

VERE360

Virtual Reality Education Platform



EXPERIENTIAL LEARNING IS...

Learning by doing

Includes field trips and experiments. It is a tool for teachers to improve learning

EXPERIENTIAL LEARNING IS...

20%

Increase in test scores
across different disciplines*

Learning by doing

Includes field trips and experiments. It is a tool for teachers to improve learning

Key to learning outcomes

Research shows that experiential learning incorporation can lead to more effective learning

EXPERIENTIAL LEARNING IS...

20%

Increase in test scores
across different disciplines*

Learning by doing

Includes field trips and experiments. It is a tool for teachers to improve learning

Key to learning outcomes

Research shows that experiential learning incorporation can lead to more effective learning

A need now restricted

60% of the world's school population have experienced school closure due to COVID-19**.

Experiential learning is restricted

*Source: American Society for Horticultural Science

**Source: UNESCO

PROBLEM IS...

Offline experiential learning
is tough on educators pre-COVID

PROBLEM IS...

Offline experiential learning
is tough on educators pre-COVID



\$S\$40,000
To build a laboratory
in Singapore*



\$S\$1000
Student/year on field trips
in Singapore*

Expensive

Labs require infrastructure, field trips
require budget

PROBLEM IS...

Offline experiential learning
is tough on educators pre-COVID



\$S\$40,000
To build a laboratory
in Singapore*



\$S\$1000
Student/year on field trips
in Singapore*

Expensive

Labs require infrastructure, field trips
require budget

Not scalable

When they're available they cannot
accommodate all students at once

WHAT DO WE DO?



VR Content Creation

We develop VR educational content, such as 3D models and VR simulations, that are in line with educational outcomes. We have worked with dozens of schools and institutions of learning.

VR Platform

We offer a VR platform to aid users in the delivery of VR content to their students. Our platform stores VR content, allows for the integration of teaching materials such as presentations, and comes with hundreds of preloaded educational content.

