Remote AVR™

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

VIRTUAL REALITY
(encapsulated environment)
AUGMENTED REALITY
(digital content overlayed on real world)
NETFLIX
ORBUS
onsight

HUMAN 2.0
GOVERNMENT
CLASSROOM 3.0
ACADEMIC
INDUSTRY 4.0
ENTERPRISE
eon reality
AR
VR

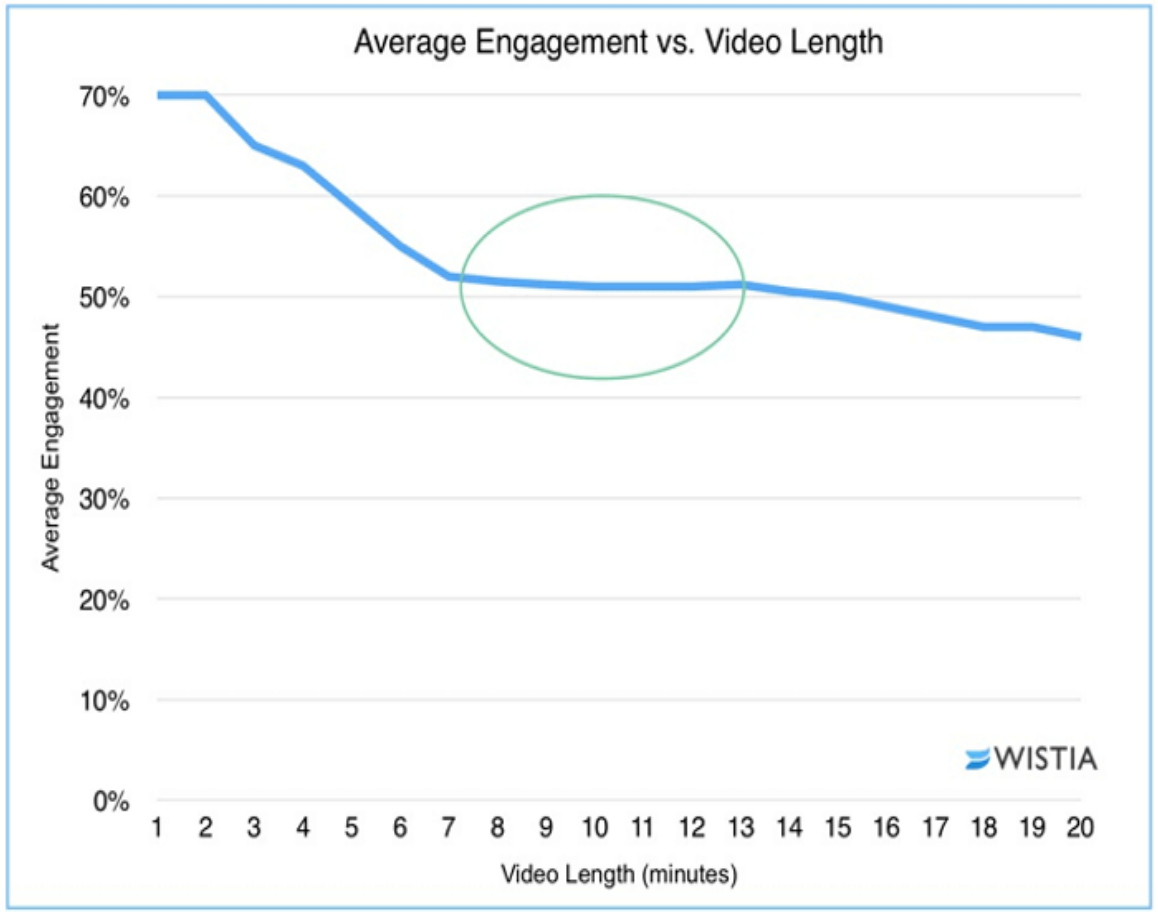
The Problem
Pandemic shut down and drastically restricted activities

SHUTTERSTOCK

The Problem: Pandemic shut down and drastically restricted activities

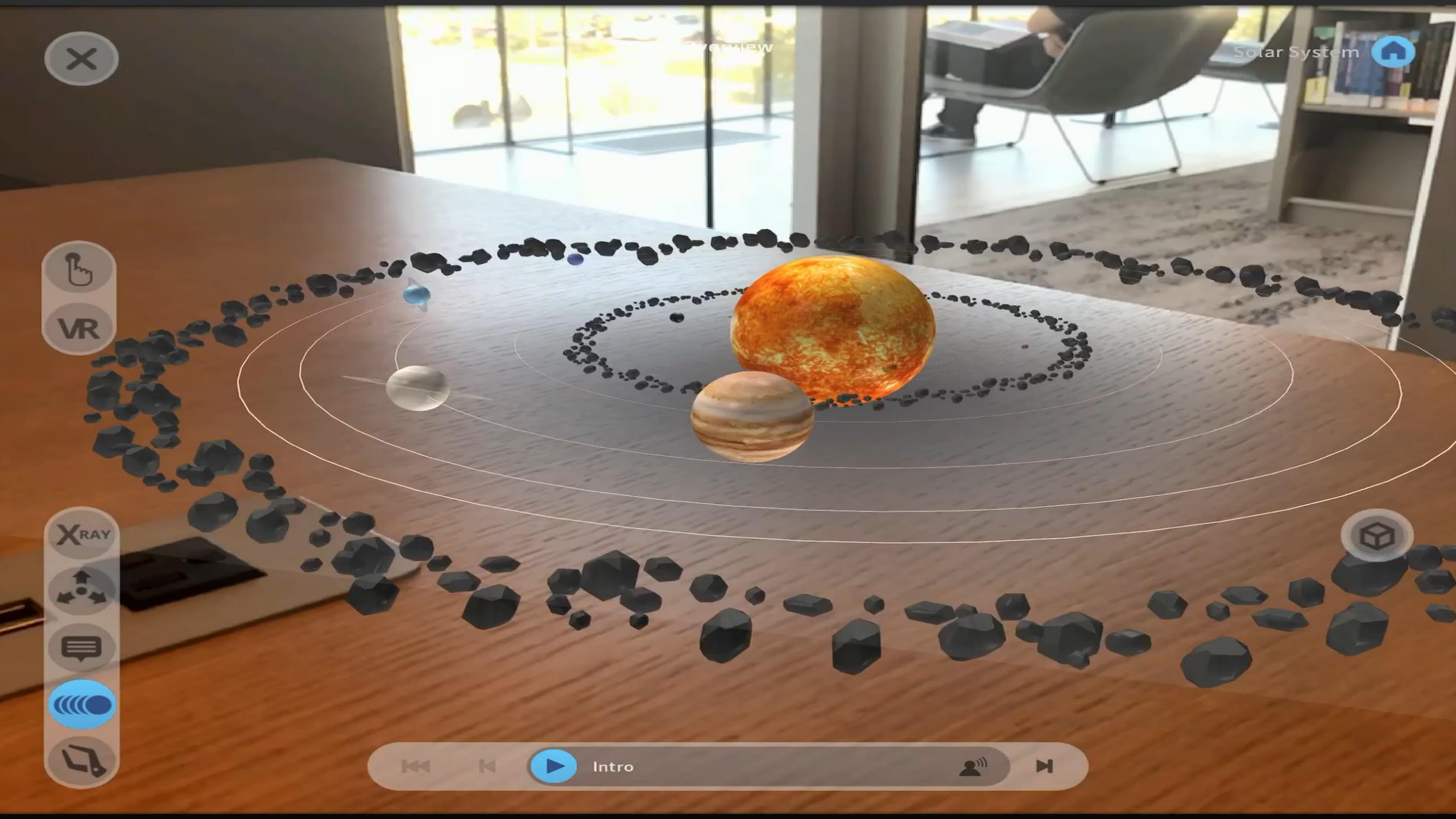
- Today many **schools, companies and governments are forced due to the Pandemic to shut down or drastically restrict their operations**
- While this step is required to ensure the safety of citizens, having **students at home with no ability to study and unproductive workers that cannot communicate 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

