Love AVR based Education** – Higher retention and engagement from students
- **Scale AVR online** – Enables AVR Experiential Education Online
- **Virtual labs** – Expand Lab equipment at lower Costs Virtually