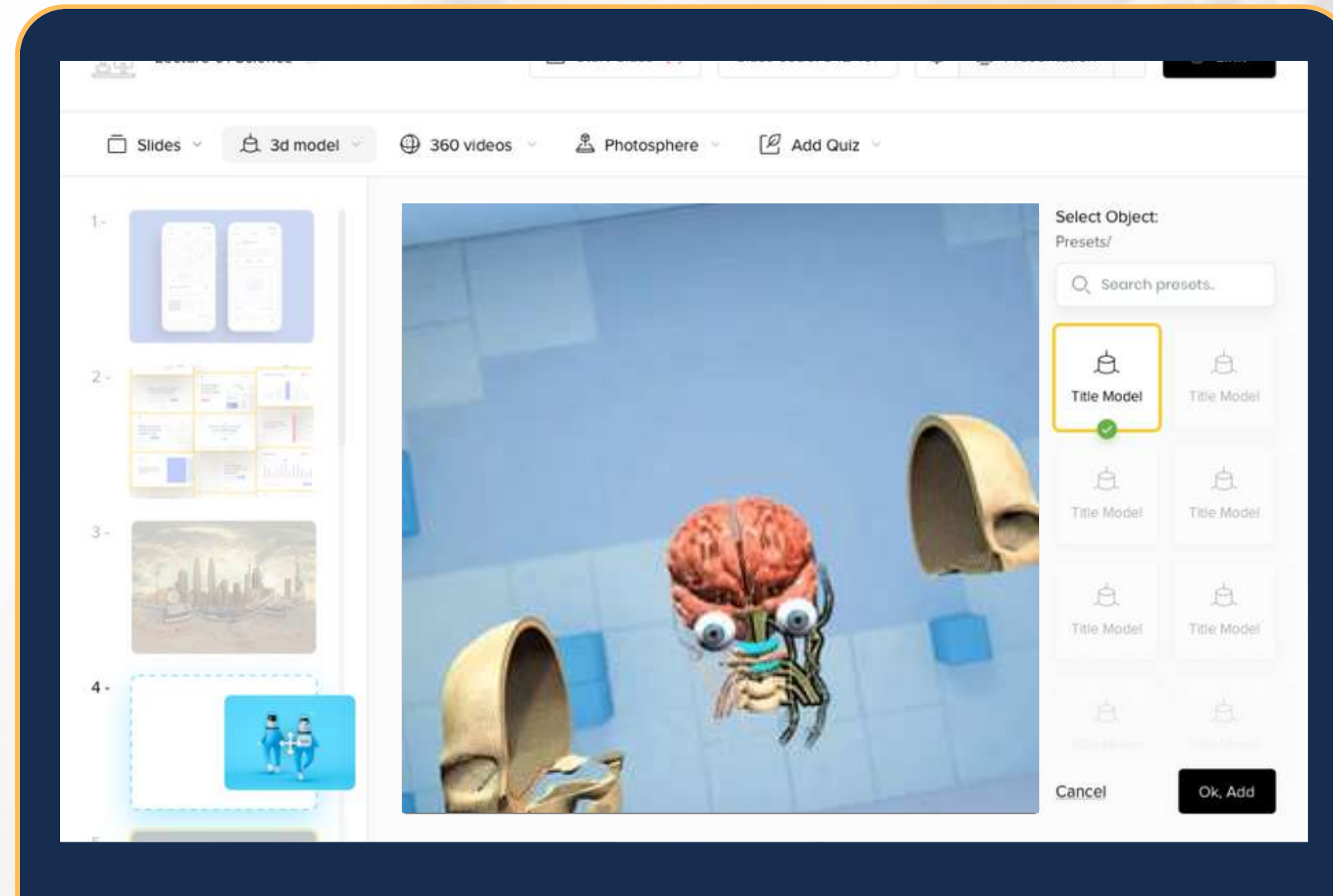
SOLUTION

We take experiential learning online

Affordable

Scalable