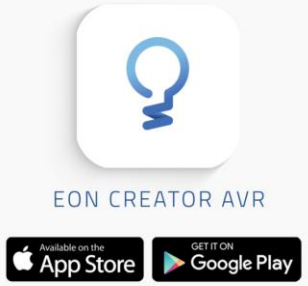


- As classrooms become the latest casualty of the virus, **how can we provide further support** to minimize disruption to classroom activity?
- For larger classes, the obvious option is to **shift the classroom lecture to a streamed video or broadcast.**
- However, studies have shown that **students 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 Solution
Remote AVR™ Knowledge Transfer

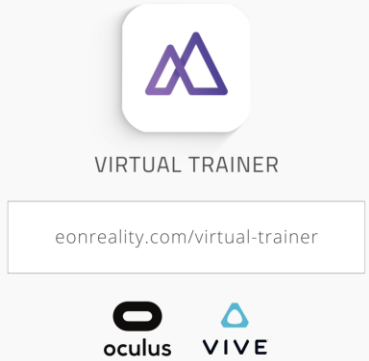

Solar System
VR
XRAY
Intro

Learn



CREATOR AVR

Train



VIRTUAL TRAINER

Perform

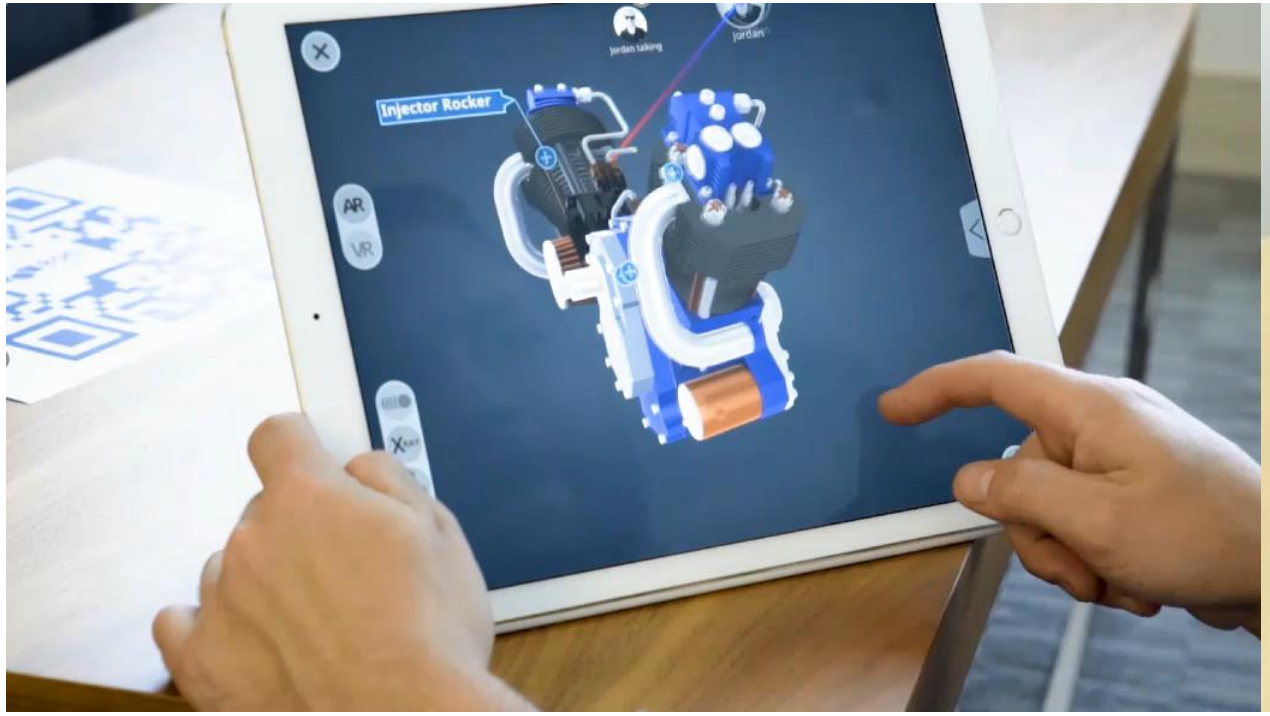
AR ASSIST

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

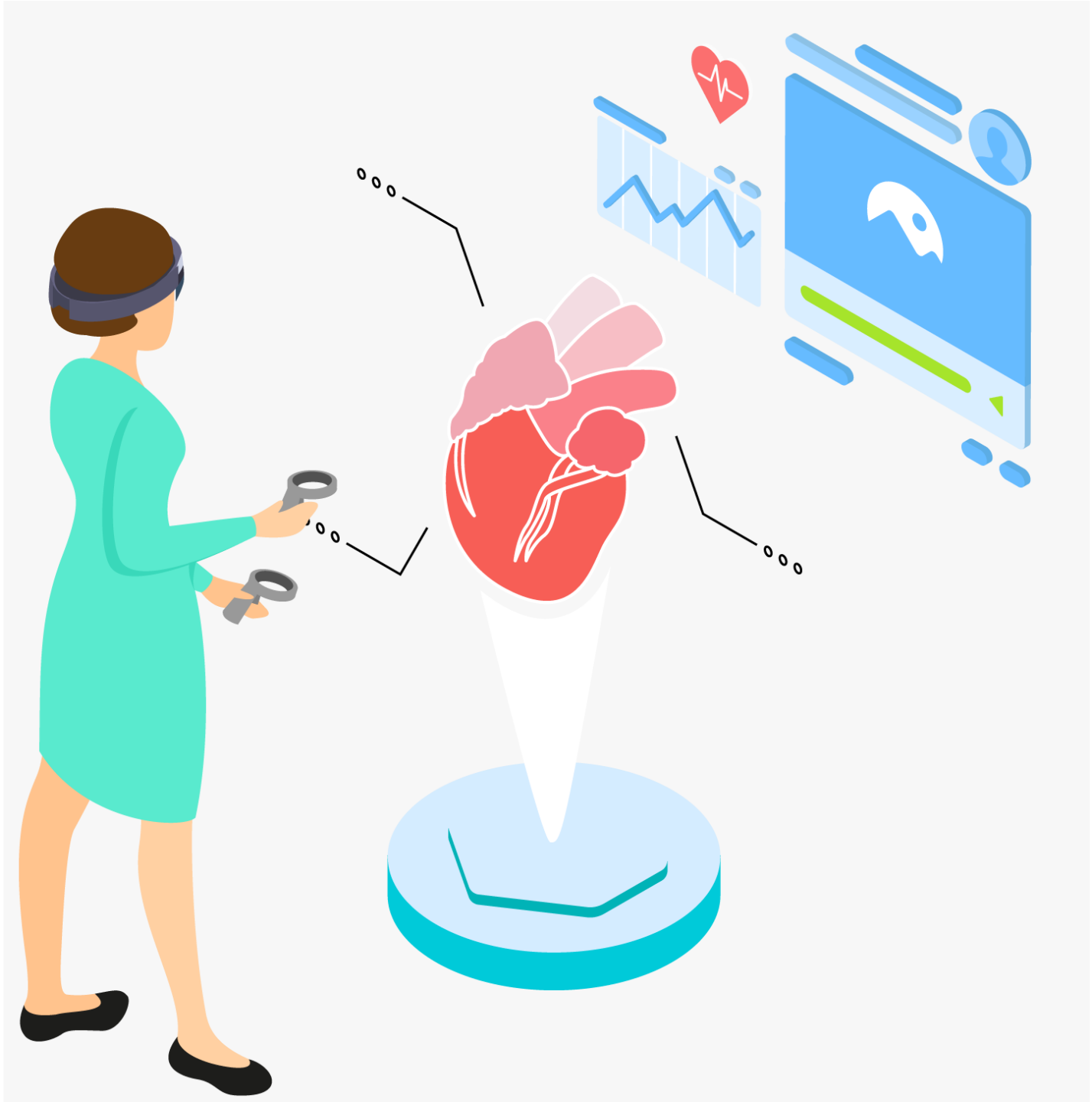
*One way to **overcome the attention span challenge** is designing **AVR interactive lessons***
*EON Reality has designed a series of **interactive features for the AVR Platform**.*
*These features are **designed to make students more actively engaged throughout the learning process**.*

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 devices**



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.

