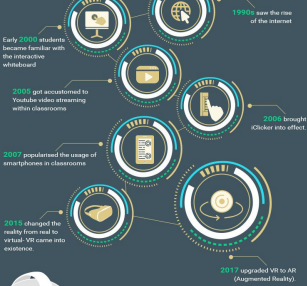


# REALTIME VIRTUALITY: A TECHNOLOGICAL VENTURE IN EDUCATION

The New Year brings exciting changes, new developments and optimistic approaches to what the future may hold. Students in particular are eagerly waiting to experience new changes in the classroom.



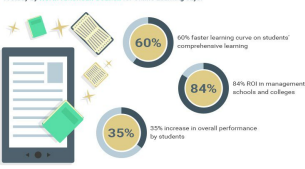
Classroom study is never lacking in development, let's take a look at how technological innovation has evolved in education



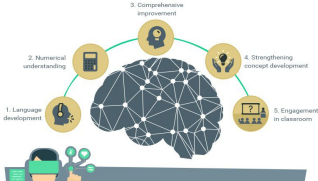
Classroom study and education practices can be eased through technological innovation – from language development to writing a critical essay.

Amongst other technologies, VR in education has proved to be the most effective.

A study by **North American Council** for Online Learning says:



## THE VLE (VIRTUAL LEARNING ENVIRONMENT) FOCUSES ON COGNITIVE DEVELOPMENT-



Virtual Learning turns every opportunity into reality!

## HOW THE TRADITIONAL CLASSROOM COMPARES TO THE VIRTUAL CLASSROOM



## WHAT DOES AR CONTRIBUTE TO EDUCATION?

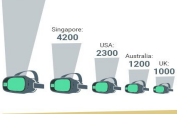
- It bridges the real and digital world
- Encourages the students to be part of the information
- Lets the students literally see what they are learning



**VLE SUMMED UP:**  
VLE = Virtual Reality + Augmented Reality

## SCHOOLS AND VIRTUAL LEARNING:

In modern education, VLE (Virtual Learning Environment) is highly promoted. Let's take a look at the number of schools accepting the VLE in different countries:



## DOES IT COST A FORTUNE?

You can easily make a VR headset with cardboard and a smartphone. Students can bring smartphones into schools under BYOD (Bring Your Own Device) programmes.



## KIDS WHO REPORTEDLY ENJOY VLE THE MOST:

- 39%** of the students belong to the age group of 6-10 and are learning promptly through virtual learning.
- 28%** of the students belong to the age group of 11-15.
- 25%** of the students are early learners.
- The remaining **8%** are high school students.

## THE IDEAL LEARNING ENVIRONMENT:

- Device-based learning and interactive learning
- Real-time teaching and visual trips
- Less lectures and more visualization
- Self learning methods and group interaction

Dr. Sugata Mitra, an educationist has observed that students learn in the best possible way with a self-organized learning environment.

Do students actually learn with fun? Statistics say, there has been...



Einstein had truly said: "We cannot solve our problems with the same thinking we used when we created them".

HOW GREAT WOULD IT HAVE BEEN, HAD A DULL HISTORY LESSON TRANSPORTED THE STUDENTS TO A DIGITAL REALM TO WITNESS THEMSELVES HOW THE GREAT GREEK SCULPTURES WERE BEING MADE? NOW THEY CAN WITH TODAY'S DIGITAL INNOVATIONS...