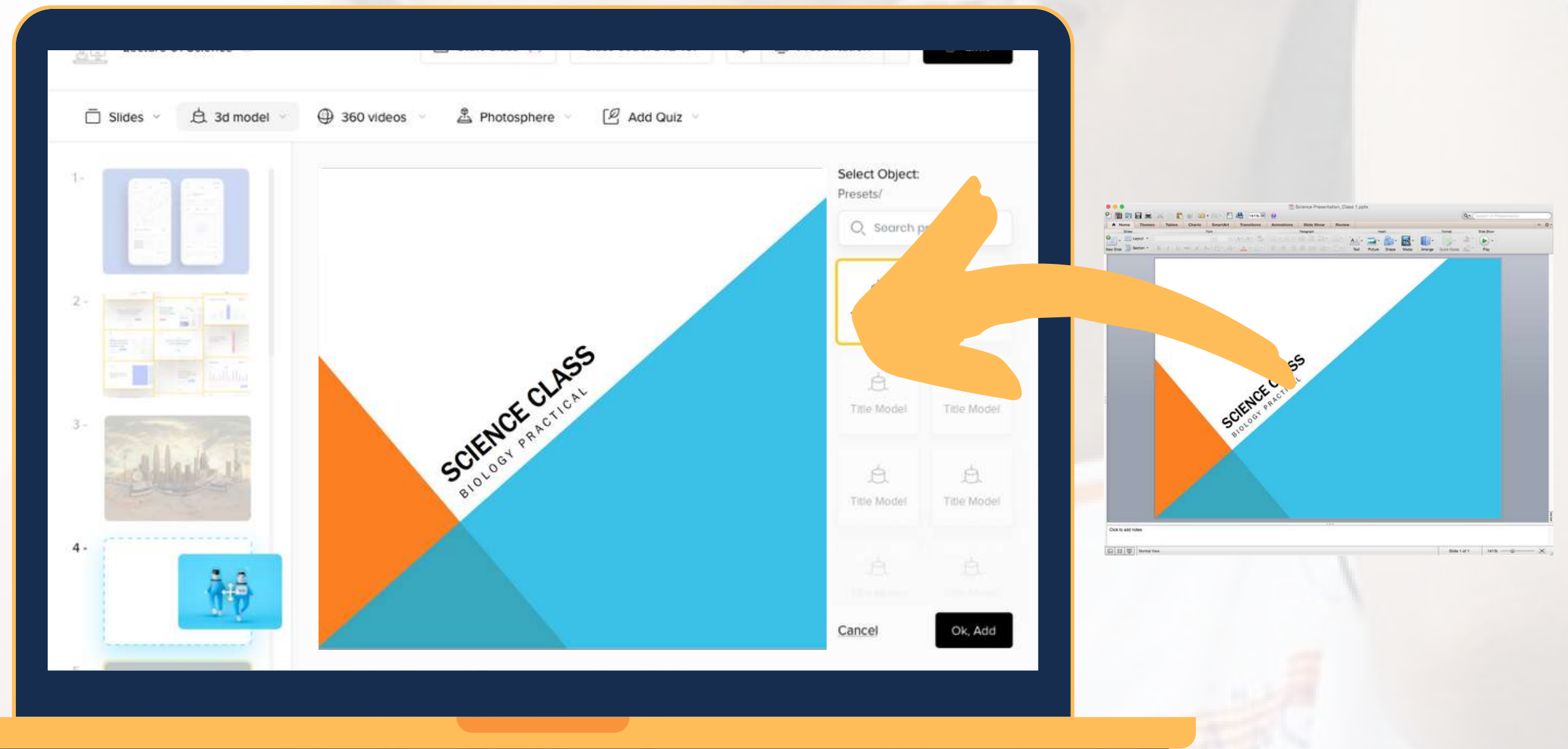
Teacher Friendly



SOLUTION

We take experiential learning online
in 3 easy steps

1. Upload slides

