

# VRinSCHOOL helpt scholen om te leren via **Virtual Reality**

---

KLASLOKAAL VAN DE  
TOEKOMST

# WAAROM?

---

Leraren maken  
het verschil!





# Hoe bereid je Sophie voor op **2030**?

2017



**SOPHIE**

10 jaar

2030



**SAMENLEVING**



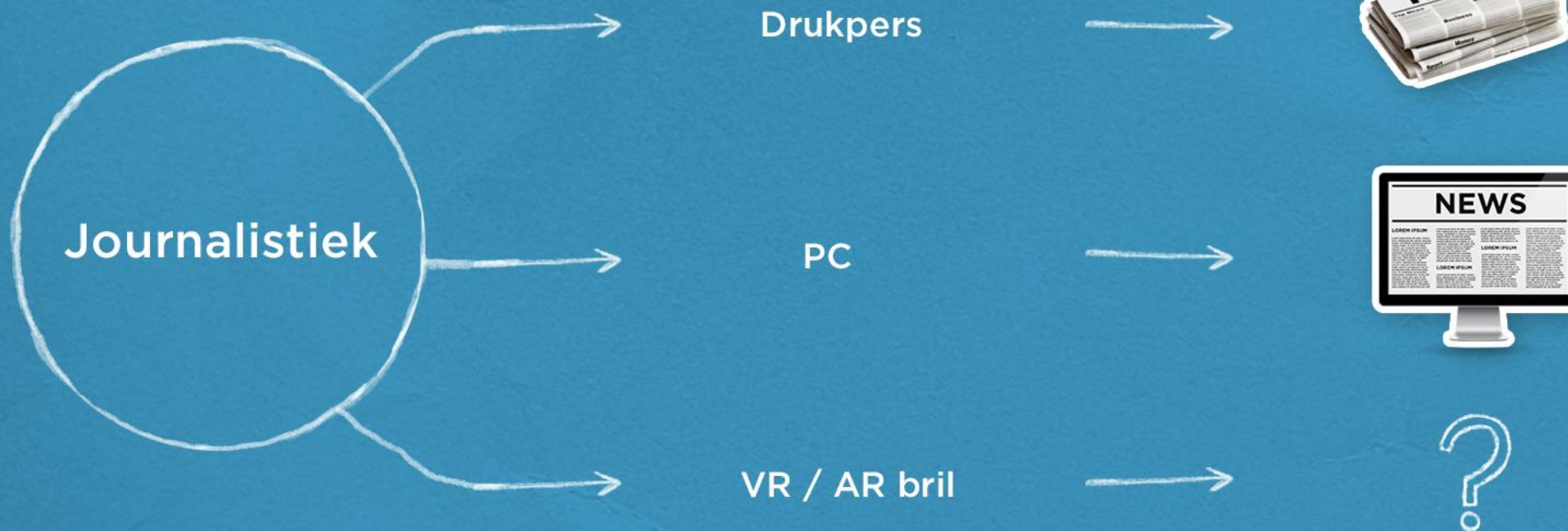


# 21 eeuwse cognitieve vaardigheden ontwikkelen (denkvermogen)

Uitdaging

Technologie

Oplossing



KLASLOKAAL VAN DE  
TOEKOMST

VR / AR

---



VRinSCHOOL

*Ga je mee op reis?*



# VIRTUAL REALITY (VR)







# AUGMENTED REALITY (AR)





VRinSCHOOL  
*Ga je mee op reis?*

KLASLOKAAL VAN DE  
TOEKOMST

# AANBOD

---

Hardware | Content | Opleidingsprogramma

KLASLOKAAL VAN DE  
TOEKOMST

# 1. WORKSHOPS

---



**LERAREN  
WORKSHOP**

**€995,-**  
excl. BTW

A group of teachers are gathered in a classroom-like setting, some wearing VR headsets and others observing. They appear to be engaged in a hands-on learning activity.



**OPEN  
DAG VR  
EXPERIENCE**

**€895,-**  
excl. BTW

A close-up shot of a young woman wearing a VR headset with the 'VRinSCHOOL' logo. She is holding a VR controller, looking intently at the virtual world.



**VR LAB**  
(één dag)

**€995,-**  
excl. BTW

A group of students are in a room, some wearing VR headsets and others holding controllers. They are engaged in a VR experience, with one student in the foreground looking at a controller.



**VR ANIMATIE MET  
COSPACES EDU**

**€795,-**  
excl. BTW

Students are sitting at desks in a classroom, working on laptops. The scene is brightly lit, suggesting a modern educational environment.



**VIRTUAL REALITY  
KIT**

**OP AANVRAAG**

A close-up of a VR kit, showing a blueprint or template on a blue cutting mat. The blueprint has various shapes and lines, and a red utility knife is visible nearby.



**FUTURE LAB**

**BINNENKORT**

A night view of the Philips Stadium, illuminated with blue lights. The stadium's architecture is modern and futuristic, with a large, curved roof.



