

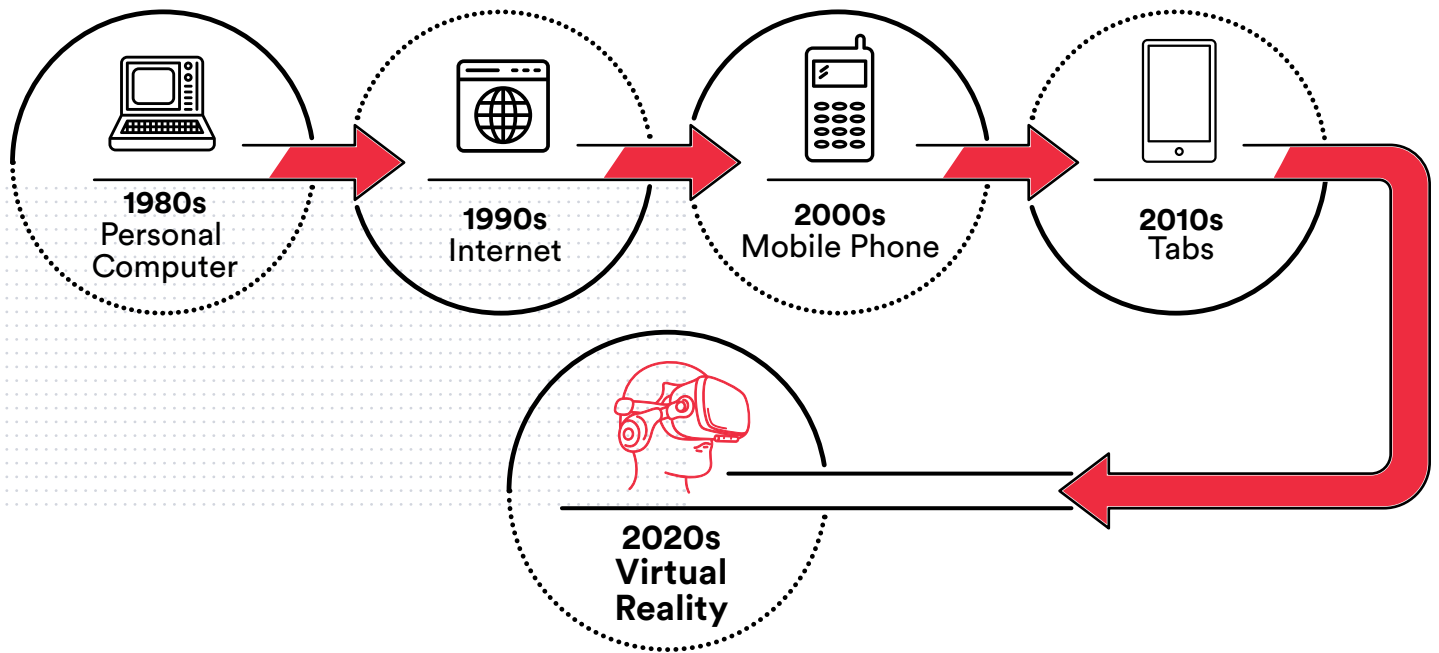
All our knowledge begins with experience.