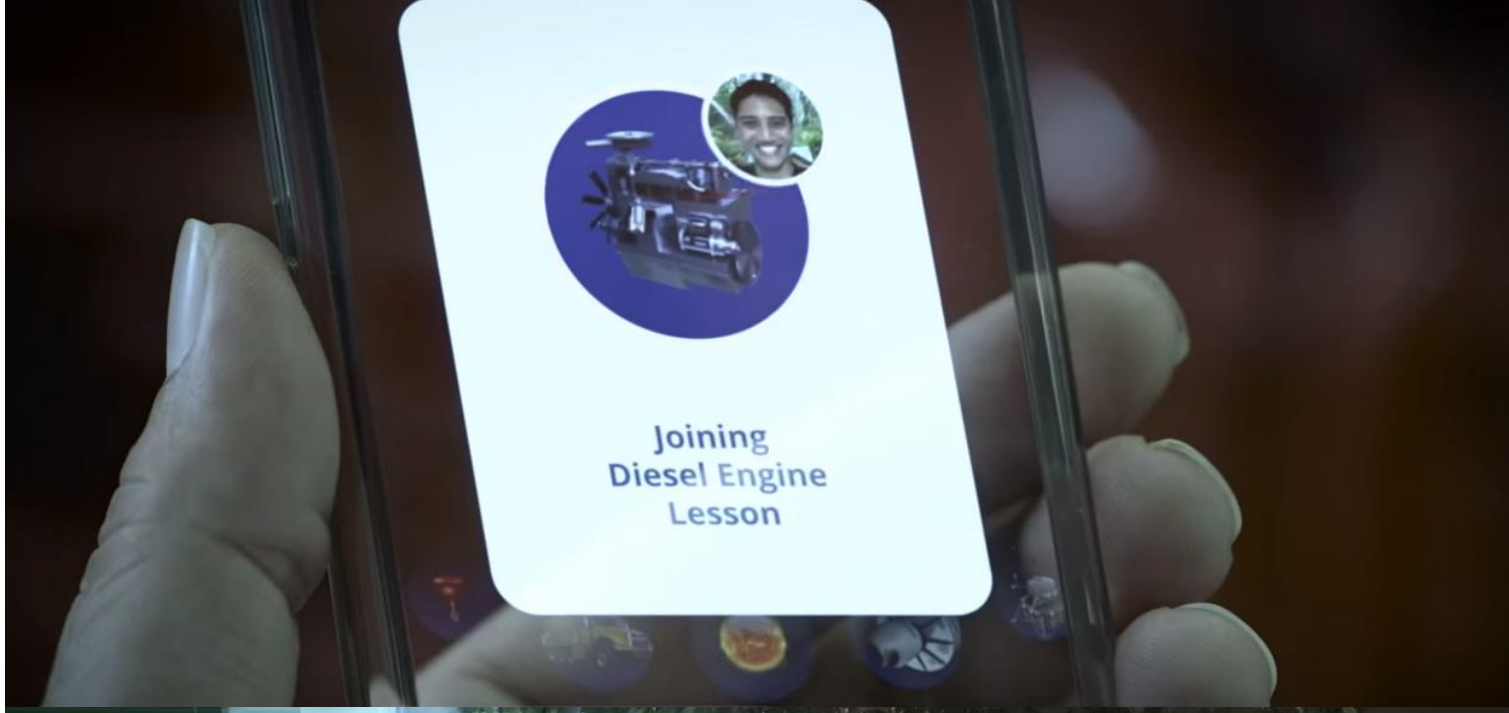
Remote AVR Use Cases

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.**

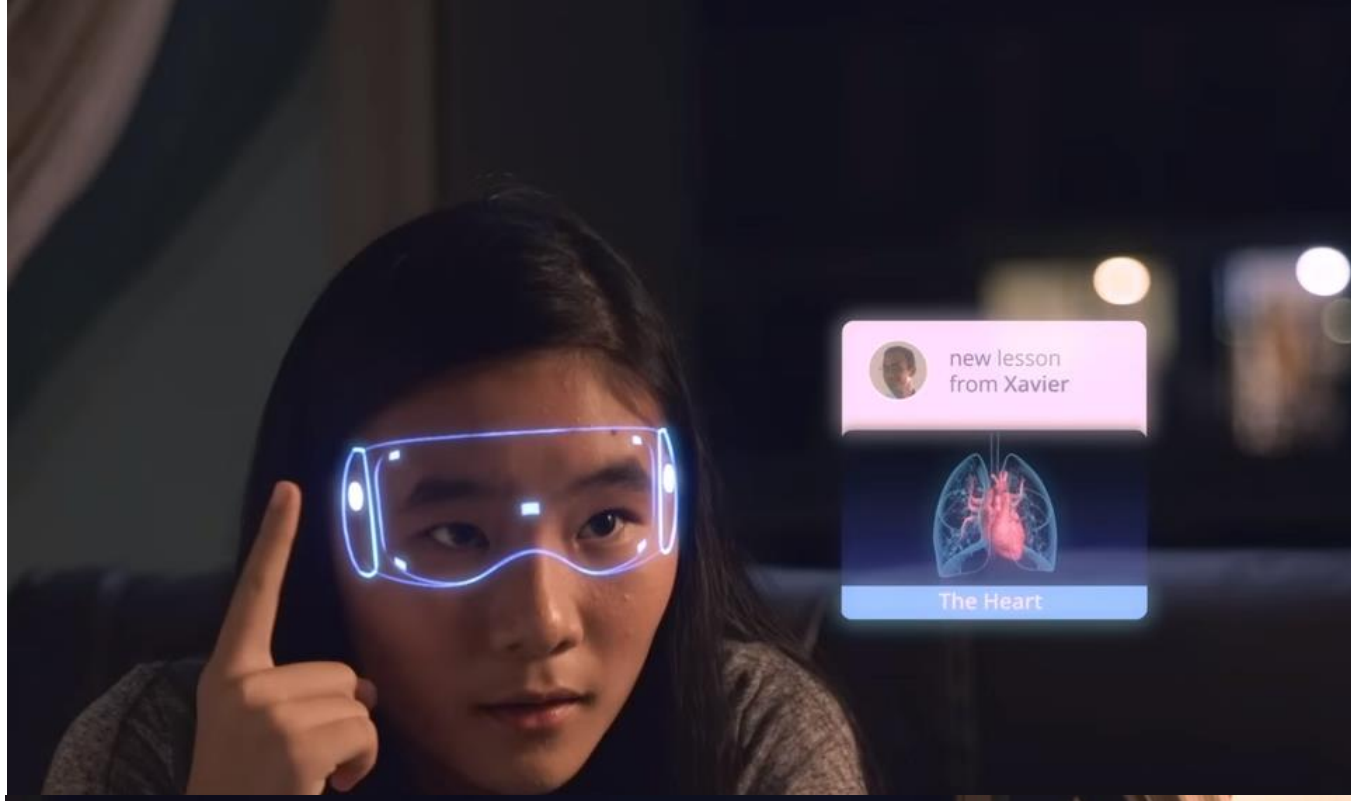
Collaborative Online Classrooms

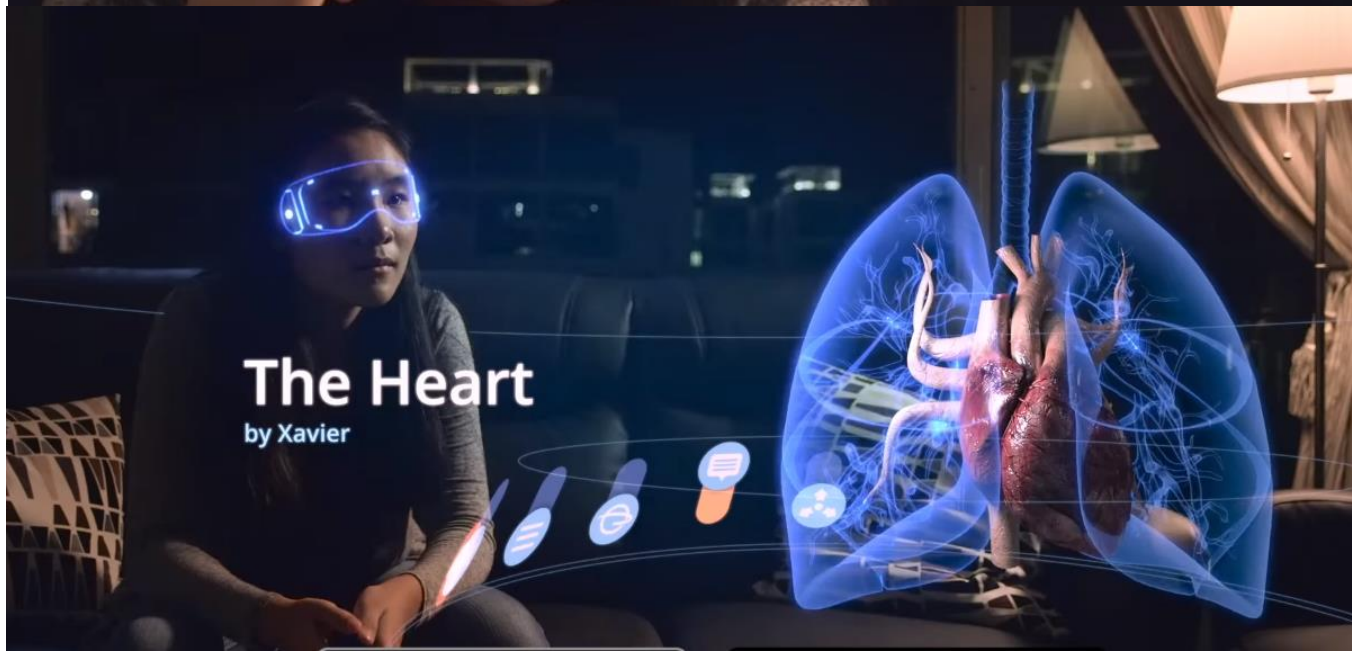
- The AVR Platform supports a **collaborative online classroom** of up to six students in one session.
- The multi-user functionality includes the use of **interactive features** such as **timed quizzes**, triggered **animations**, **live and recorded voiceovers**, and **point-and-explain functions**.



