

EDU2VR

Teaching Science and Engineering in Real and Virtual Space.

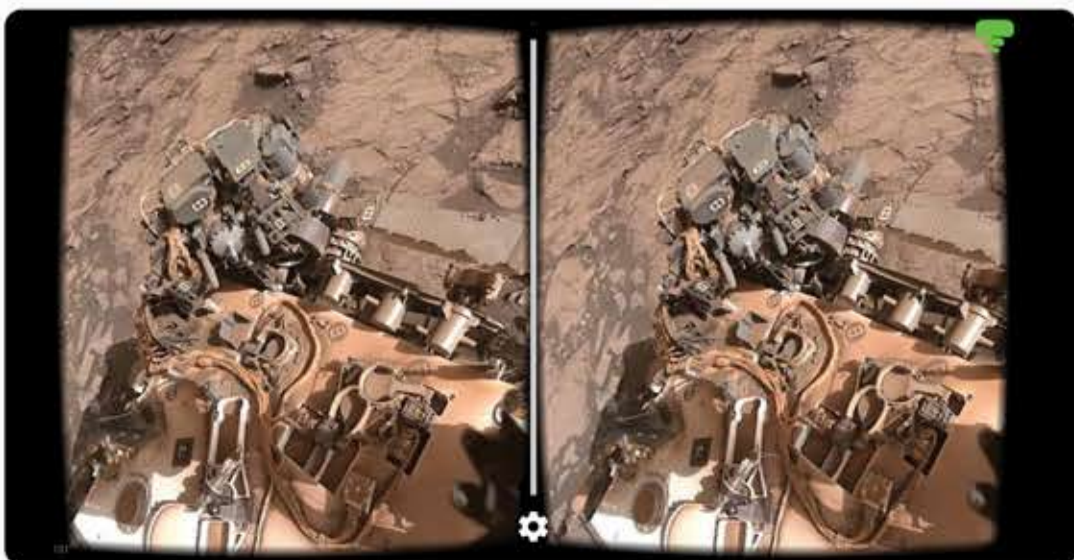
Binoo provides an immersive teaching and learning platform utilizing the best that VR has to offer.

It is a scalable cloud-based framework that supports the building and distribution of educational content in virtual spaces. Deploy your content worldwide within seconds, or use it exclusively for your classrooms.

