

# VRWARE<sup>®</sup>Edu School

Educational VR Metaverse creation solution



Scan the QR to  
check the video.

**GLOBEPOINT**

## Regarding School



new SW target



CS certification



Good Design Award



Japan e-Learning Awards grand prize



Korea Excellent Product Grand Prize

**VRWARE Edu School is a learning tool that allows anyone to easily create and experience VR.**

**The software includes a variety of unique creation tools such as terrain customization, and an abundance of various iconic landmarks from around the world alongside countless other designs and figures. Additionally, there are many activities and games that can be interacted with, including True/false quiz, 360° VR video, Google street view, Billboard, portal, etc.**

**Experience maps linked to educational areas like classrooms and Events, and use 3D builder to create your own 3D Objects to support more interactive learning.**





# What is School?

## Visual Thinking



### VR Maker

Design your own virtual space by using terrain creation tools, 3D objects, and characters. create and edit virtual space contents and activities freely (True/false quiz, 360° VR video, Google Street view, Portal, etc.).

#### 12 base theme Maps included



#### Colorful Terrain Customization options



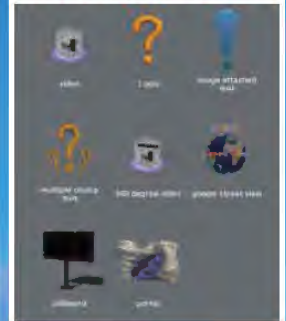
#### Free terrain design



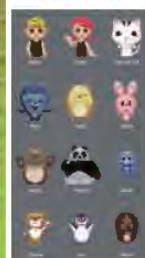
#### Provides detailed 3D objects



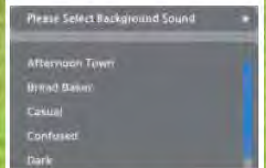
#### Includes learning events and activities



#### Character selection



#### Effortless background music selection



# What is School?

## Visual Thinking

Education through virtual space creation



### VR Player



Publicly share your self-created maps, and experience the 3D virtual space created by you and your peers



### VR HMD



Elevate your map exploration experience by using your VR HMD to uniquely explore your world



### Multi Player



Experience the virtual environment together with other online players and communicate by using the chat function

## Ai Thinking

3D block coding / robot coding / micro:bit coding education



### VR Coding



Control the characters and players in your virtual space through the usage of Block coding



### Robot Coding



By interlocking coding robots, you can control your robot movements in real and virtual space



### Micro:bit



Easily create high-quality coding through detailed micro:bit programming functionality.



# What is School?

## Design Thinking

3D Design / 3D Printer Training



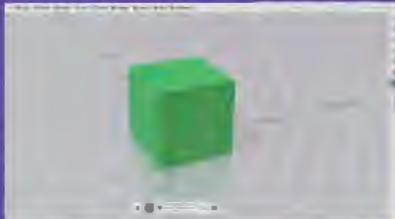
### 3D Object



You can create your own objects by using 3D Paint.



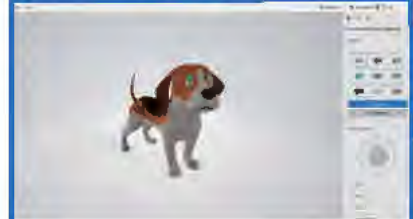
### 3D Builder / 3D Download



Produce your items made in 3D Builder in real life by using a 3D printer



### 3D Viewer



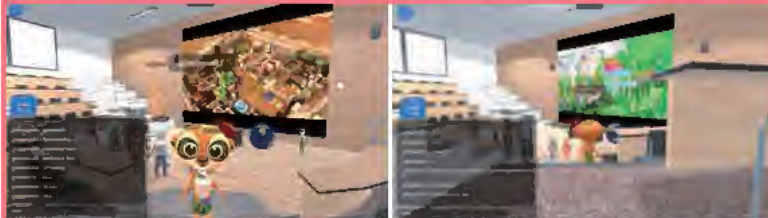
Enjoy a vivid viewing experience by adding animations to your 3D objects

## Visual Collaboration

Metaverse virtual class education



### Multi Player



You can participate in any kind of class that is desired. The metaverse classroom can be adapted to suit your situation

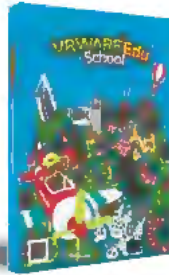


### Meta Player



By sharing the created map, you can interact and communicate with teachers and friends.

