Sensible-VR

Company Introduction

Sensible-VR is a revolutionary approach to bringing virtual reality (VR) to education, designed to overcome the barriers that have hindered the widespread adoption of this technology in schools worldwide. Here's why Sensible-VR stands out:

1. **Sensible-VR device:** This newly-designed model gives us the "last mover advantage" (as opposed to the 1st mover, which was the hot-selling, poorly received ClassVR headset, which greatly disappointed an enthusiastic marketplace).

This VR device has an attractive design and boasts the following: 3 DoF, 4K resolution, 128 GB ROM, 6 GB RAM, 3-position adjustable Fresnel lens, swappable battery, USB-C, touchpad, a wipeable face liner, and a head strap creating a balanced design which places the weight on the top of the head, taking pressure off the cheeks and nose of the user (far more comfortable!).

This is a forward-thinking device, as opposed to others which were designed in 2018, or earlier.

2. **Simplicity and Ease of Use:** A 3 DoF design eliminates the need for complex setups, large areas to facilitate usage, and chaotic student movement, making Sensible-VR incredibly easy to set up, implement and use, even in resource-constrained environments. This removes the need for a teacher to be a technician, while also vastly reducing the need for IT staff intervention.

3. **Scalable and Affordable:** Sensible-VR's modular approach, with 4-packs of VR headsets in soft-sided bags, eliminates the need for expensive carts or trolleys, making it a scalable and affordable solution for schools and aid organizations alike. This greatly eases the purchase process ("Want 20 headsets? Buy 5 packs of 4!"), and management of headsets within a school (keep in a locked closet and move between classes and floors).

4. **Privacy and Security:** A 6 DoF solution, by design, introduces privacy issues. The two major 6 DoF players are owned and operated by social media companies, which can be a critical issue for educational institutions, and corporates with sensitive information which they prefer to keep safe. By avoiding connections to social media companies and online tracking, Sensible-VR prioritizes user privacy and security, making it a trustworthy solution for educational institutions.

5. **Age-Appropriate Focus:** Designed for students aged 9 and above, Sensible-VR focuses on the developmental needs of learners, fostering deeper learning and engagement without requiring constant teacher supervision.

If a solution caters to all age groups, then sacrifices must be made that will affect others. For example, a headset which is appropriate for a 5-year-old must be simpler and lighter, for both small heads (necks and bodies) and small hands. The solution would most likely require an internet connection because a teacher would necessarily be required to lead young learners. The knock-on effect of this is that a school would necessarily need to buy 30 devices, because the focus would be on managing a group, and not on deeper learning for individuals (and the self-paced, differentiated learning which VR allows). This enormously affects budgets, and greatly reduces usage.

*All things for everyone means nothing for anyone.*

6. **Offline Accessibility:** Sensible-VR is built on a 3 DoF platform, with 100% of the content, and 98% of the solution being offline. This approach ensures that every school, regardless of location or internet connectivity, can benefit from this educational tool, making it truly inclusive and accessible to all. This ensures that the addressable market is ***every school in the world.***

7. **SVR Content:** Sensible-VR, powered by Master's-level educators with 7 decades of teaching and educational materials creation experience, is an ever-increasing library of interactive learning content across a number of fields.

8. **Inclusive Content Creation:** Sensible-VR's VR editor (**MySense-VR**) empowers teachers and students to create high-quality, immersive educational content cost-effectively (offline, of course!), ensuring a continuous supply of relevant and engaging learning materials. This content is also localizable for different countries, regions, and languages.

9. **Curated content:** SVR has partnered with global educational content creators who have been in search of a sales channel into schools. The far majority of creators have followed a go-to-market strategy based around the prevailing thought that 6 DoF, particularly the Meta Quest, is the "best" device for education. SVR has been able to make a strong case that this is not so. When this message gets amplified, there will be more and more content creators looking for sales opportunities.