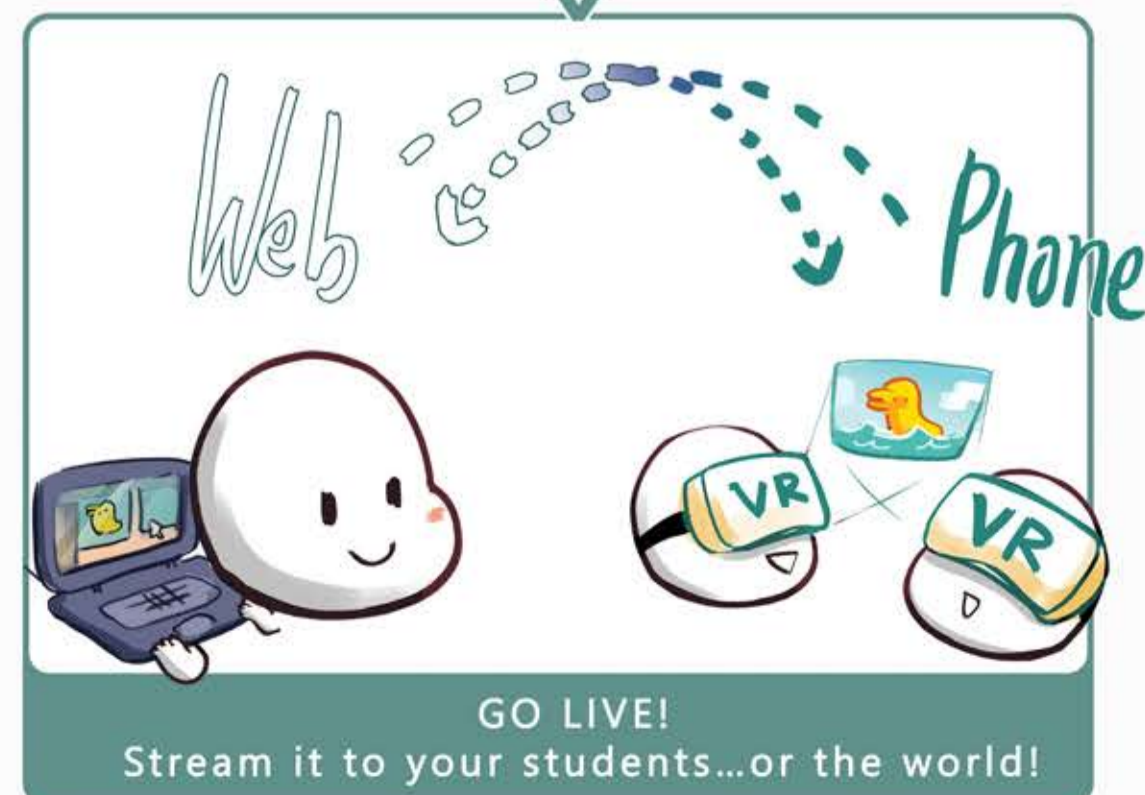
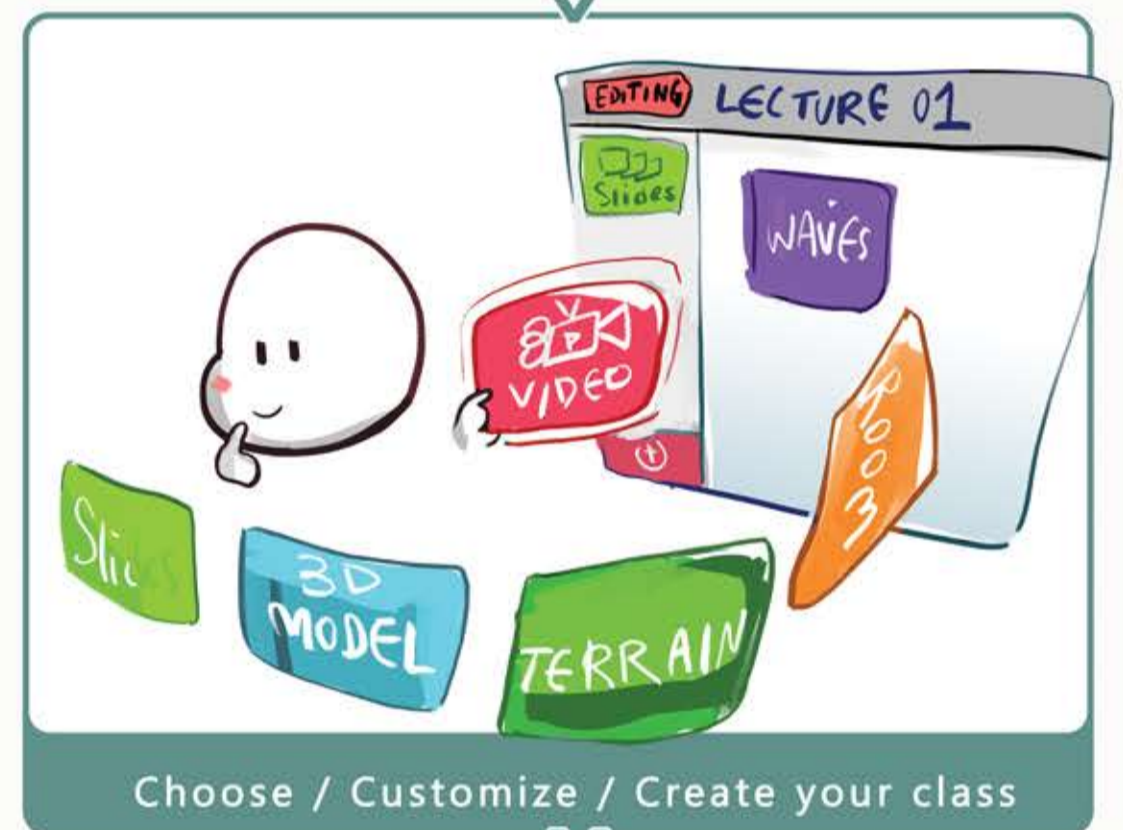