- Immanuel Kant

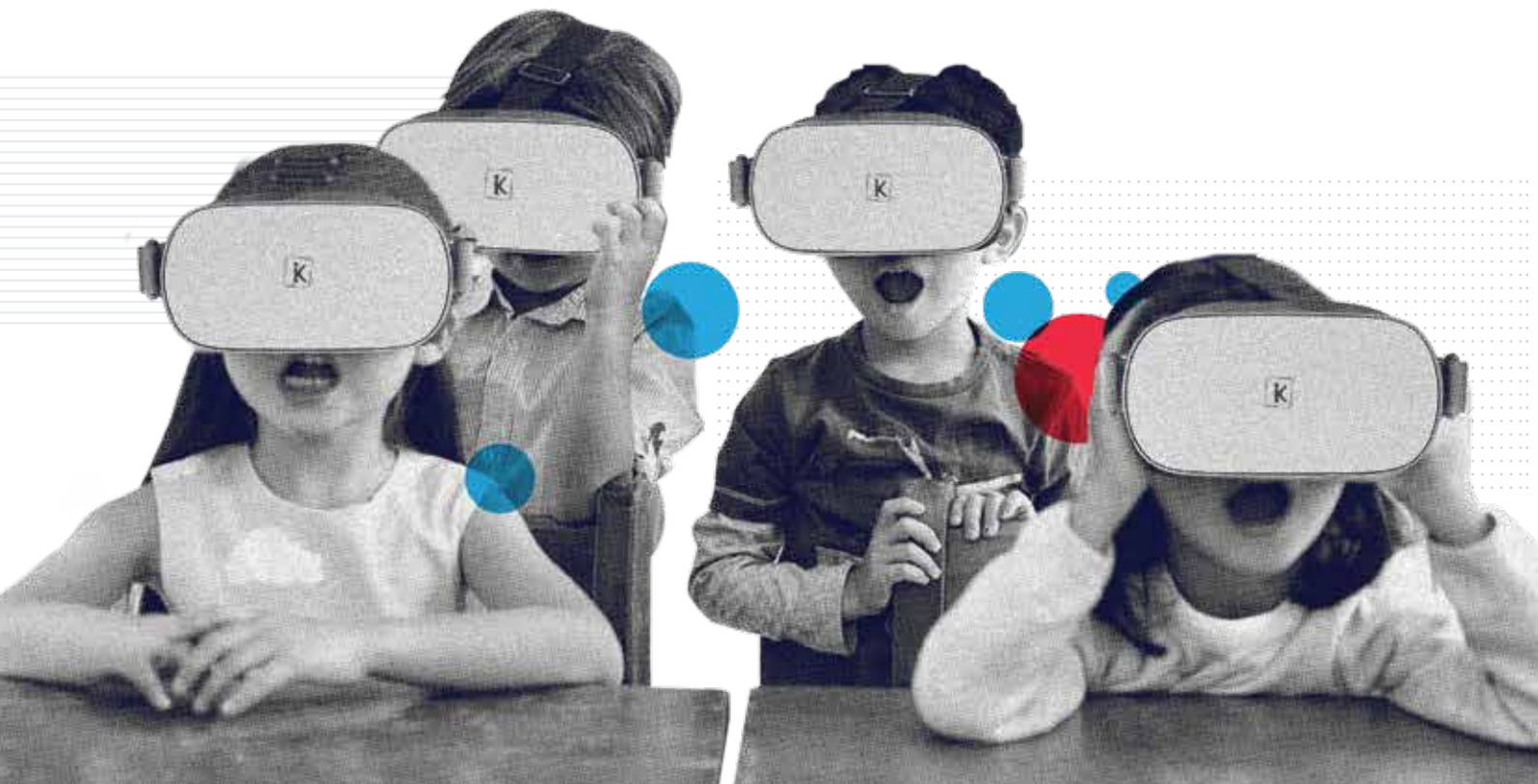
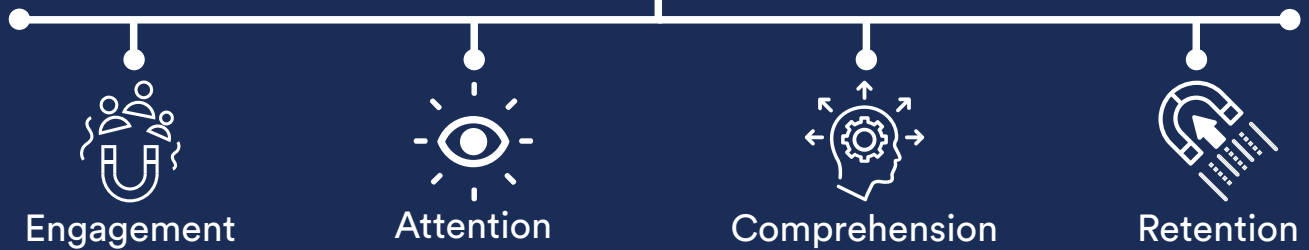


