VEDX PROPOSAL

Becoming a "MetaHigh"

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Introduction Page

Aybar Academy has asked to collaborate with VEDX Solutions (www.vedx.io) in order to bring certain online and physical programs into the metaverse, creating a "Meta-High." This proposal was requested after the meeting on June 1, 2022 between Rene Rey and VEDX. The virtual reality components and visuals were trialed, and this proposal is designed for school account with 10 students and 3 teachers.

PROPOSAL ISSUE DATE: June 3, 2022

Next Steps:

1. Review Proposal
2. Suggest Changes
3. Approve: CLICK HERE
4. Receive and DocuSign "Acceptance of Proposal" sent with proposal in DocuSign to move program to the next stages.
5. Agree on timeline of implementation, training and payment schedule.
6. Receive official Invoice with Timeline
7. Pay Deposit
8. VEDX and AYBAR ACADEMY CORP do press-release to help drive recruitment and knowledge of new undertaking
9. VEDX to begin deployment of equipment and software to AYBAR ACADEMY CORP.
10. VEDX to assist in setup.
11. AYBAR ACADEMY CORP to pay remainder within 30 days of receiving equipment VEDX to hold a training of the professors on the pilot.
12. VEDX to work with AYBAR ACADEMY CORP on developing content and curriculum for chosen program (description and details contained herein)
13. AYBAR ACADEMY CORP to Receive support throughout the contract.

Acceptance of Proposal

If this proposal is accurate and accepted, please click this link:
https://share.hsforms.com/1diIKNGWoQfOos_AQLW9vhwc1080

You will be sent the following Docusign to begin the engagement of our work together.

The proposal delivered on this date _____ , for the amount of _____ has been accepted by _____, represented by _____.

The prices, expectations, and timelines are accurate.

Customer Acceptance:

Institution: _____

Name: _____

Title: _____

Signature: _____

Date Signed: _____

VEDX Acceptance:

Provider: VEDX Solutions

Name: Jay Schnoor

Title: CEO

Signature: _____

Date Signed: _____

Provider Information:

Business Information

VEDX Solutions Inc

Registered HQ: 1127 25th ST SE; Salem OR 97301; USA; formed on July 8, 2020

Class: C-Corp.

FEIN: 85-1840283

W9: https://drive.google.com/file/d/1tlMUZW3xvmkCbp5X9ji9d6fVLUYYQsOn/view?usp=sharing

DUNS: 058985806

Contact Information:

Mailing Address: PO Box 6532; Bend OR 97708

Phone: 971-358-9588; Fax: 541-844-3733.

Email: consultation@vedx.io ; website: www.vedx.io

Account Manager and SPOC Jay Schnoor; jay@vedx.io ; 541-971-3999

Recipient School Information

Business Information

Aybar Academy Corporation

FEIN AND Tax Exemption: PLEASE SEND TO CONSULTATION@VEDX.IO

Contact Information

Mailing Address: PR 2 KM 44.1 Bo. Cantera; Manat, PR; 00693

Main Phone: +19392029544

Email: Rene.rey@aybaracademy.com

SPOC: Rene Rey

Claim of Confidentiality

This proposal and any enclosed documents contain information belonging to the sender which may be confidential and legally privileged. This information is only for the use of the individual or entity to which it was intended. If you are not the intended recipient, any disclosure, copying, distribution, or action taken in reliance on the contents of the information contained in this message and any accompanying documents is strictly prohibited. If you have received this message in error, please contact the sender immediately and delete the message.

Additionally, VEDX agrees to keep all information provided by as confidential and private to the intended recipient. The following information will become the signed Terms of Service in a signed agreement.

Executive Summary

VEDX is excited to help AYBAR ACADEMY CORP step into the metaverse and deploy its first pilot program in VR. The following details outline how AYBAR ACADEMY CORP will start a pilot program in VR. The objectives are:

1. Development of its own content
2. Identification and training of key faculty members in VR
3. Student deployment for testing, both physical and online
4. Expansion to more of the online programs after positive outcomes are achieved

In order to accomplish these goals, the following proposal outlines:

1. VEDX Classpack …. of 10 Goggles with 3 creator licenses and twin campus building in VR. Please confirm quantity with account manager.
2. Language Pack for 25
3. Hardware delivered to local Best Buy

Organizational Information

VEDX is an immersive EdTech company that designs, implements, and supports XR technologies for education and training. These technologies enhance engagement with students and improve learning retention and outcomes. Virtual Reality (VR) gives learners across the globe an opportunity to learn in the more effective, engaging, and interactive ways.

VEDX began as an idea focused on engagement and access. The founders came from international recruitment for Aybar Academy Corp studies and SAAS. They began discussing the mission in 2018 and made the leap to a company in 2020. They began with the schools around the world that they were already working with in their previous positions. This market research led to the current products: Career Pack, Class Pack, Recruitment Pack, and our VR-Teacher Training Packs. VEDX was instantly global with its organic connections. Today VEDX has 9 VR Hubs established in cities across LATAM and the USA. Additionally they have sales representatives in 22 countries and have successfully deployed multiple solutions to schools with their partners.

