Smarter technology for all

Lenovo

Discover augmented and virtual reality in higher education

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

Windows 11

Unlock Limitless Learning

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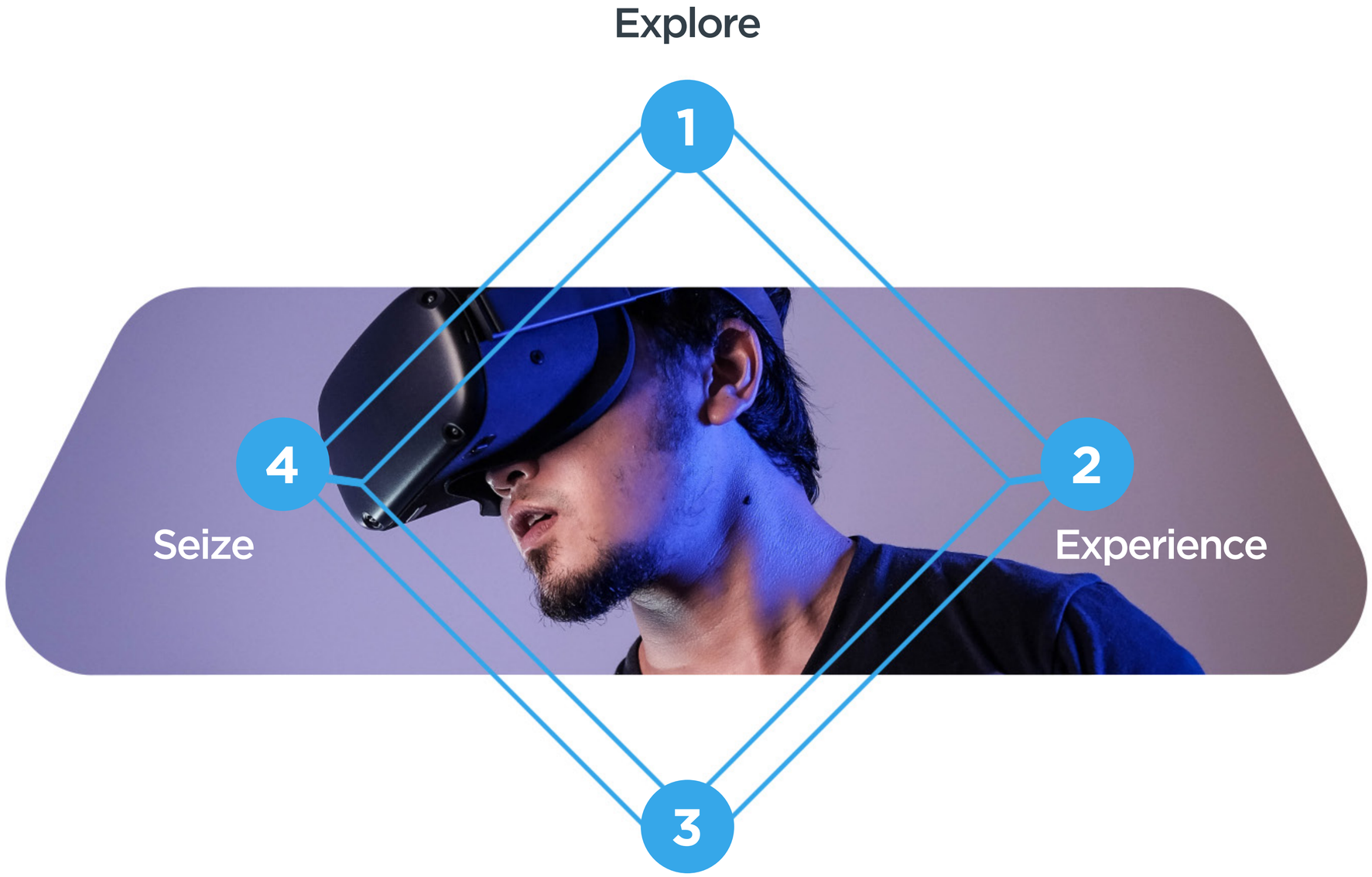
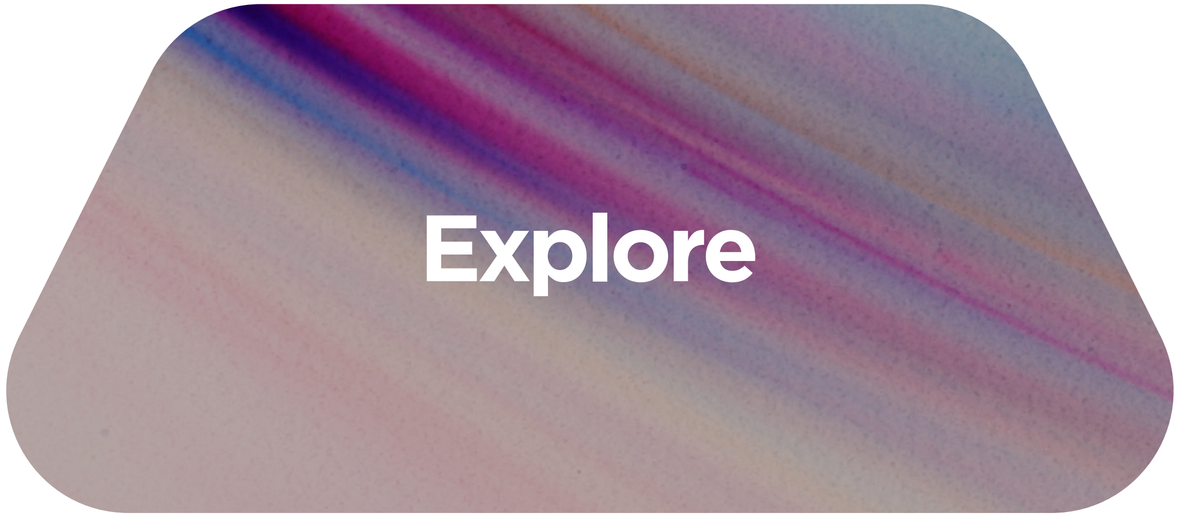