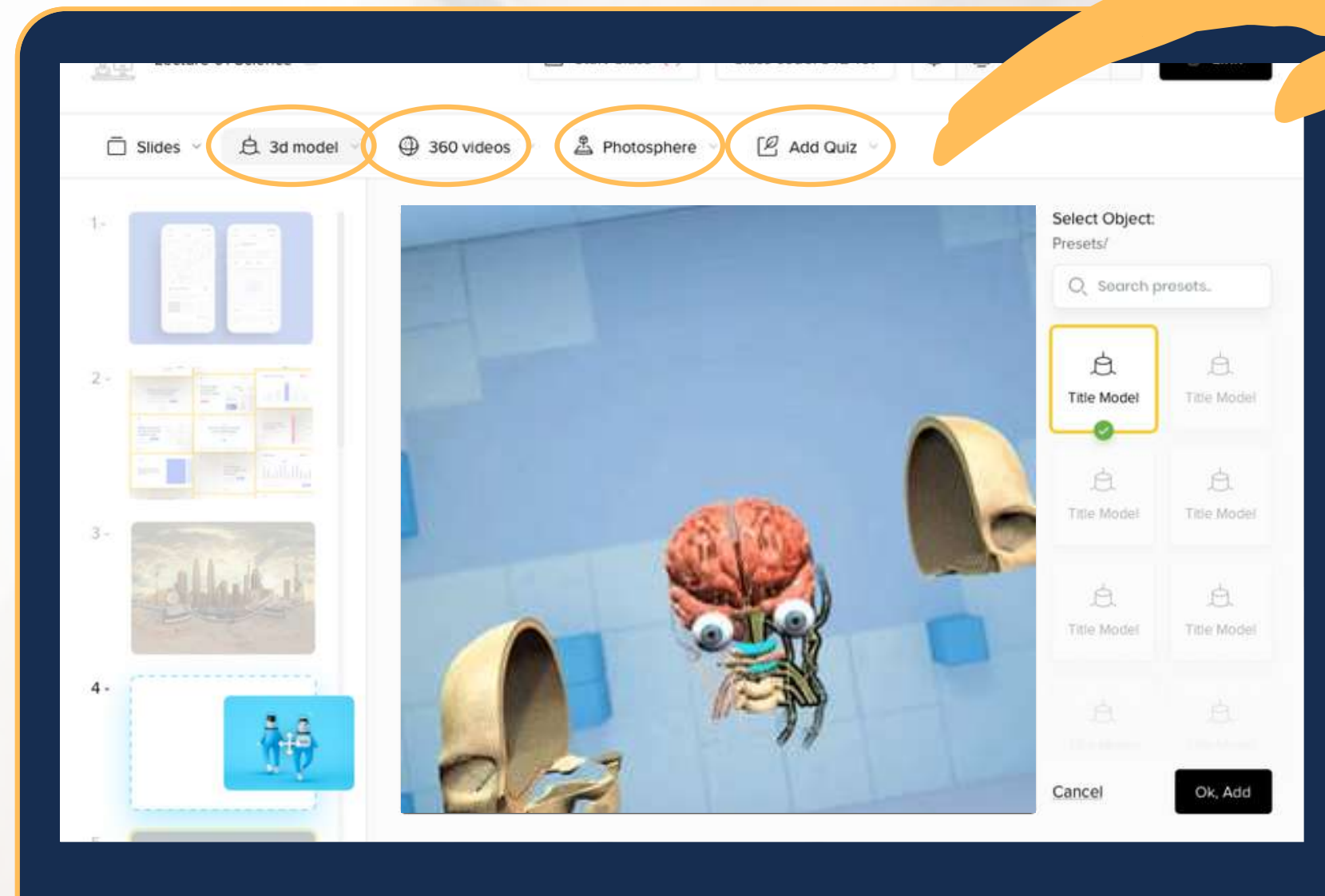


SOLUTION

We take experiential learning online
in 3 easy steps

1. Upload slides