1000⁺ Educational concepts
in one power packed Virtual Reality Console

Evolution of technology interventions in education:

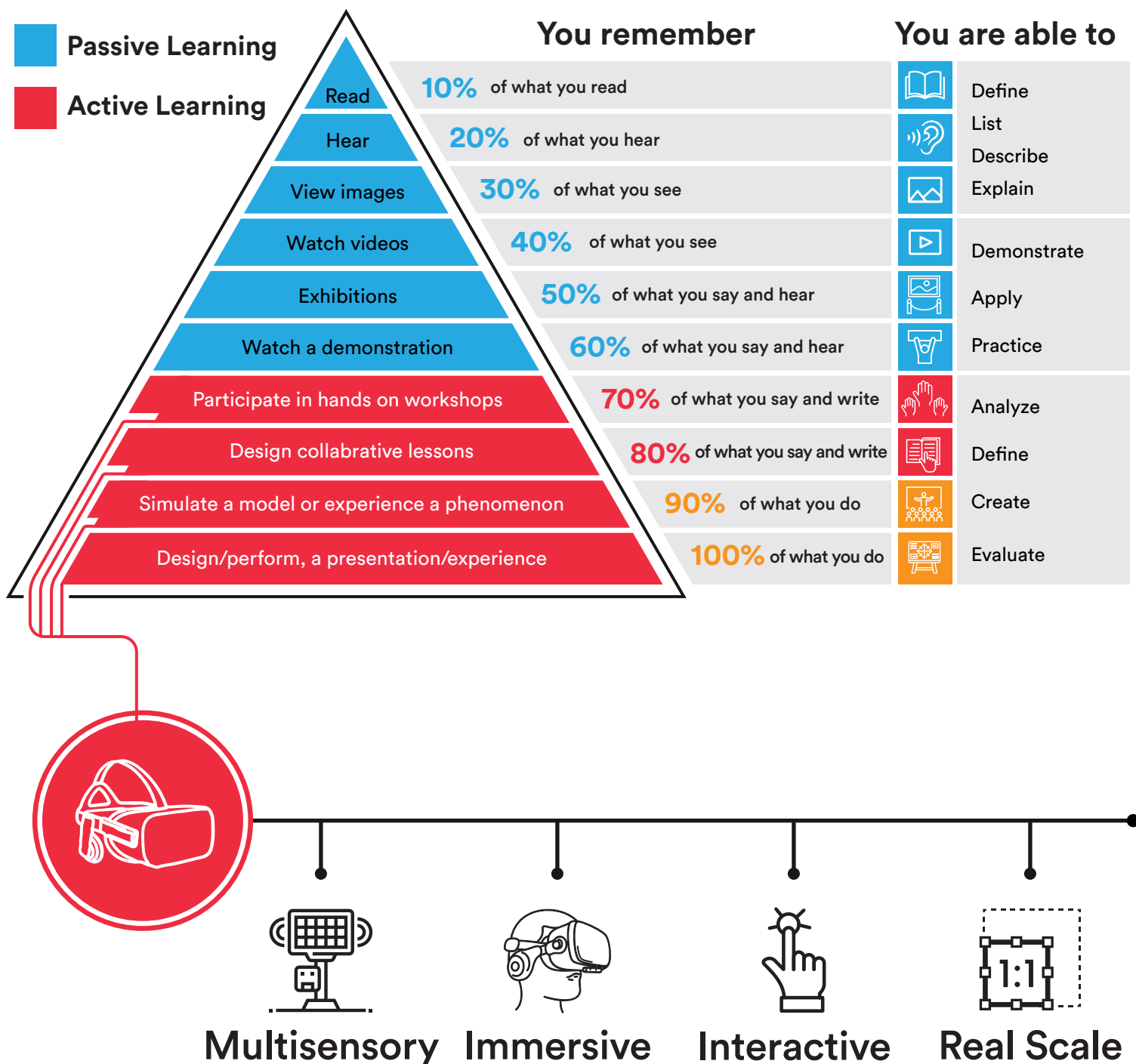


Enhanced



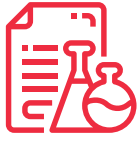
How VR enables better and faster learning?