VRinSCHOOL

*Ga je mee op reis?*

KLASLOKAAL VAN DE  
TOEKOMST

## 2. OPLEIDINGSPROGRAMMA

---

Hardware | Content | Lesopdrachten

---

Opleidingsprogramma

# HARDWARE PAKKETTEN OPTIES

## CLASSROOM 8

- ✓ GO case (8 stuks)
- ✓ 1x 360° opname case



## CLASSROOM 16

- ✓ 2x GO case (16 stuks)
- ✓ 1x 360° opname case



## CLASSROOM 16 PLUS+

- ✓ 2x GO case (8 stuks)
- ✓ 1x Rift case
- ✓ 1x 360° opname case



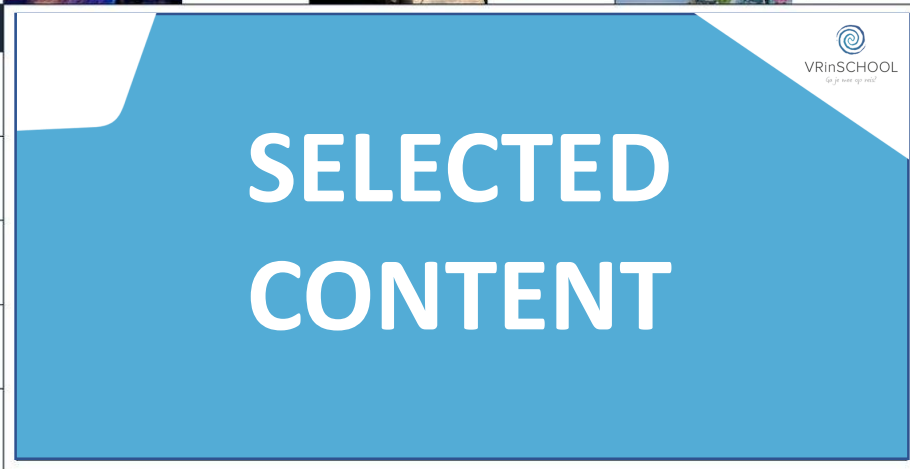
## CUSTOM PAKKET

Stel zelf je pakket samen!



HISTORY		GEOGRAPHY		SCIENCE		ART		DESIGN TECHNOLOGY		GALLERIES		MATHS	
	ANNE FRANK HOUSE VR		GOOGLE EARTH VR		SHARECARE VR		TILT BRUSH		GRAVITY SKETCH		THE KREMER COLLECTION		CALCFLOW
	1943 BERLIN BLITZ		AMAZON ODYSSEY		HOLOLAB CHAMPIONS		MASTERPIECE VR		BLOCKS BY GOOGLE		THE VR MUSEUM OF FINE ART		NUMBER HUNT
	MASTERWORKS		GO GUESS!		MICRO COSMIC WORLDS		QUILL		MAKEVR PRO		SHEPARD FAIREY - DAMAGED		MATH CLASSROOM CHALLENGE
	NEFERTARI		BEYOND TOKYO		HOLD THE WORLD		KINGSPRAY GRAFFITI VR		MICROSOFT MAQUETTE		FINNISH VIRTUAL ART GALLERY		NEOTRIE VR
	HISTORIUM VR		EVEREST VR		CIRCADIAN RHYTHM		DOJAGI KOREAN POTTERY		OCULUS MEDIUM		BOULEVARD		GEOGEBRA MIXED REALITY

SOCIAL STUDIES		ASTRONOMY	
	BECOMING HOMELESS		UNIVERSE SANDBOX 2
	HUNGER		OVERVIEW
	WITHIN		TITANS OF SPACE 2.0
	THE WALL		APOLLO 11 HD
	BLACK BOX		HOME: A VR SPACEWALK



STORYTELLING		NARRATIVES	
	MINDSHOW		PEARL
	TVORI		INVASION!
	FLIPSIDE STUDIO		ALLUMETTE
	PUPPET FEVER		VESTIGE
	ANYLAND		THE RAVEN VR

TEACHING		ECOLOGY		STEM		MUSIC		PSYCHOLOGY		IDEATION		PHYSICAL EDUCATION	
	ENGAGE		OPERATION APEX		FANTASTIC CONTRAPTION		MUX		IN MIND 2		NODA		BOX VR
	UNIMERSIV		CORAL COMPASS		ROBOTICS IN VR		LYRA VR		NOTES ON BLINDNESS		DRY ERASE		FIRST PERSON TENNIS
	ALTSPEACE VR		OCEAN RIFT		SCHOOL FAB LAB VR		THE MUSIC ROOM		WHERE THOUGHTS GO		ALTAR SHOW		SPARC
	RUMII		KOLB ANTARCTICA EXPERIENCE		FERIT SIMULATOR		JAM STUDIO VR		RICHIE'S PLANK EXPERIENCE		THINK SPACE		FINAL SOCCER VR
	LIFELIQR VR MUSEUM		TREE		WRENCH		VINYL REALITY		THE MARVELLOUS MACHINE		VIRTUAL IDEA AREA		BEAT SABER





VRinSCHOOL

*Ga je mee op reis?*

**SCHOOL CREATED CONTENT**

# OPLEIDINGSPROGRAMMA

1.

Instructie  
Educatieve apps

+ Opdrachten



2.

VR animatie met  
cospaces EDU

+ Opdrachten

+ Feedback sessie 1

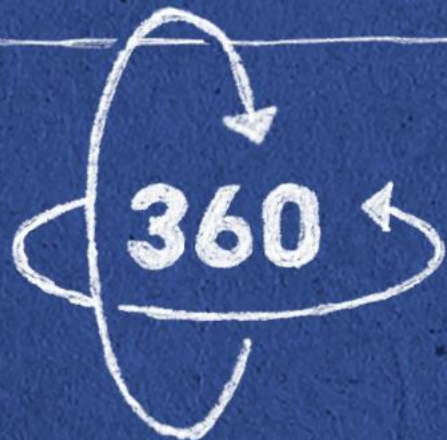


3.

Content creatie  
met 360° video

+ Opdrachten

+ Feedback sessie 2



4.

Trends en  
ontwikkelingen

+ Feedback sessie 3