Self-Directed Learning

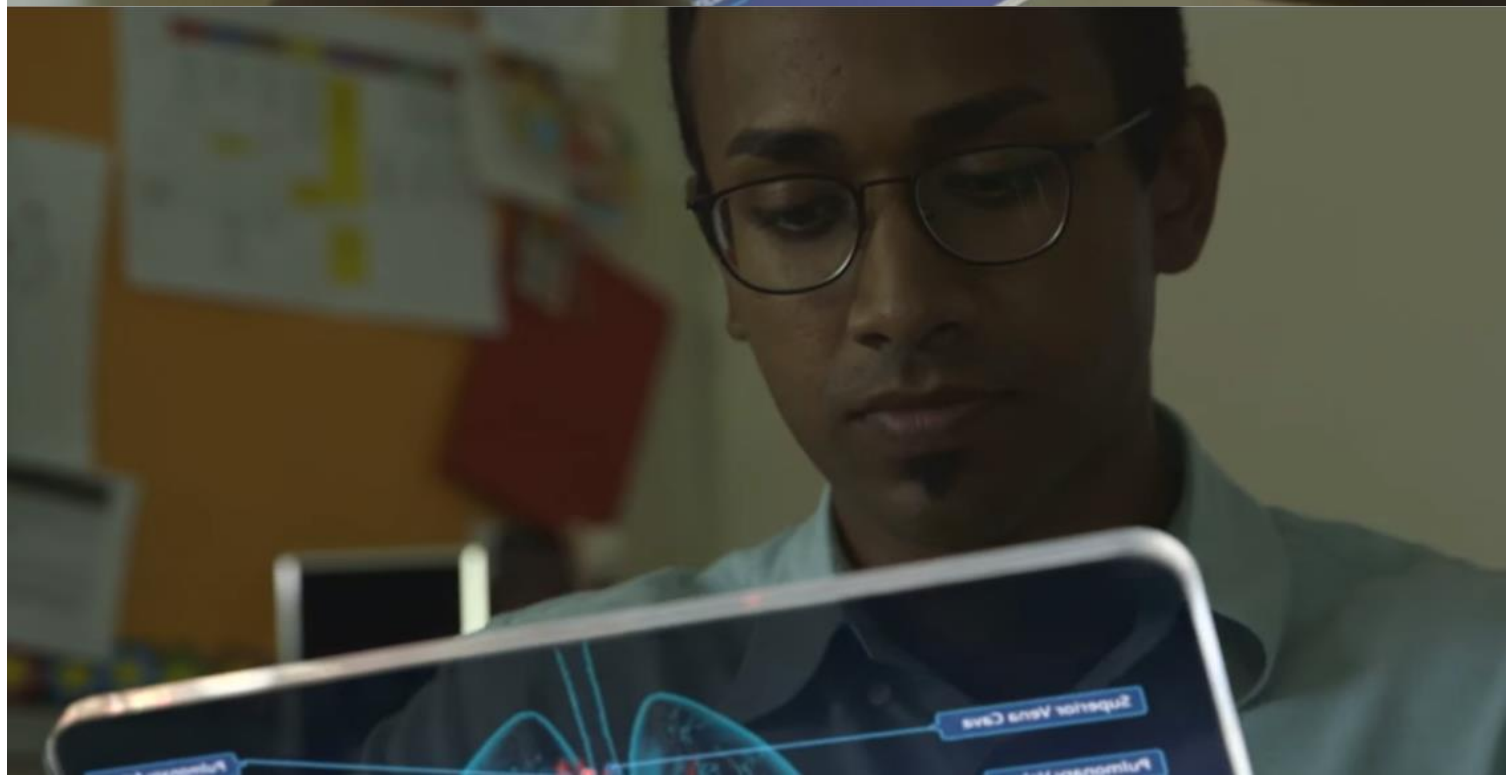
- The AVR Platform's intuitive **user-friendly interface** requires **no coding or programming knowledge**, which provides both students and teachers with **the ease and ability to create on-the-go lessons** to demonstrate key learning concepts.
- The lessons can be **recorded and shared across the student 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.





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

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

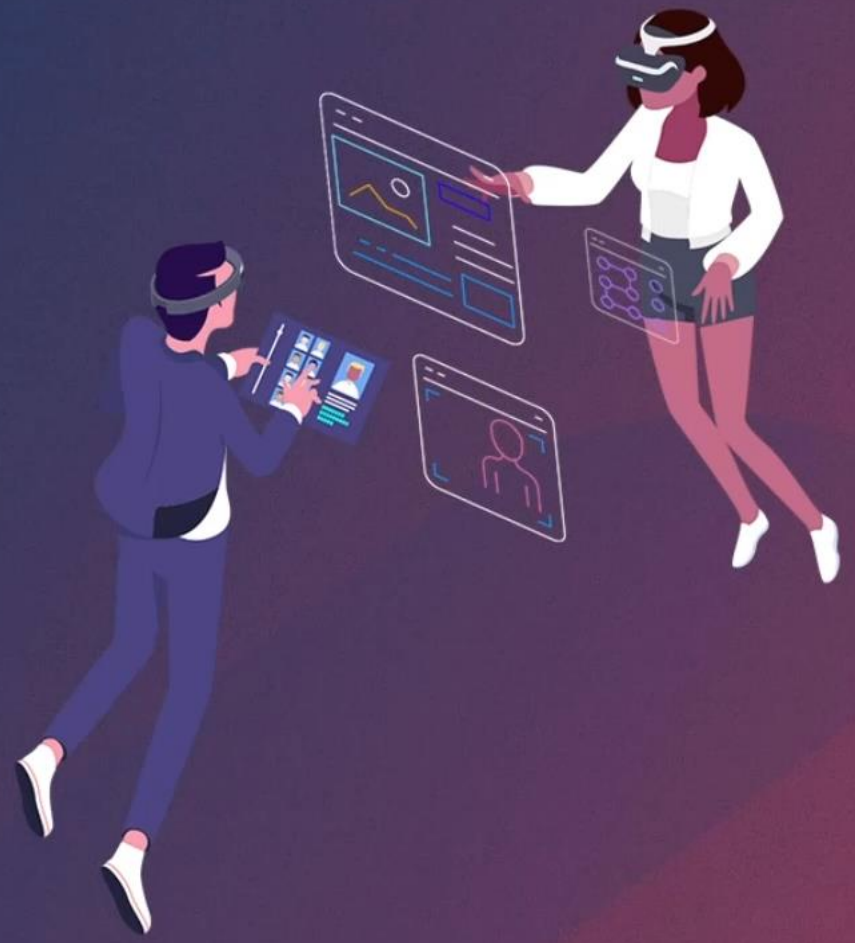
- Lack Of Good Relevant **Content**
- Lack Of **Easy Way To Create New Content** For End Users
- Lack Of **Good Use Cases That Proves The Value & ROI For End-users**