Opportunity

Until recently, augmented reality (AR) and virtual reality (VR) were seen as a luxury by educators. Two things in particular have shifted people's perceptions.

First, the pandemic ushered in distance and hybrid learning, showcasing the need to engage students and enable collaboration from afar.

Second, research and experience have proven how technology is transforming advanced learning. From anatomy to aerospace, farming to pharmacology, teachers are using VR and AR to create interactive educational experiences. The result is a student body that's better prepared for life after academia.

Education and VR

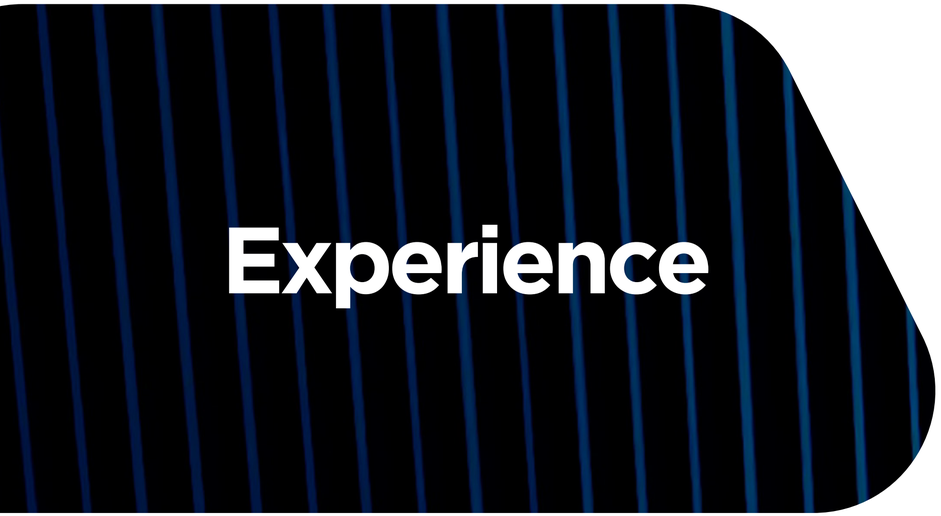
4th:

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

$700m:

Predicted spend on VR in education by 2025.[1]

[1] markinstyle.co.uk



Outcomes

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

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

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

VR for better outcomes

75%

(VR) vs 10% (reading): The retention rate for information absorbed in different ways.[2]

4x

V-learners were up to four times more focused than e-learners.[3]

[2] http://ivrtrain.com/ivrtrain/VR_Learn_Report-2017.pdf

[3] PwC :The Effectiveness of VR Soft Skills Training in the Enterprise, 2020

Technology

No longer considered an emerging technology, AR and VR have become far more affordable in recent years. Exciting applications have emerged, proving their worth in colleges and universities around the world. From exploring molecular structure to spatial simulations for social work, there's no doubt AR and VR have hit the mainstream. Here are just two examples of how higher education is embracing AR and VR.

Keele University

3D modelling and medical imagery are helping medical students learn how to properly diagnose and perform surgical procedures. It's a whole new way of teaching that allows collaboration over long distances while still safeguarding security.

See how they did it

Ithaca College

Forced to learn from home during the pandemic, students in the Education department were unable to practice teaching in front of their peers. VR headsets were mailed out and they were soon meeting online in a virtual classroom to prepare and deliver immersive learning content.

Be inspired

Senses

Engage

For decades, educators have known that students learn best when they experience a lesson. That's especially the case in higher education where the content is often dense and intellectually complex.

It's particularly challenging when practical work might be dangerous or simply impossible to experience in the real world, such as surgery or splitting an atom.

Or at least it was before VR and AR technology immersed students in safe, realistic environments.

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

Examples of AR and VR in action:

VEATIVE

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

devclever

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

WILD IMMERSION

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

uptale.

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

VICTORYXR™

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

The future

New technologies like AR and VR are the future of education. But they're also here to solve problems and improve outcomes in the here and now. As we emerge from the pandemic, they make hybrid and remote learning a reality, encouraging collaboration and engagement in multiple locations.

They also prepare students for a workplace that's rapidly evolving. From the spatial web to space exploration, AI and VR technology create immersive realistic teaching environments that are fit for the future.

- **Simulations offer a lower cost than traditional in-person scenarios, but with the same experiential insights**
- **Rehearse high cost, high risk interventions in a realistic environment**
- **Teach 'soft' skills such as negotiation and communication skills in a low risk setting**
- **Learn how to repair and operate complex machinery from the comfort of a classroom**
- **Enhance research collaboration and avoid 'Zoom fatigue'**

Experiential learning

With the Mirage VR S3 headset

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

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

Features include:

Sharp 4K visuals

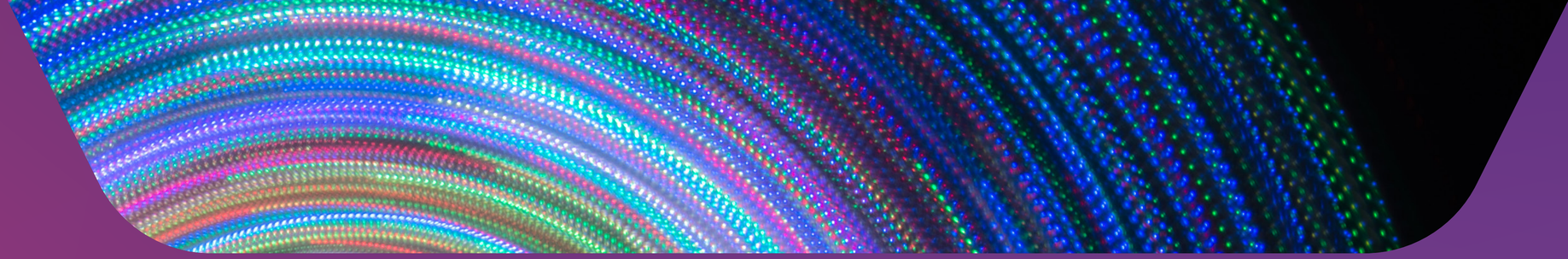
Wireless controller

Integrated audio

Up to 3 hours' battery life

Ages 13+

Can be worn over glasses



Enhance Learning

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

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

Get in touch

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