Cone of Experience



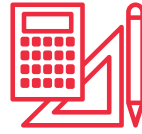
*Cone of Experience proposed by Edgar Dale

KLAB-VR offers unparalleled experiences for K-12:



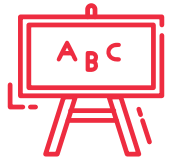
Science

Experience the inside of a heart and watch it beat, play with molecules to learn chemistry.



Maths

Experience fun filled mathematical journeys, learn geometry, trigonometry, equations.



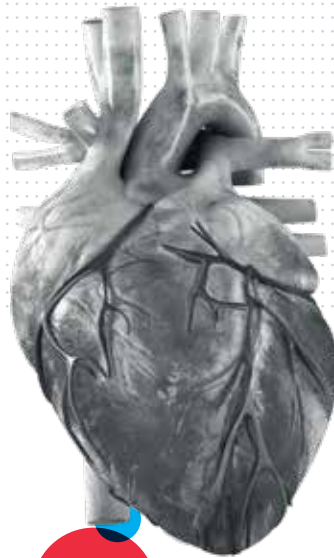
English

Drive through the world of words and learn by being a part of your favourite stories.



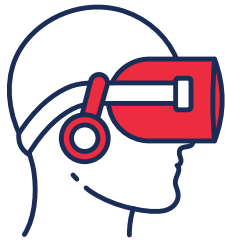
Social Science

Fly through space, dive into oceans, experience the world wars first hand.

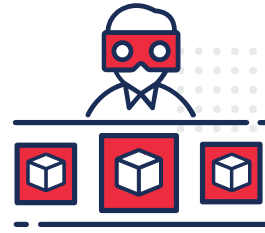


VR exploration of a human heart in an interactive and immersive environment .

KLAB-VR constitutes:



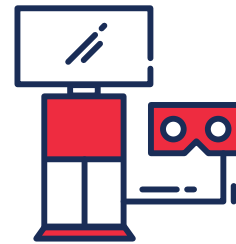
Head Mounted Display



Content Library



TV Screen



Mounting Hardware



Pod setup:

Comes with a special mounting stand for the screen and storage space for VR headsets.



Wall mounted setup

The screen is mounted on a wall and comes with a platform for the headset.