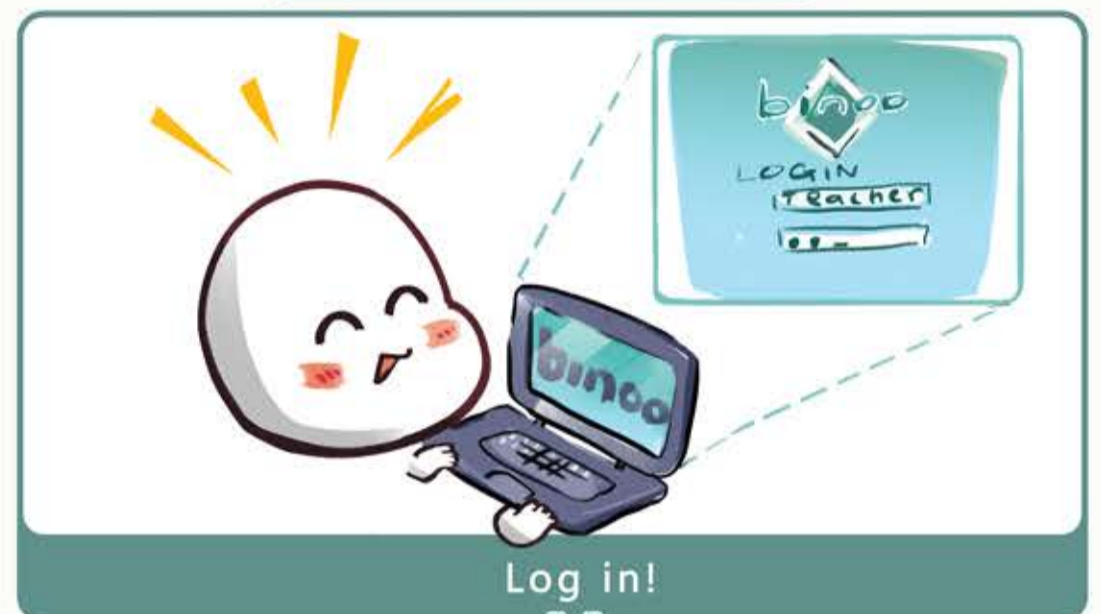