*2018

AVR Platform Login - V2

betaaccount.avrplatform.com/Home/IndexV2

PLATFORM



Sign In

jordan.richardson@eonreality.com

NEXT →

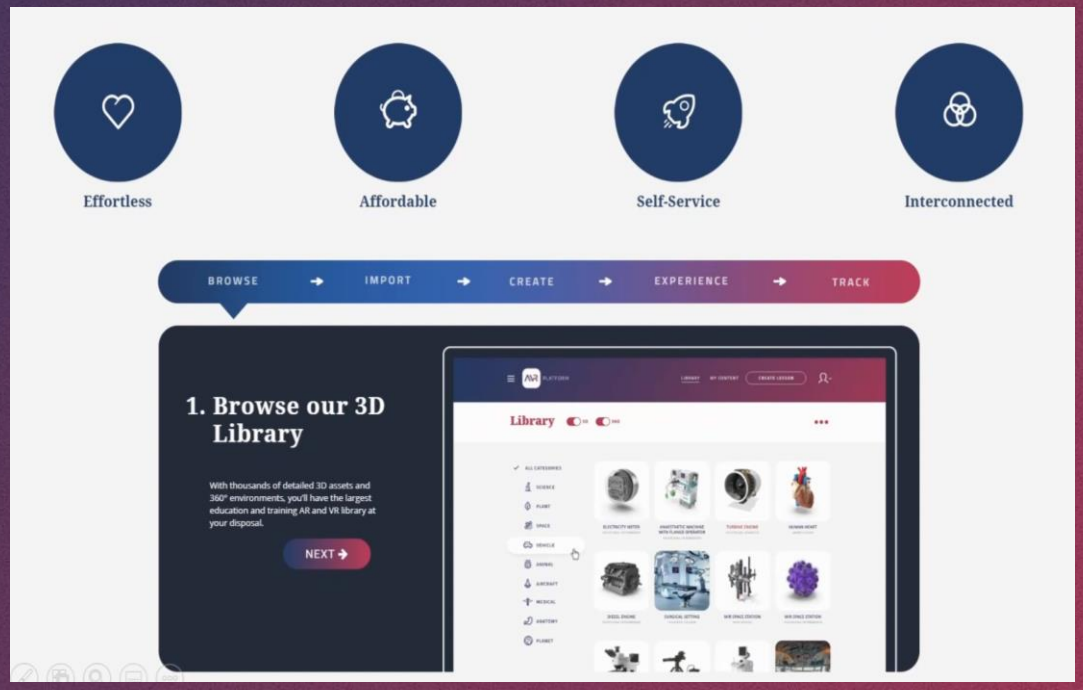
Forgot Password

End To End Solution For AVR Knowledge Transfer

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

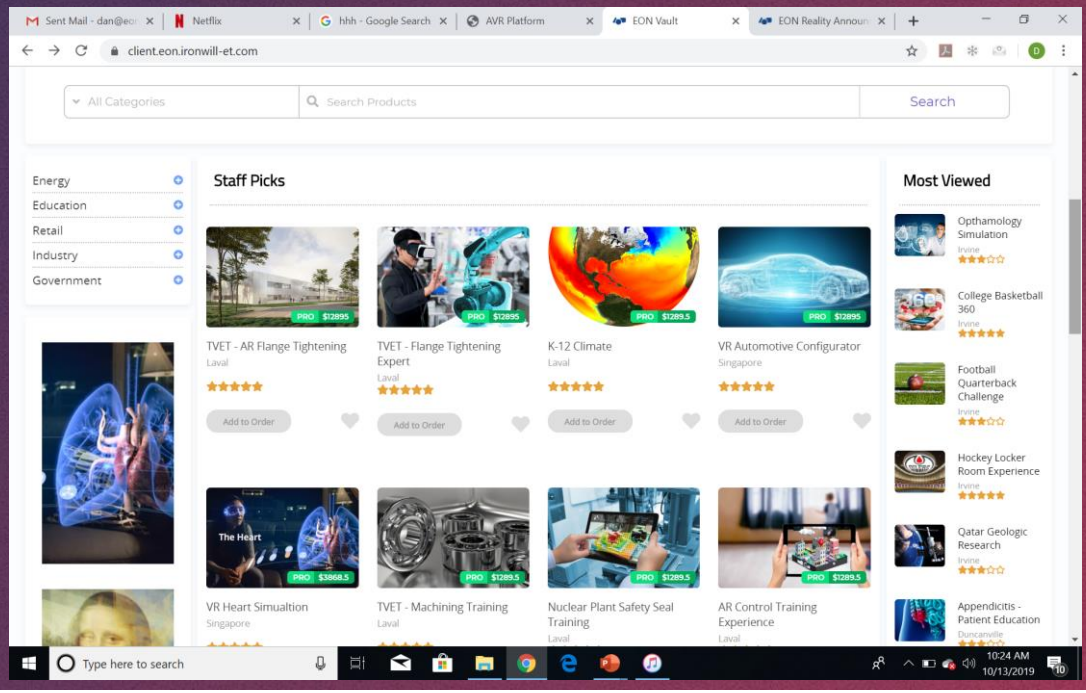
AVR PLATFORM – Comprehensive AVR Platform to Develop, Run, Manage, Access, Store, Host & Distr. AVR

