



News Release

For Immediate Release

EngageVR and Pioneering the Virtual Classroom

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PROVO, Utah. March 11, 2021—Virtual reality (VR) education is being gifted to summer school students in Utah school districts. With remote education's dominance in our present circumstances, a national VR company believes its software can engage students in their curriculum despite being on the other side of a screen.

EngageVR is offering a three-week trial to Utah school districts in June. For each district, 1,000 students will be allowed to enroll, with enrollment being pushed to schools by late April.

"Augmented reality and virtual reality are, put quite simply, the greatest and most pedagogically sound pedagogical tools available to the world. They unlock the unbridled potential of students and allow them to be creators of their own learning and not merely consumers," said Anthony John Peters.

Learning cannot be forced, so the only thing districts can do is provide the proper tools to inspire education. EngageVR's goal is to provide exactly that. During this pandemic period and in the future, school districts will want all the tools possible to encourage a student's willingness to learn.

EngageVR's software enables a student to use their creativity to guide their learning process. At

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a base level, the software creates a virtual classroom where a student can make an avatar and connect with their teachers from miles away. However, the software allows a student to walk among dinosaurs, explore space, and interact with elements of science that one could not even in a classroom. The creative side of the student can have a space to shine and inspire further education in ways never seen before.

This opportunity is a chance for schools to see if VR education will really benefit their student population. If the software truly engages students, EngageVR hopes that schools will gain a vote of confidence towards igniting the future of education.

About: EngageVR is the platform of Immersive VR Education, founded in 2014. Its mission is to break the barriers of traditional learning by implementing experiential learning. Especially in the atmosphere of e-learning, it aims to bring interaction to all atmospheres.

<https://immersivevreducation.com/about-us/>