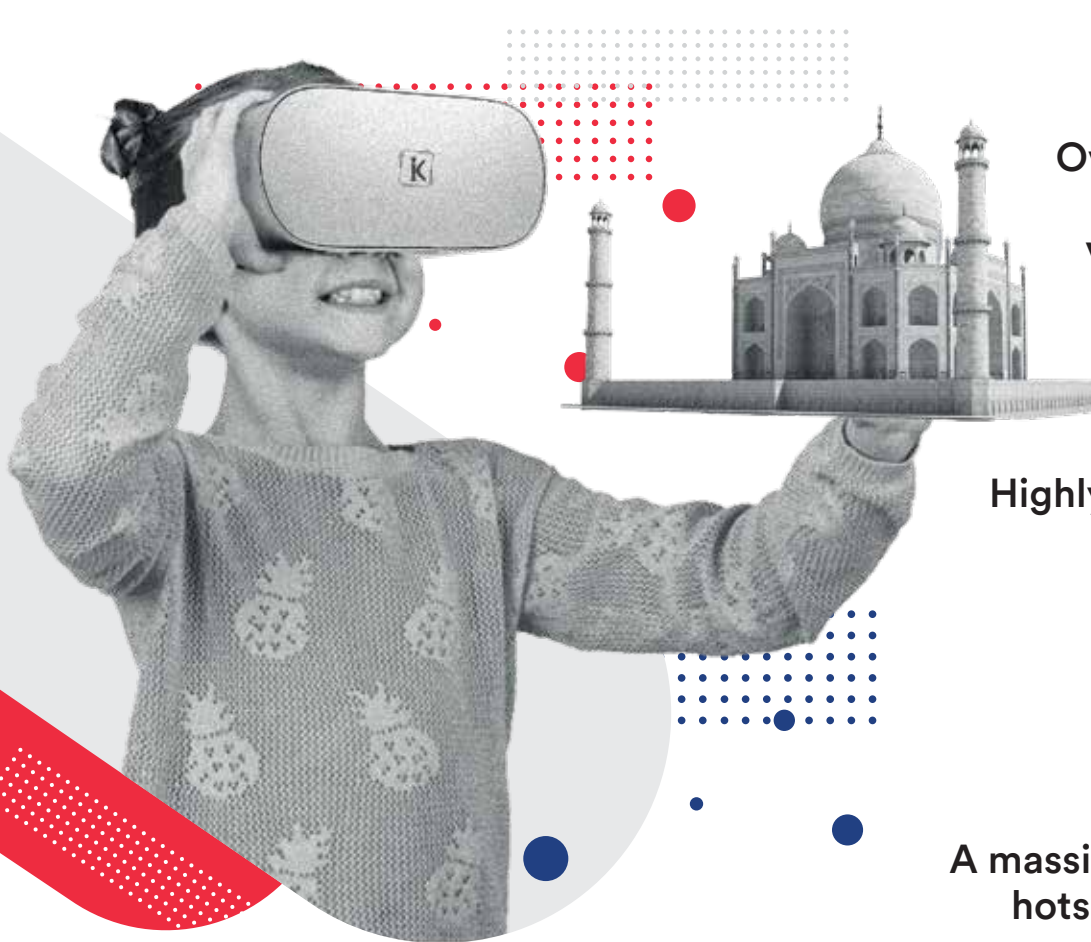



Lab setup:

Multiple VR headset in one lab to engage a complete class.

USPs of KLAB – VR:

“Learn all the major academic concepts in a fun, engaging and immersive VR environment”



1000+ 

Over 1000+ concepts covered via virtual reality(VR)



Highly immersive, interactive and insightful VRs



A massive repository of learning hotspots mapped to each VR experience



In-built assessment and analytics



Dedicated education consultant to help and assist whenever required



Unique VR experiences, each time you undertake the virtual reality journey



Regular updates

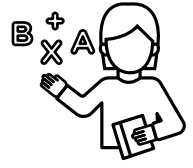


Track usage and efficacy

Benefits of KLAB-VR for schools:



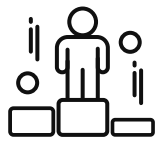
Better & faster learning



Effective teaching



Competitive edge to your students



Stand out from the competition



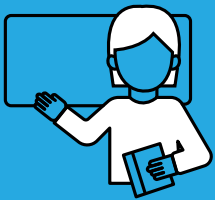
Increase admissions



Positive word of mouth publicity



Student: I had lot of fun learning from VR. I could now see and understand a lot of things I had just read or heard of.



Teacher: VR is very helpful in engaging the class, I haven't seen such enthusiasm in students to learn by themselves. The kids themselves ask to experience the modules and the learning happens by itself.



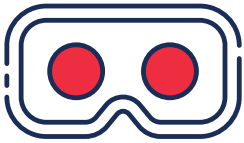
Parent: We experienced the VR and felt it was a very useful tool for learning. Our child has become a lot more curious and involved with her studies since she has experienced the VR.



Principal: Response from both students and teachers has been wonderful to the introduction of VR Labs. Students are now more curious, engaged and learning better. Teachers find it a very effective tool for teaching.



designed and developed in collaboration with global academic and industry leaders.



3000+

VR experiences



10000+

3D modules



9001:2015

Certified

The single largest
producer of

AR | VR | MR
educational content



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