2. Add immersive
content from our
library



3D models

360 videos

Photosphere rooms

Interactive quizzes

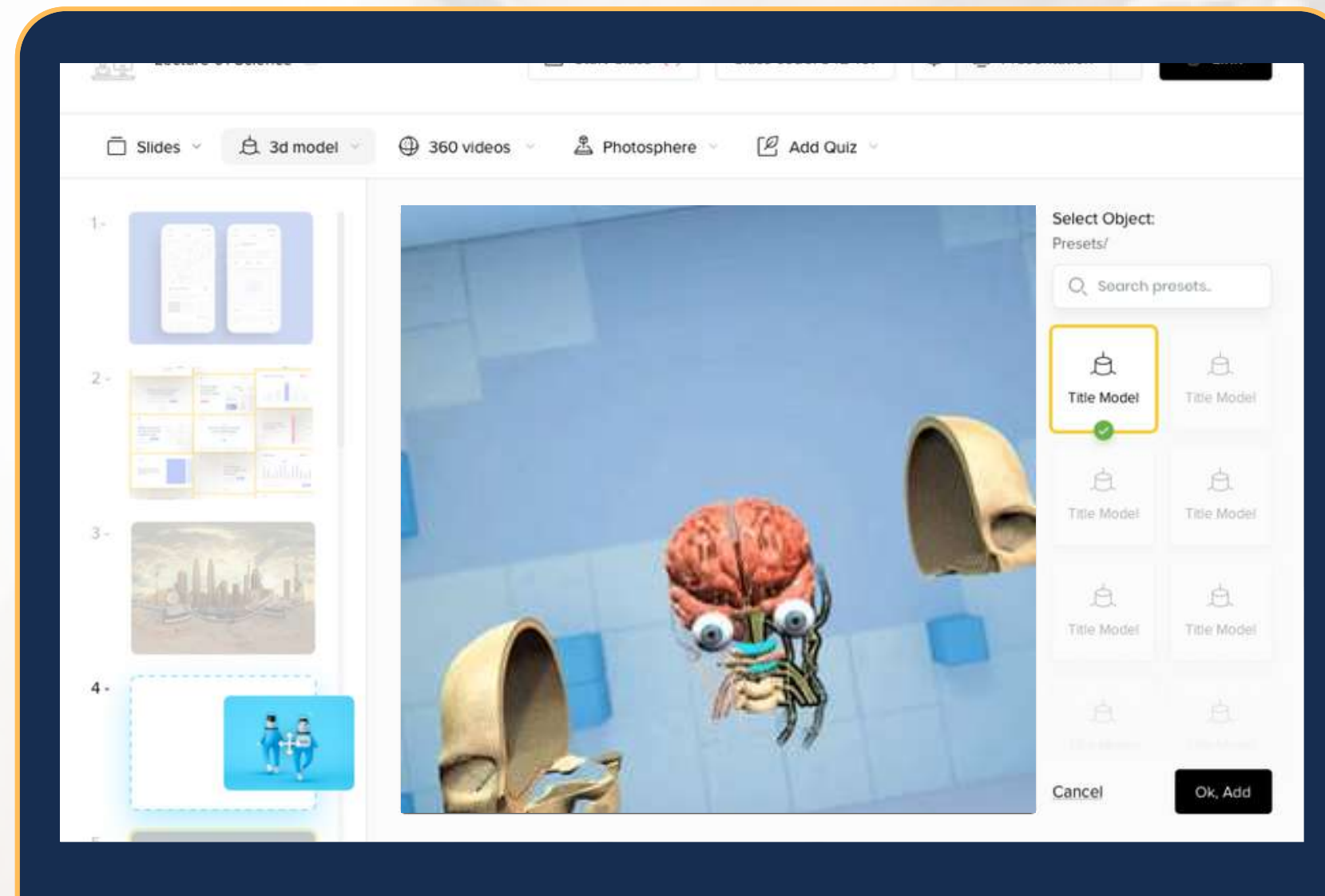
SOLUTION

We take experiential learning online
in 3 easy steps

1. Upload slides

2. Add immersive
