


Technology in Education


What does the future have in store?

3-D Learning

- 🌐 <http://www.eonreality.com/education/> 4 min
- 🌐 Interactive 3D solutions have been shown to increase students attention levels by 92% and increase test scores by 35% – while at the same time creating a new level of engagement for students and staff.

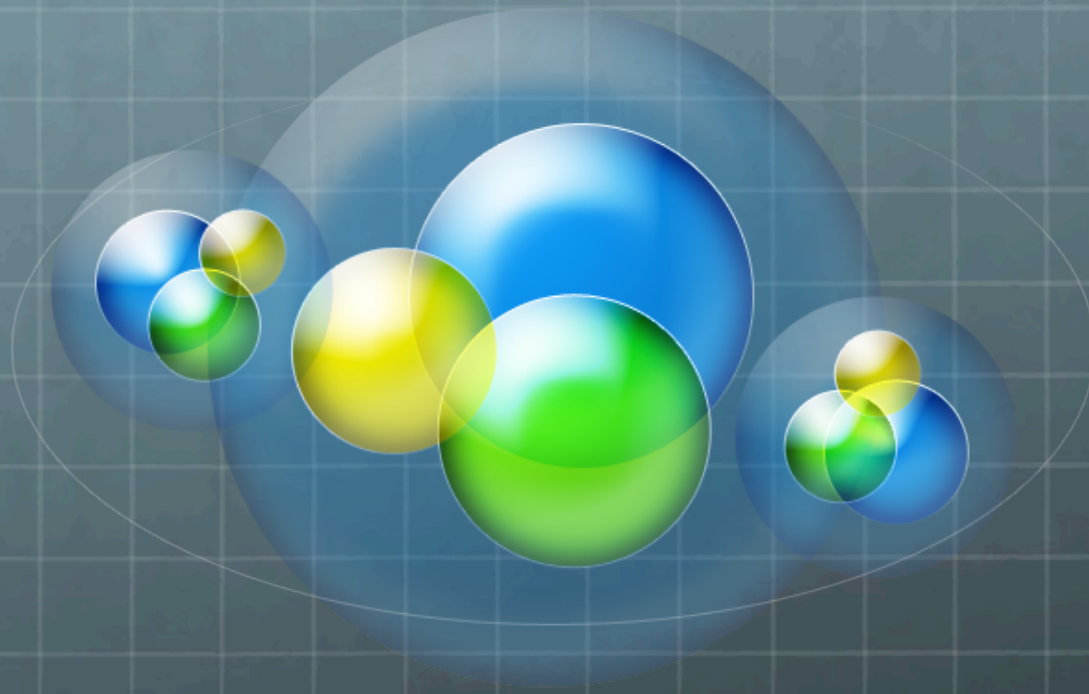
Virtual Reality

 **Virtual reality** is the term used to describe a three-dimensional, computer generated environment which can be explored and interacted with by a person.

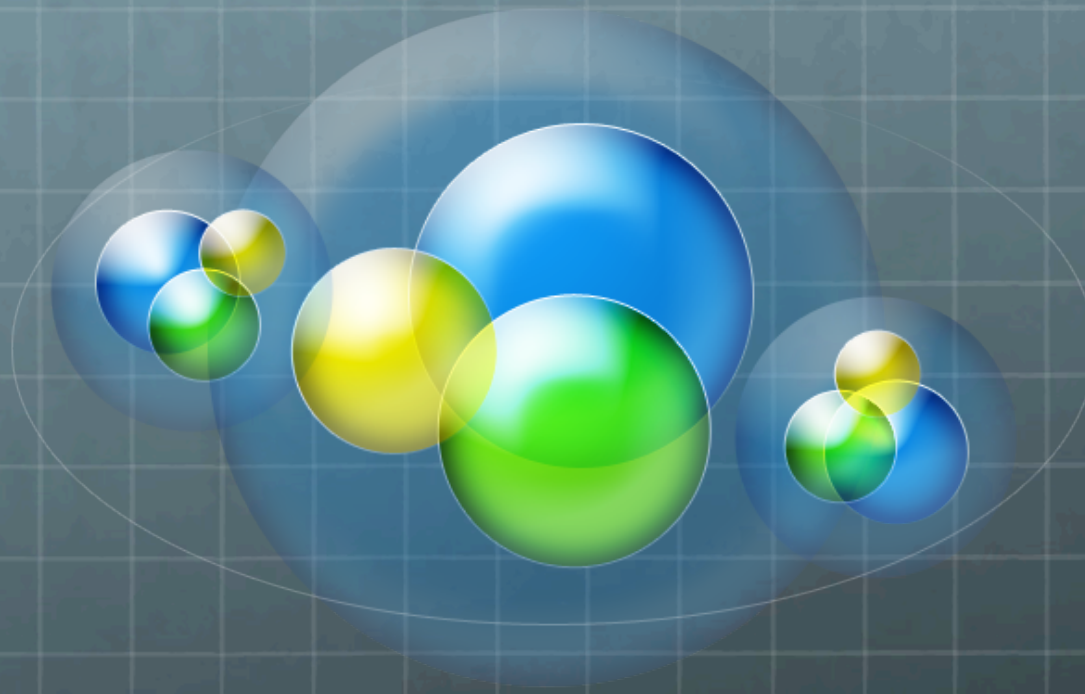
 That person becomes part of this virtual world or is immersed within this environment and whilst there, is able to manipulate objects or perform a series of actions.

Virtual Reality Learning Experiences

 <https://www.youtube.com/watch?v=JVWQWetoNtM> 3 min



Google Cardboard – 2:53



OmniGogs

<http://www.omnigogs.com>