VEDX focuses its services in two areas:

(1) deploying content in high schools and helping universities come into the metaverse by designing new experiences in VR – both in 360 video format or in fully immersive environments

(2) Job and language exploration through a collaboration with partners to provide combined packages that meet our customer needs.

Finally, VEDX is driven every day by the customers it serves. VEDX is a value driven company and at its core is relationships. VEDX strives to ensure every customer becomes a fan – ecstatic with their choice to work with VEDX. Building the best solutions requires open communication and a "partner" mentality with customers. Many VR companies are stocked with technology experts focused on scale, an important goal, but VEDX strives to provide further innovation through strong and lasting relationships.

XR Research in Learning

XR or extended reality, is the umbrella term for multiple immersive experiences. This technology positively transforms learning and teaching experiences. XR research is showing significant improvement in student performance and success in meeting learning outcomes. It also provides remarkable opportunities for student engagement and interaction as well as an immersive, distraction-free environment for learning. At the center of our philosophy is **LEX (learner-Educator-Experience).** VEDX coined this philosophy and knows that both the experience of the learner and that of the educator need to be in sync to achieve learning outcomes.

While XR is not a replacement for in-person instruction and human to human interactions, it is a significant enrichment which offers learners an opportunity for authentic, hands-on experiences that otherwise would not be possible. "*XR is not merely another educational technology tool but a paradigm shift in our relationship to digital technologies. No longer are we viewing media within a rectangular frame on a wall or in our hands if we are using a mobile device; instead, we are stepping into the media."* (iLRN Report, 2021)

FOR FULL VEDX RESEARCH SUMMARY: CLICK HERE

Proposal Explanation

Software

The budgeting in this section incorporates all of the requested components from our discussions. The VEDX Class Pack is designed to do the following for AYBAR ACADEMY CORP:

1. Provide a private branded space in the Metaverse for all AYBAR ACADEMY CORP students and teachers to have open to them for meetings, team building, student sessions, and interactions. This space will be the central portal app.
2. Provide the faculty with the ability to create their own VR recorded content without coding. The content created by AYBAR ACADEMY CORP remains their content, growing their library.
3. Create iconic replica of quad area for students to move between class spaces.
4. Help AYBAR ACADEMY CORP promote its XR classes on www.globalxracademy.org to attract new students.

Hardware

Hardware quoted below is based on the most affordable standalone headsets in market and the best quality storage and UV Sanitation Case in the market. It meets following specifications:

1. Consumer grade 128 OR 256 GB Quest 2 headsets. Warranty is through Oculus – VEDX recommends students purchasing their own as a "lab fee" and then activating their spaces with a license. However, VEDX can provide extended service warranty for 150 per set.
2. Elite head straps for comfort
3. Small individual cases for department storage.
4. Cell activation phone to accompany headsets
5. Branded faceplates for marketing

Training and Consultation

VEDX is an industry expert and includes all consultation related directly to setup and deployment in the price of the packs. Any extra estimated charges are associated with assisting educators with content development in 360 and immersive objects. All packs include 1 day of training. More training or more development can be added in the year as desired at prices listed below.

INVOICE

VEDX Solutions Inc
1127 25 Street SE, Salem, OR 97301, UNITED STATES
Tax ID: EIN: 85-1840283
jay@vedx.io; Website: www.vedx.io

Invoice No#: 5018-VIM
Invoice Date: Jun 3, 2022
Due Date: Jun 3, 2022

Scan.Pay.Go

$17,123.00
AMOUNT DUE

BILL TO
Aybar Academy Corp
Rene Rey
PR 2 km 44.1 Bo. Cantera, Manat, PR 00693, UNITED STATES
rene.rey@aybaracademy.com

SHIP TO
Aybar Academy Corp
Rene Rey
PR 2 km 44.1 Bo. Cantera, Manat, PR 00693, UNITED STATES

#	DATE	ITEMS & DESCRIPTION	QTY/HRS	PRICE	AMOUNT($)
1		Oculus 128 GB Elite Strap, Case, face Plate, setup – These will be picked up at Best Buy	13	$486.00	$6,318.00
2		Content Creation and Library (creator) This is a combination software to allow new worlds to be built, comes with pre-made content from Victory XR, licensed per student	3	$195.00	$585.00
3		Content Creation and Library (high School) This is for the student licenses in high school for content.	10	$175.00	$1,750.00
4		Campus Private Server Software Charged by number of licenses or headsets with a generic license association. This is the Remio platform.	10	$120.00	$1,200.00
5		Wifi– burner phone base model tracfone 32gb prepaid	1	$70.00	$70.00
6		Digital Twin Campus Quad Building scan and creation of quad or famous campus building	1	$5,000.00	$5,000.00
7	Jun 3, 2022	Kiosk Student Management This allows the school to set and control content on the goggles.	10	$120.00	$1,200.00
8	Jun 3, 2022	ImmerseMe 12 Month Academic Subscription Subscription good through (DATE). This allows access to 9 languages and content organization and tracking by language teacher.	25	$40.00	$1,000.00

Subtotal		$17,123.00
Shipping		$0.00
TOTAL		**$17,123.00 USD**

NOTES TO CUSTOMER

Hi Rene, this invoice has individual oculus cases priced, but if you would like the central charging station and UVC Sanitation case for

these, please let me know. I also added the digital twin campus, but this can wait too if we like, just let me know. The core to your experience her is having goggles and the content creator.

