Oculus connect 3: <https://youtu.be/SxyuCbMK_rI>

1. Laird Malamed: VP and GM, Oculus
2. Shauna Heller: Founder, Clay Park
3. Jerome Solomon: Dean of the College, Cogswell Polytechnical College
4. David Whelan: Founder, Immersive VR Education
5. Jay Borenstein: Software Engineering Manager, Facebook

Notes:

* TECHSTART
* 40 years of academic research and over 3000 studies have demonstrated that VR can improve behaviors, attitude and health. Lot of it happened on the medical side with patients.
* Vericona study – Pros & Cons of using VR in education
* Customized curriculum for a student – Quality in Education
* Immersive VR Education - Apollo11VR
* Emotion to Engagement to Commitment to Retention
* Especially have a big influence on the STEM subjects as most of the concepts become abstract. No emotion No retention
* If you want to make money right away – Do work with medical training institutes for simulations.
* In general, training & simulation market is very big.

Oculus connect 4 : Improving HealthCare Education Through VR

<https://youtu.be/x9YceCGmokk>

1. Todd Chang, Associate Professor of Pediatrics (Educational Scholar), Children's Hospital Los Angeles / Keck School of Medicine at University of Southern California
2. Kumar Jacob, CEO, Mindwave Ventures
3. Devi Kolli, CEO, AiSolve
4. Dr. David Axelrod, Clinical Associate Professor, Stanford University School of Medicine, and Lead Medical Advisor at Lighthaus Inc.

Notes:

* Seizure handling simulation
* AISolve : Using AI in AR & VR
* AI powered VR Simulation
* Co-genital heart disease
* How it works
  + People have to like it
  + People have to use it
  + People have to learn something from it
  + All the above should result in behavioral change
* Experiential learning
* #Stanford’s Virtual heart
* #Children’s hospital Los Angeles
* Medical VR
  + VR for patients
  + VR for medical practitioners
* Simulation Education

Engage: Vive

* Turn learning into a hobby
* It’s going to be extremely disruptive and exciting times ahead

Top EdTech VR companies

1. zSpace: (founded in 2007)

Founder & CEO: Paul Kellenberger



<https://zspace.com/>

Learning through AR/VR experiences

* See it to believe it

Desktop based VR solution for education

3D Glasses + Stylus + Zspace Desktop

1. EvoBooks

Empowering teachers, Inspiring students

VR/AR platform – EDMERSIV

1. QualSights

https://www.qualsights.com/

1. Second Studio
2. Discovr Labs

<http://discovrlearning.com/>

1. VR Immersive Education
2. Edorable
3. Unimersiv
4. FlexVR