10. **Personalized Learning:** By focusing on individual student attention and immersion, Sensible-VR facilitates personalized learning experiences, allowing learners to fully commit to their studies while fostering deeper understanding. VR is not a classroom solution, but ideally a uniquely personal experience which can transcend time, place, and socioeconomic condition.
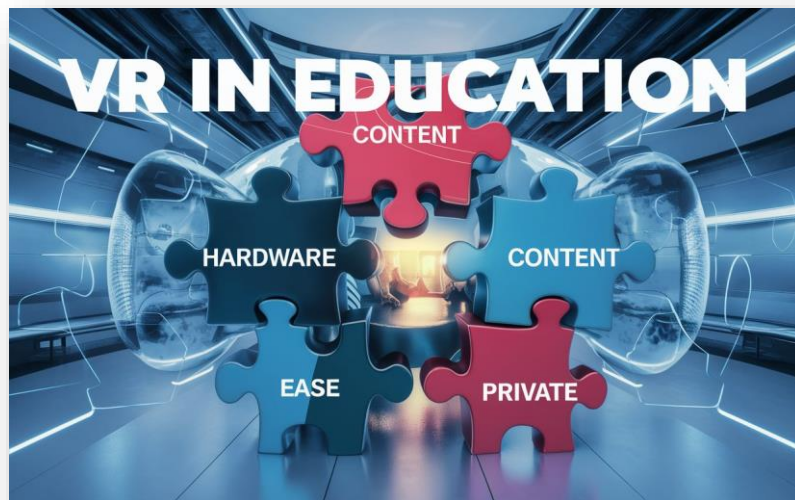
The VR in Education field is rife with misguided adventures and solutions. To truly make a difference, one needs to have a grasp of each and every piece of the puzzle, as even one piece out of place disturbs the entire picture.

Sensible-VR is a game-changer in the field of educational technology, offering a scalable, accessible, and secure VR solution that transcends geographical and socioeconomic boundaries. With a unique approach to content creation, content curation, a device which bucks the 6 DoF trend, ease of use, ease of purchase, and focus on student privacy and engagement, Sensible-VR is poised to revolutionize immersive learning and bring the benefits of VR to every classroom around the world.

Sensible-VR

A bit about Dave

This new entity is called Sensible-VR (SVR), and there is a reason I chose the word **sensible**. It means practical, feasible, and workable within a classroom, but also for IT and admin, and even within the purchasing process… it all just makes **sense**. The root word 'sense,' is crucial because virtual reality engages many of the senses, including visual, auditory, and a unique sense of presence. The primary benefit of VR in education is that while it engages the senses, it also removes the distractors. This positively influences student affect, and encourages self-paced, self-directed learning opportunities free from judgement. VR can be liberating, if used correctly.

What is unique about my approach compared to others? The journey I have taken to get here is vastly different than almost anyone else. I have sat in classrooms in various countries (China, India, Japan, Canada, US, Germany, UK, South Africa, Korea, and others), set up reseller networks globally, helped to lead the creation of a very large content bank, made content myself, and experienced challenges firsthand—from teaching, technical aspects, and office work, to sales and marketing. It is not as simple as just putting content into a VR device and selling it. That approach has failed so far. This is a puzzle, and every piece must fit perfectly.

On the low end, you have ClassVR trying to sell to entire classrooms of 5-year-olds. For that, you need lightweight headsets suitable for young children, which means they have to be cheap and low-powered. This results in essentially no interactivity, no "learn by doing," and the misappropriation of the word content (learning materials). These are just pictures to look at. That is not a solution.

On the upper end, many content providers have created wonderful modules for the Quest, which seems like the easy and best choice. It is not. Using the Quest and 6 DoF comes with its own set of problems. Other solutions look promising at first, but fail in execution because of a few missing pieces. Making claims of a high asset library being enough does not satisfy real educational needs. Disingenuous offline claims are just that… disingenuous.

This is why Sensible-VR is different. It is a practical solution for classrooms, requiring fewer devices and offering clear benefits that any teacher can understand. With a lower price point, it is easier to use discretionary school funds for purchases under $5,000, avoiding lengthy approval processes. Once recognized as a sensible solution, it becomes easier to secure grants and expand. Offline content not only recognizes real issues with school networks, but also frees up the pricing structure for tenders, meaning that this is the **only** real, practical solution for mass deployment.

Sensible-VR is a solution accessible to all schools worldwide. It offers high-quality, interactive VR experiences that encourage exploration and learning in **STEM**. For English Language Learners (**ELL**), it includes offline voice recognition to promote speech production. SVR content, made internally, can fill other gaps, such as for special needs students, and content areas which may not be traditionally covered because of cost considerations. **MySenseVR** also allows for teachers and students to make their own learning modules, completely offline. The only online requirement of SVR is the initial account verification and assessment scores (both requiring negligible KBs of data, most schools can do), providing essential feedback to teachers. If teachers do not get scores in real time, it is not a problem. The learning never has to stop, and that is the prime directive of any educator worldwide.

The road travelled to this point has been long and full of challenges. But the learning has been invaluable. The pathway to profitability is now set… please come and join me on the completion of this journey.