As an educator, you need only a web browser to conduct your classes or create content. In just three easy steps you have created your VR class.

It is simple to include immersive 360 degree clips, amazing 3D models, interactive photospheres, VR games and much more in your lecture. The content can be accessed by our large library or you can create it by yourself. Also student assessments can be incorporated in the VR environment.



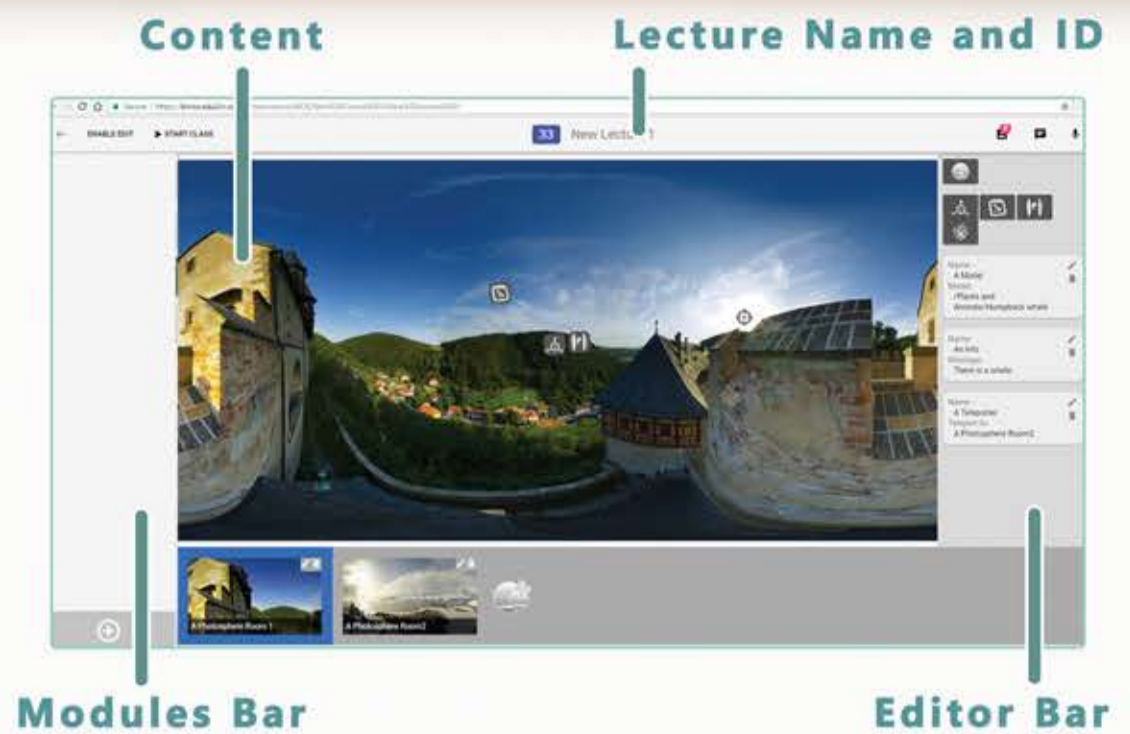
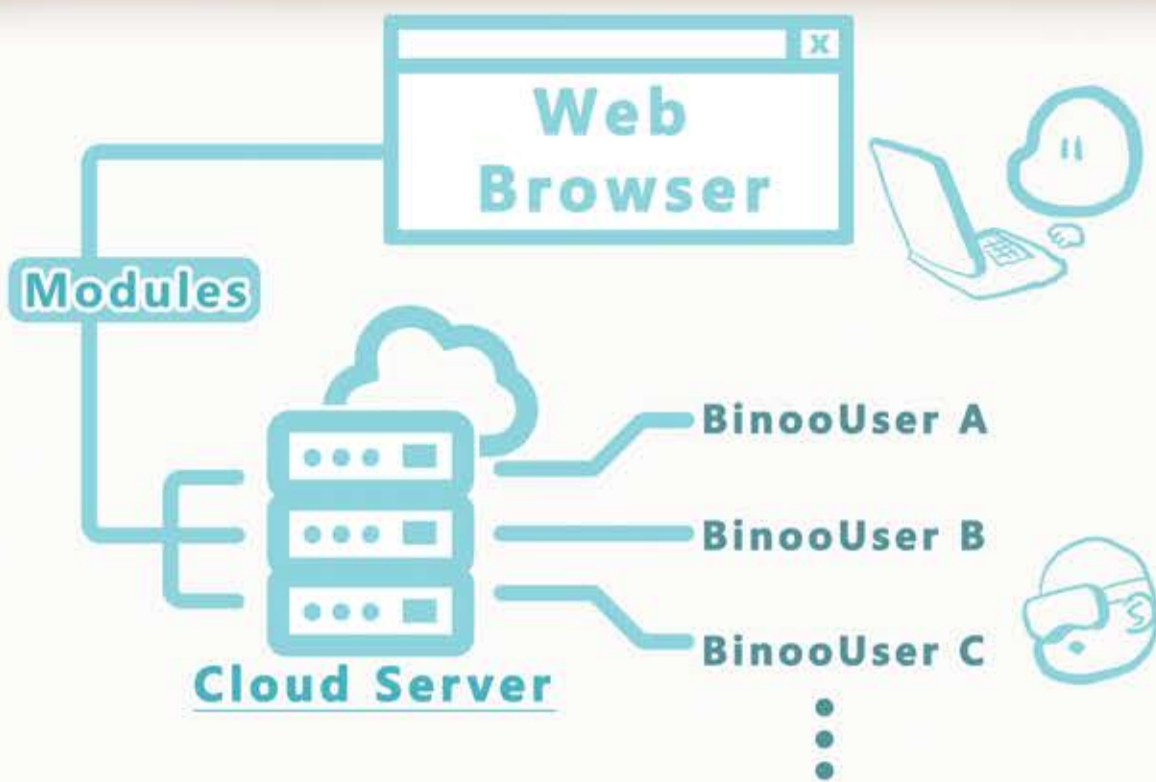
3 Simple Steps



Our Team: Claus-Dieter Ohl | Rainer Helmut Dumke
Mikael Makkonen | Tay Jing Wen
Jeric Bryle Dy

Contact us: edu2vr.com
info@edu2vr.com

Editor Console



The Binoo Educator console is a presentation and creation platform for VR.

Using a normal web browser you can access the intuitive VR editor.