Sincerely,
Jay Schnoor CEO

TERMS AND CONDITIONS

Net 30
For International Money Transfers please use Account Name:
VEDX Solutions Inc.;
US Bank Swift code (USBKUS44IMT),
followed by our Account Number (153696339248)
Address:
U.S. Bank;
Wire Transfer Department;
PO Box 64830;
St. Paul, MN 55164–0830; USA

For Domestic Wires: Use account number and routing: 123000220

ATTACHMENTS

VEDX W9 2022.pdf

Map of roll-out

June: Accept VEDX proposal and Pay 50% of total as deposit.

June: Order equipment and announce AYBAR ACADEMY CORPs move into the Metaverse!! Share marketing posts.

July: Delivery of equipment, roll-out and training (estimated based on current supplies)

Aug: Pay 2nd 50% and ensure all educators and students are trained and licensed.

Aug: Further consultation on progress

Sep: Roll out to fall students

Quarterly Meetings hereafter to discuss any challenges or new videos needed.

Conclusion

VEDX represents a vast array of education companies in the world. The pricing was calculated at its best rates for this project. Please adjust quantities or discuss any concerns. The only variable we cannot account for at this time is the inflation rates taking place in the USA. If the hardware rates increase, we will need to comply, but do not expect a significant increase. The software estimates will hold in place despite changes in the volatile economy at this time. Our company, along with our partnerships, gives us the full confidence that your school will gain significant advantages from this emerging technology.

References

Leanna Tillman, Director: INTO Aybar Academy Corp Partnerships: leanna.tillman@intoglobal.com

Sarah Prevo, Director: Alpena Community College: prevos@alpenacc.edu

Scott Cardwell CEO: Immerseme: scott@immerseme.co

VEDX
SOLUTIONS

Thank you

📍 Headquartered and registered in Salem, OR USA

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US EIN: 85-1840283

US DUNS:

📞 +1-971-358-9588

Schedule meeting

consultation@vedx.io

vedx.io

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Appendix 1: Setting up an Oculus for Use

If you want to get started early on your journey, and start getting acquainted with platforms, start with this video.

1. Ensure you unbox the Quest and plug in to ensure full battery charge.
2. Next, make sure you can open and login to your FB App on your phone. Again, ensure these are your personal Oculus pair, since this is a permanent pairing. If this is an institutional Oculus, make sure it is paired with the institutional FB account.
3. Using a supported phone, download the Oculus app from the Google Play Store or the Apple App Store (your class pack may include a Trac phone, so this step recommended only for your own personal Quest). Open your internet browser, go to www.oculus.com/app and follow the onscreen instructions. Login with your FB to the Oculus App.
4. Turn on your Oculus Quest and ensure it is on the same wifi as your phone, log-in to your Wi-Fi network that your phone is on and then follow the steps in the Oculus to finish the setup.
5. If you have challenges, please see the troubleshooting: FAQ or email us at Support@vedx.io.
6. **Search and Download First Steps** tutorial - This will be an amazing place for you to practice grabbing stuff, be sure you have some space to swing and move your arms.

7. Now, practice taking some pictures with your "snap" feature in goggles. You will be able to download these to your social media.
8. The next phase is to download some free platforms, ALL of which are in strategic partnership with VEDX, along with a few more "best in class" for education. We work with them to build solutions for students, schools, and governments.
9. You are ready to explore the new frontier. Continue to the next page and start searching and downloading the following Free apps to your headset. You can do this with your Oculus app on the phone or browser too.

VEDX Partner Platforms

**Multiverse -** This will be great place for you to practice walking around and teleporting. To access our store, click here: https://www.oculus.com/vr/4696415073820785/

Engage - Register for a free account from your desktop (https://app.engagevr.io/register) and create your avatar. In your headset go into the app and check out some of the available content.

Remio - Search Remio in App Store. You'll see Glue appear as a result, click *View App* below where it says *App Lab* and you will find Remio. Once you've downloaded Remio, send us an email to request full access.
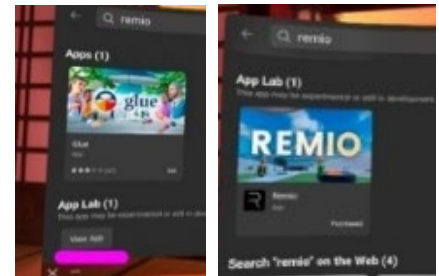
YouTubeVR – Search for VEDX Solutions and look for our **Campus 360** playlist and experience universities as never before.

VEDX Career Shadows: 360 BETA app for job shadows here: https://www.oculus.com/experiences/quest/6024755067595116

Make sure with each app you set up your profile and then we will connect that to your institutional account. For continued research on VR, please follow our LinkedIn page, we are posting research findings every day. Now, go have fun!!

VEDX Team