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

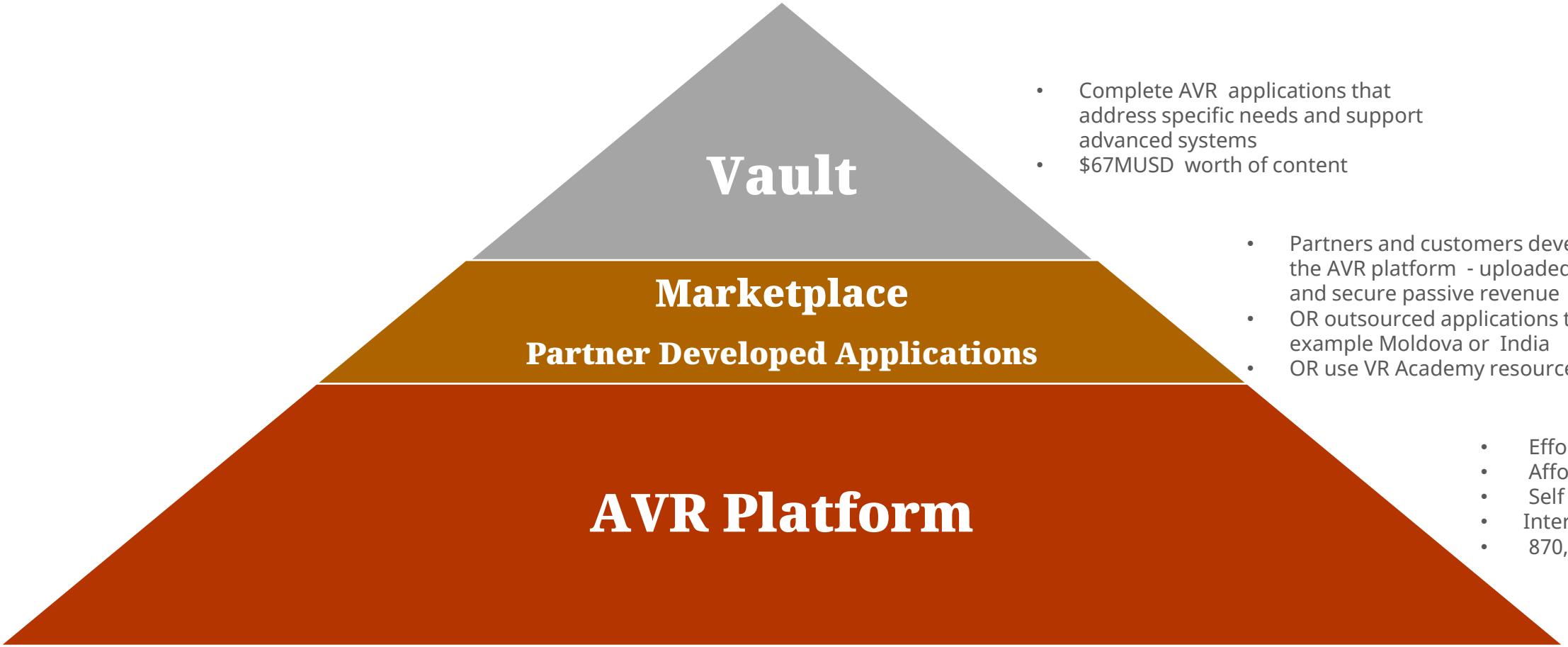


VAULT - Vast Catalog of Augmented and Virtual Reality Applications

- 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



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

- 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

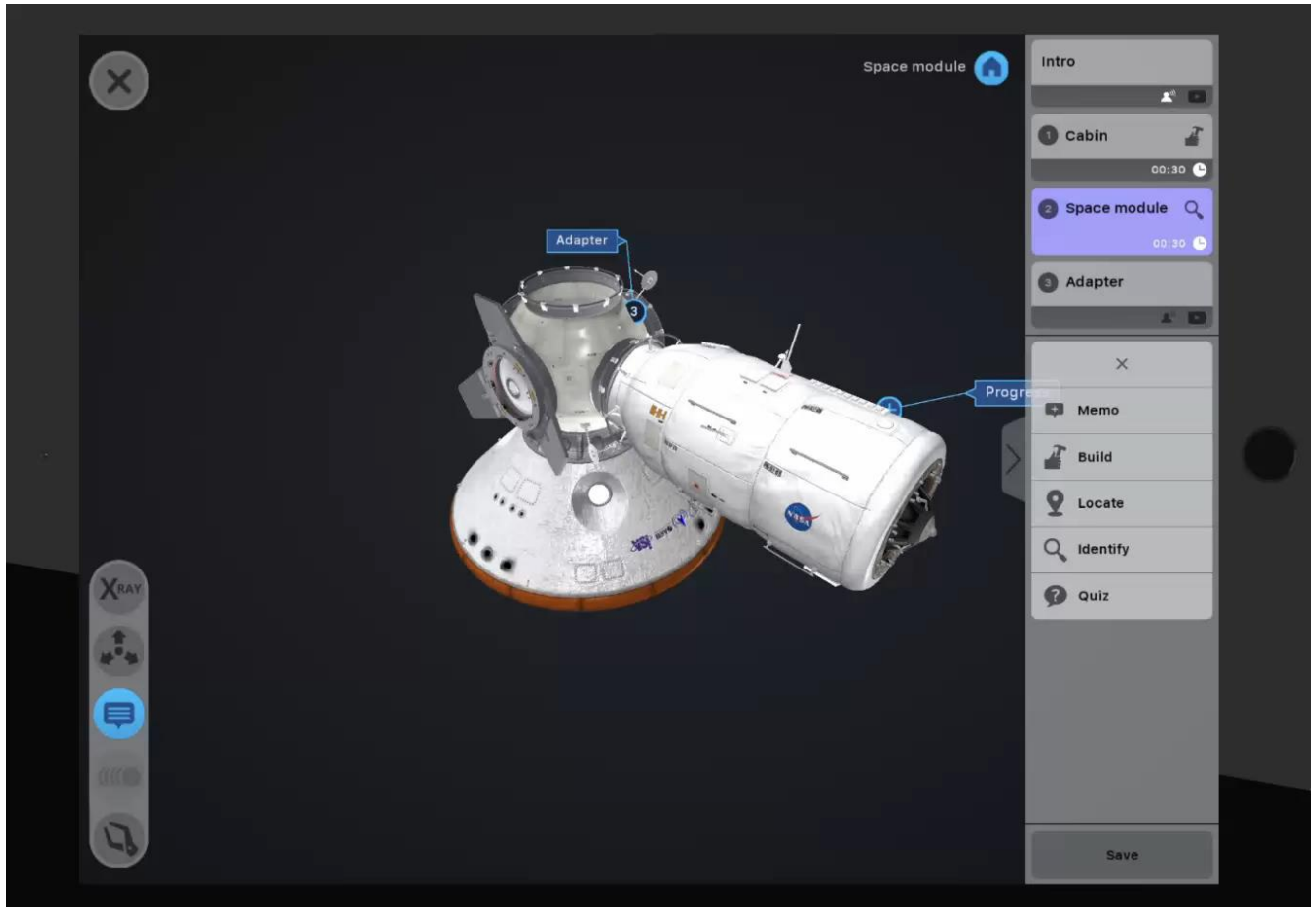