content from our
library

3. Run the class

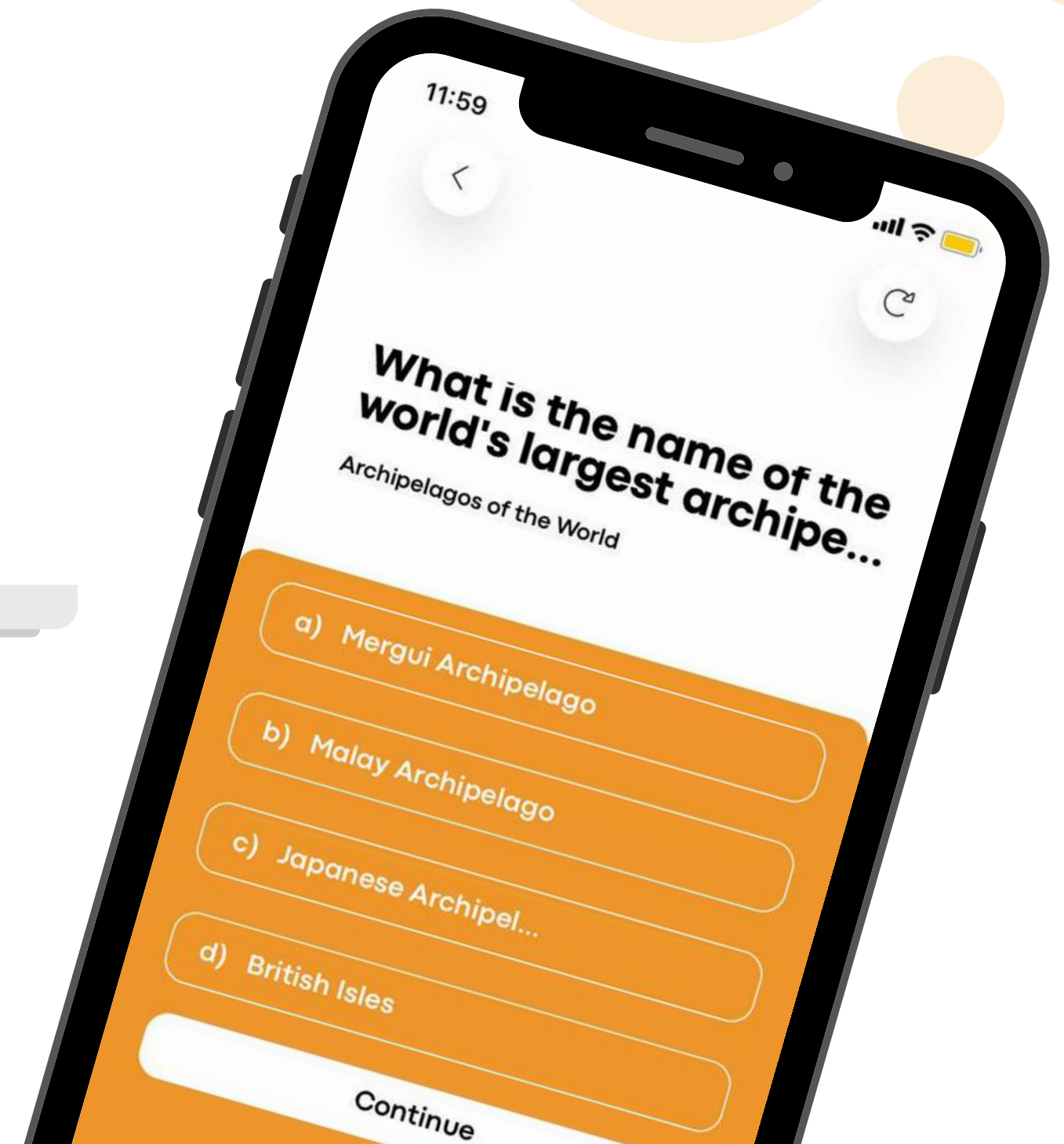
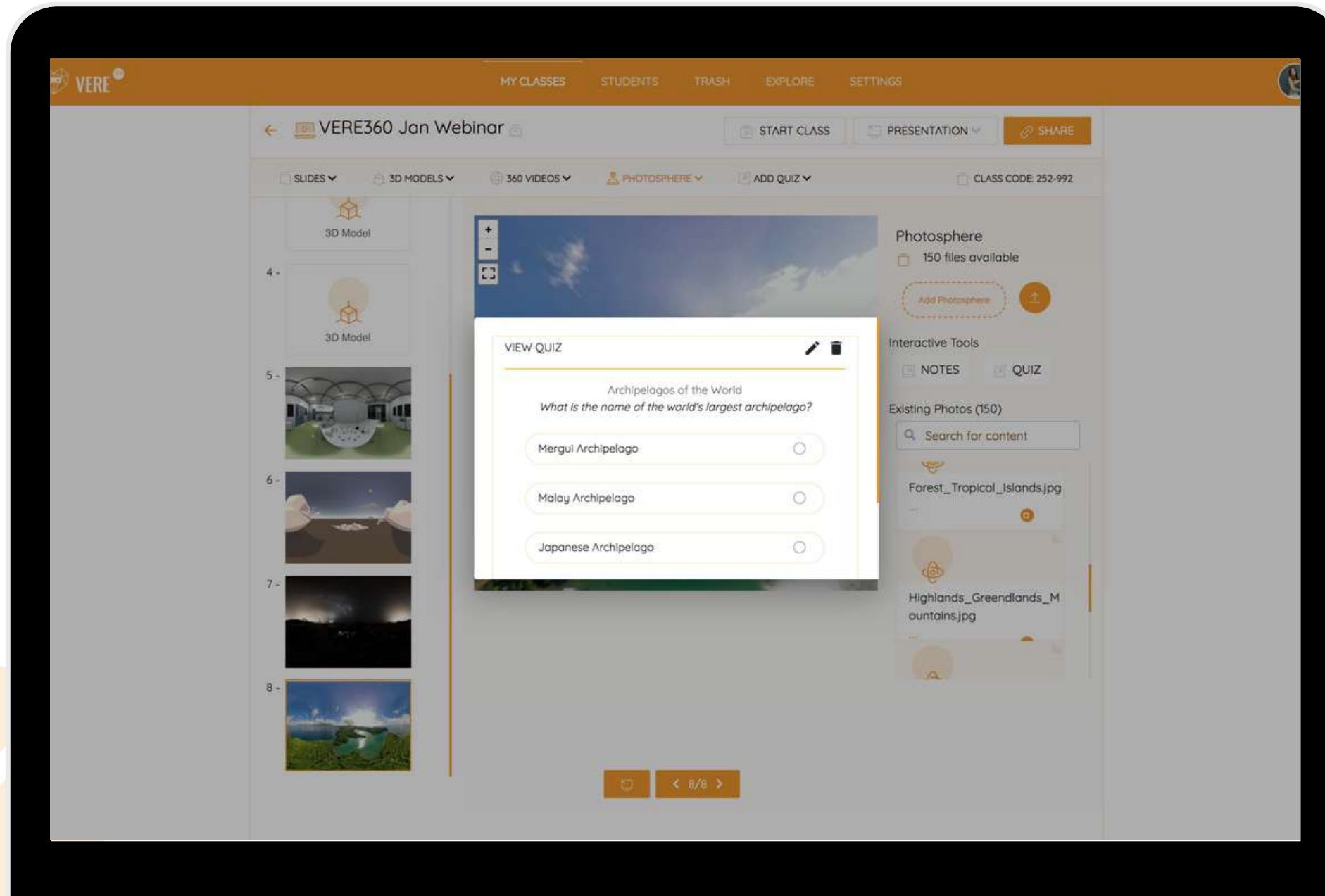


