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VirtULearn
Interactive School Devices

Virtual learning system that brings the now common virtual learning environment into the classroom, creating the complete the complete school system.

Multi-device Live Lectures, no more lost notes!

Interactivity enhanced by Kinect for Windows.

Microsoft Technologies Used

Powered by Windows Azure

Blob and table storage with Node.JS to store, organize and retrieve users notes, slides and information.

KINECT™

DepthImageStream captures a blob and allows a user to control any screens cursor with hover and touch.

Web Application

Responsive Web Design
Perfect for multiple devices including desktops, laptops and tablets.

Azure Cloud Services
Allow for a scalable web application

Node.JS
Perfect for data-intensive real-time applications that run across distributed devices

Socket.IO
Enables real time annotations within VirtULearns Live Lectures.

Application Roll Out

Bright Education Centre
System was used to guide an A-Level class through a mock exam paper.

Manzoumeh Kherad Institute (Tehran, Iran)
VirtULearn was recently well received at this school, showing the systems versatility on the international stage.

VirtULearn is to be prototyped at other institutes and businesses including UCL, Grey Coat Hospital and Stream Advisory

In Development

Statistics

Slides Views

Student Attendance