- Effortless
- Affordable
- Self service
- Interconnected
- 870,000 assets

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

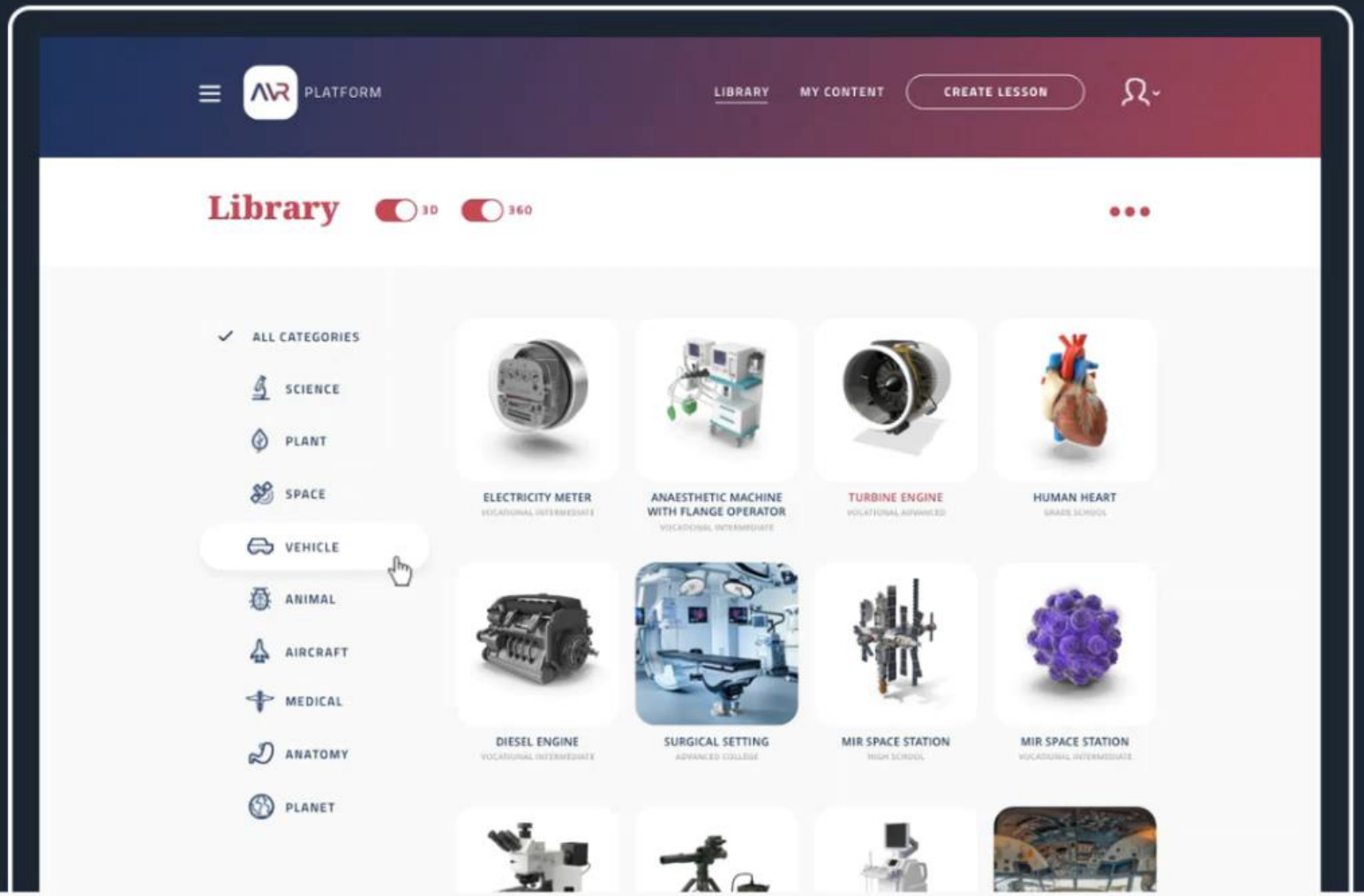
From **affordable smartphones** to **high-end consumer and industrial head-mounted displays,** the AVR Platform works and connects with **dozens of the most popular AR and VR devices.**