## Product



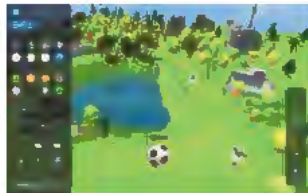
### VRWARE Edu School

1 Year License + DIY Cardboard



### GENIVRWARE

1 Year License + DIY Cardboard



mobile capable version

### METAWARE Edu

(Scheduled to be released in March)

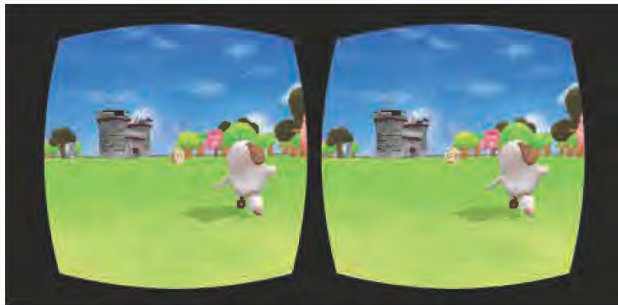
# VRWARE DIY CardBoard



Design patented  
With the Korean Intellectual  
Property Office



“Understand the scientific principles  
and uses of Cardboard and experience  
immersive VR in your self-created virtual  
space using your personal headset!”



VRWARE EduSchool can be viewed  
in Binocular mode through using a  
Buildable cardboard or compatible HMD.



Can experience the full functionality of  
the program wherever, and wherever in  
the form of the 3D mobile game.



Scan the QR code or  
search for  
**vrware edu cardboard** in  
The google play store and  
Download the app.



Scan the QR code or search  
for “**vrware cardboard**”  
in the YouTube search bar  
to learn how to make  
the cardboard.

## compatible partnerships



**GENIBOT**



Through operating Genibot, users can develop intuitive creative learning skills and artificial intelligence experience.



**wacom**



designed with Wacom tablet functionality, You can design your own objects and add them in your space.



**Pico**



Experience your own metaverse space with All-in-one Pico VR! With vivid immersion you can enjoy a more realistic exploration experience.



**Microsoft**



Microsoft surface and other touchscreen laptops/ 2-in-1 products can be used to efficiently and creatively develop your personal virtual space.



# Curriculum

## Elementary School Middle School

- With the Metaverse-VR creation software, users can design and develop their own virtual environments, that can be accessed on mobile devices

### 1st class

- Who are the creative talents in the era of the 4th Industrial Revolution?
- What is the metaverse?
- Understanding and distinguishing the various concepts of AR/VR/MR

### 2nd class

- VRWARE School introduction and concept learning
- Learn how to install and sign up for basic usage
- Creating various terrains and backgrounds
- Learning event object placement and functions

### 3rd class

- Where is my friend's house? (Community)
- Imagining future cities (creativity and expression)

### 4th class

- Experience and introduce created maps to friends using the VR metaverse system
- Experience the VR map you made with your prefabricated cardboard headset
- Enjoy maps created by friends and community through the "share" function

## College students adults

- Understand the concept of design thinking and metaverse
- Prototype planning and development using VRWARE Edu School

- Who are the creative talents in the era of the 4th Industrial revolution? (21st century)
- Status and future potential of the current industrial revolution
- Understanding the metaverse and virtual reality applications

- What is design thinking? (1 hours)
- Empathy and problem definition (1 hour)
- VR content creation experience (1 hour)

- [AI Thinking] 3D object design strategy (1 hour)
- Prototyping practice 1 (2 hours)

- [Visual Thinking] VR content creation and experience (1 hour)
- Prototype production practice 2 (2 hours)

## Book

### "VRWARE Edu School book"

We have published a guidebook To help both teachers and students In utilizing the full potential of the software



Follow the guidebook, it's simple, compact, and can easily be used according to class time.



Discover a map that fits the chosen theme and use it for various related metaverse lessons.



school.vware.us

**GLOBEPOINT**

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