With simple drag and drop options you can modify or create classes.

Your creativity is supported by our large content library, however you can also include your own or third party material.

The VR classes are stored in a secure cloud.

They can be distributed to hundreds of students at the same time or to individual students anytime.

Self-paced teaching where students access the content by themselves or guided teaching with a teacher directing the class through the experience are possible.

Binoo Viewer

Combining modern cell phones with comfortable card board type headsets make extremely powerful mobile VR devices with almost no cost.

Students can download our free cell phone ready Android or iOS based viewer and be fully immersed in the class.

The simple user interface guides the students quickly to the right classroom. With no time wasted on complicated setups.

The mobile phone based approach eases the burden of expensive hardware. It is the only solution which makes VR affordable for schools and educational institutes.



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Hardware - EDU2VR

We provide VR Headsets for the use with modern cell phones. These headsets are especially suited for educational environments. Besides comfort and quality, the simplicity in usage is the most striking feature.

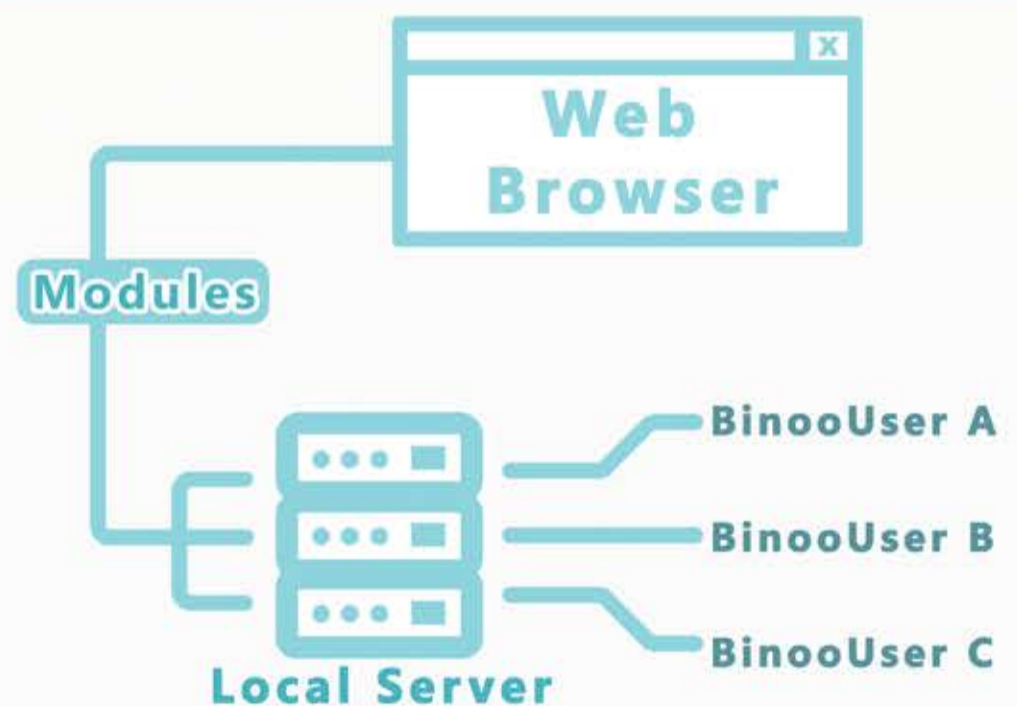
Students will just download the free Bino Viewer-App on their cell phones and are free to explore the immersive virtual reality environment.



The **EDU2VR All in One** viewer comprises of a VR headsets with 2k resolution. The fast graphic chipset enables high quality playback of 360 degree content and makes rendering complex 3D graphics a smooth experience.

The device is plug and play ready, installed with the latest BINOO VR player. This ensures a hassle free conduction of VR classes.

Bino VR Lab consists of a local VR server which can be brought into the classrooms. It includes high-speed WLAN routers suitable for up to 40 students. This solution is suitable for institutes with restrictive network access or slow connectivity. It is a closed system where the educational institute has full control over the server.



Positive Reviews from students!

" I think binoo can really help a lot in visualizing experiments!
Since you can easily view from any angle unlike around the table "

" It made learning more fun, I have an easier time visualising
what kind of concept the professor is showing than previously."



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