LIVE



MOBILE VR

No hardware requirements
No problems



SOLUTION

We take experiential learning online
with results

25%

Increase in student engagement
with our VR-assisted curricula

A year-long research study with
Yale-NUS College

OUR OFFERINGS

BASIC PLAN: FREE

Default option. Access to our platform and basic package of simple interactive content

OUR OFFERINGS

BASIC PLAN: FREE

Default option. Access to our platform and basic package of simple interactive content

PREMIUM LIBRARY ACCESS: SUBSCRIPTION

Pay to gain access to more libraries of content beyond the basic package.

OUR OFFERINGS

BASIC PLAN: FREE

Default option. Access to our platform and basic package of simple interactive content

PREMIUM LIBRARY ACCESS: SUBSCRIPTION

Pay to gain access to more libraries of content beyond the basic package.

CO-CREATION: PROJECT-BASED

Co-create strategic, customized content for any subject for us to retain IP and resell

The VERE360 Team



IZZY NGO

Co-Founder
Product Developer

360 film videographer



LIEW JIEQI

VR Developer

VR Game Developer



ADILA SAYYED

Co-Founder
Educator

ICT Specialist Teacher



ALAN NG

ARVR Developer



SHERYL TEY

Psychology Researcher

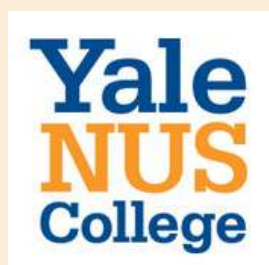


KOK HANYI

VR Game Developer

Achievements

GRANTS



Best prototype at UNLEASH 2017 and Top 10 Finalist in UNLEASH+ in 2019

Winner of UNFRAMED's #SOIMPACT Boot Camp 5

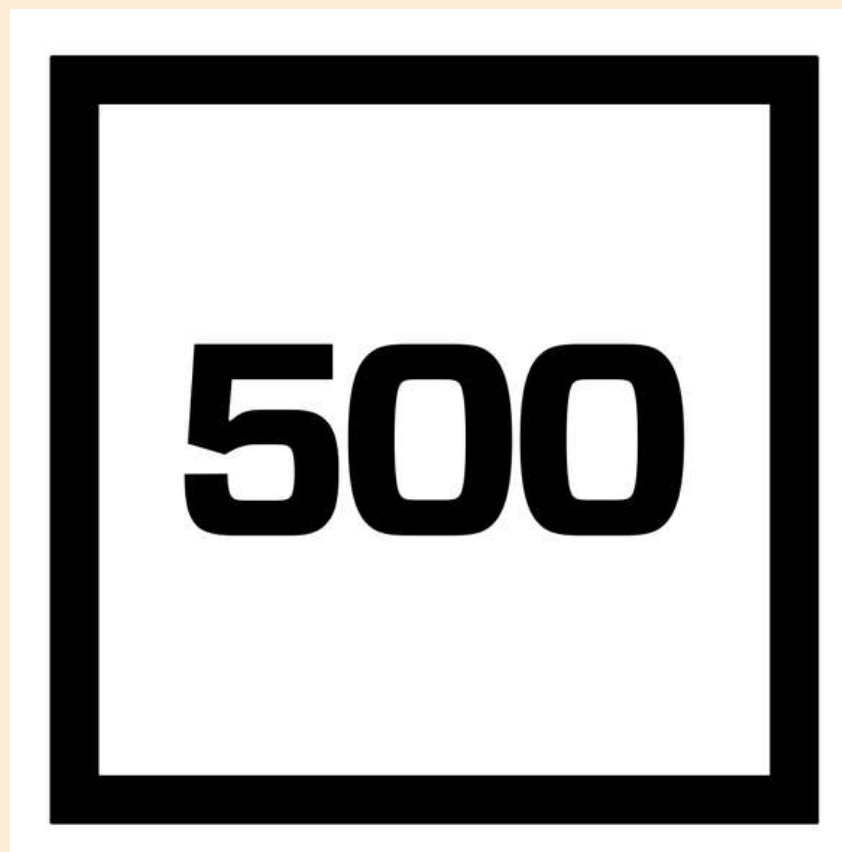
Presented for the UN SDGs at Geneva Trialogue

Presented to Norway's PM as one of top 50 socially driven startups globally

Featured in media - Lianhe Zaobao, Business Times, Tech in Asia

Signed 2-year contract with IPC school

Achievements



Best prototype at UNLEASH 2017 and Top 10 Finalist in UNLEASH+ in 2019



Winner of UNFRAMED's #SOIMPACT Boot Camp 5



Presented for the UN SDGs at Geneva Trialogue



Presented to Norway's PM as one of top 50 socially driven startups globally



Featured in media - Lianhe Zaobao, Business Times, Tech in Asia



Signed 2-year contract with IPC school

KEEP LEARNING



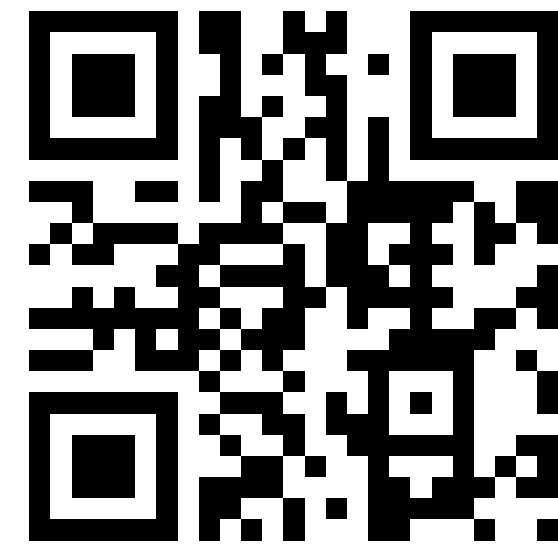
LINKEDIN

<https://linkedin.com/vere360>



WEBSITE

www.vere360.com



FACEBOOK

<https://www.facebook.com/VERE360>



INSTAGRAM

<https://www.instagram.com/vere.360/>

Let's Work Together! Q&A

HEADQUARTERS

21 Heng Mui Keng Terrace
Singapore 119613

WEBSITE

vere360.com

EMAIL

vere360.contact@vere360.org

PHONE

+65 87191414