BROWSE IMPORT CREATE EXPERIENCE TRACK

1. Browse our 3D/360 Library

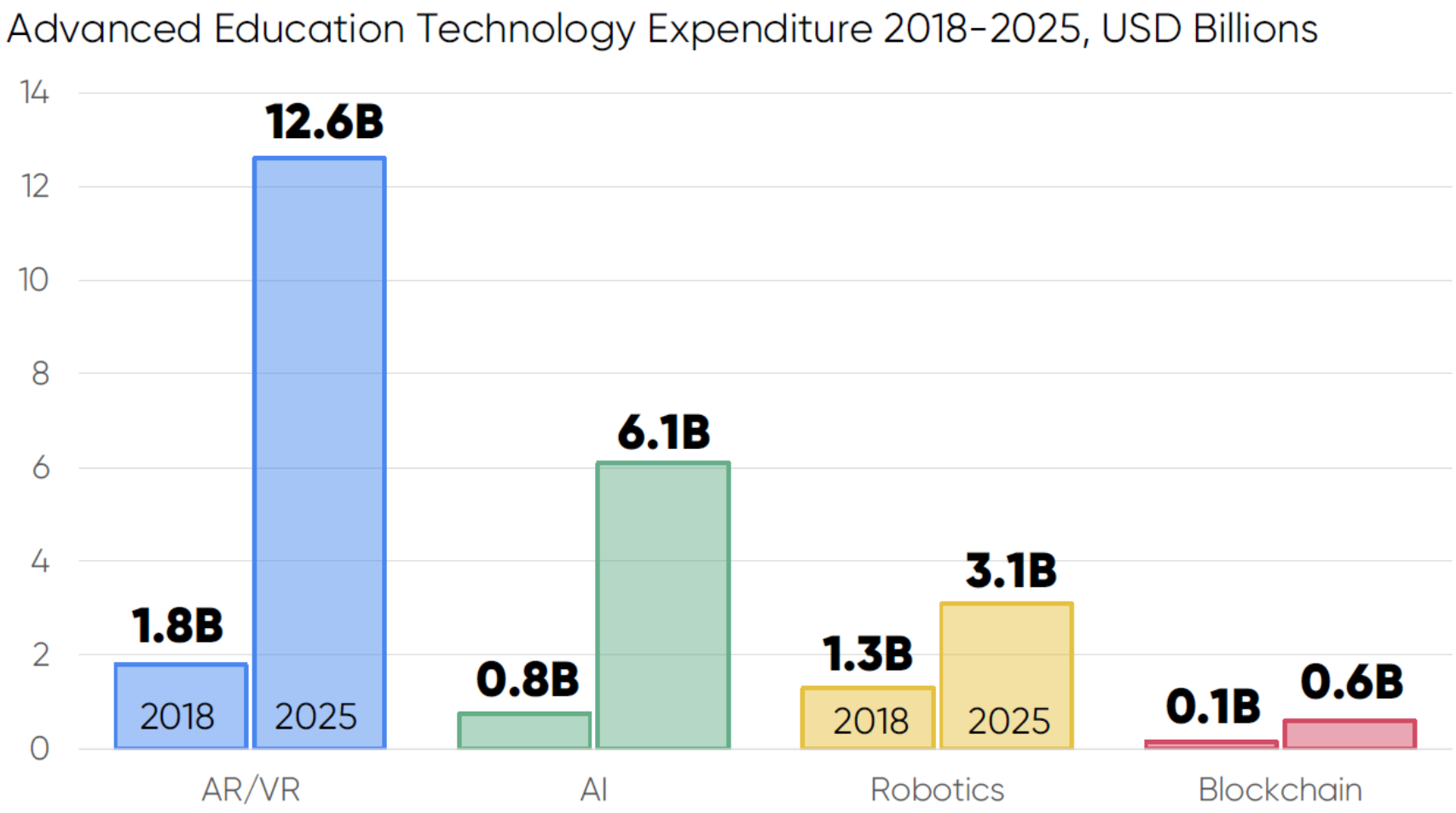
With thousands of detailed 3D assets and 360° environments, you'll have the largest education and training AR and VR library at your disposal.

NEXT →



The Global Movement

AR/VR Will Dominate Advanced EdTech Spending



Source: HolonIQ, Smart Estimates™ January 2019

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™ Packages

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

REMOTE CLASSROOM 3.0

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

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

$50,000

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

- 3 YEAR CREATOR AVR LICENSE
- 100 STUDENTS
- 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)

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
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- TEACHER TRAINING AND SUPPORT)

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

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

AVR INDUSTRY HUB

$1,200,000

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

MAKE YOUR TRAINING CENTRE A REVENUE CENTRE,
NOT A COST CENTRE

EXTENDED 5 YEAR COMPLETE AVR PLATFORM LICENSE
1,200 TRAINEES = 1,200 HOMIDO VR KITS 1,200 AR MARKERS

FULL TRAINER COACHING AND CERTIFICATION (LEVELS 1 TO 2)

- TEACHER TRAINING AND SUPPORT
- CUSTOM LESSON CREATION + TRAINING

ULTIMATE AVR EXPERIENCE LAB INCLUDING

- UGE PHYSICAL IMMERSIVE SYSTEMS:
  - IDOME MOBILE
  - HOLOGRAPHIC I

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

A READY-MADE INDUSTRY 4.0 HUB
FOR IMMERSIVE LEARNING ACROSS THE ENTERPRISE

Conclusion

Implementation of Remote AVR™ means that knowledge transfer does not have come to a standstill

Implementation of Remote AVR™ means that knowledge transfer does not have come to a standstill

- 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.

Thank You