

VIRTUAL CLASS COLLABORATIVE SYSTEM



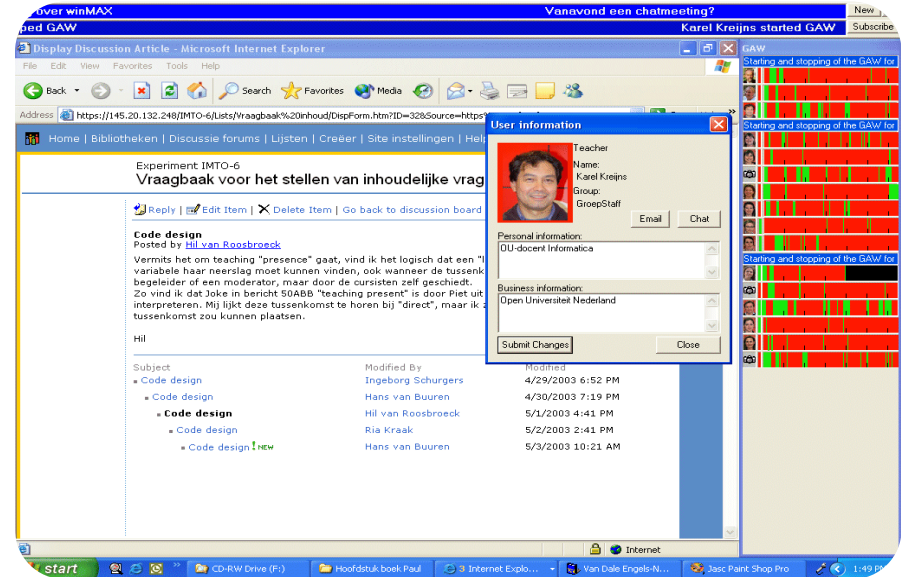
Overview

This application can carry out the process of teaching and learning activities in the form of virtual classes. Teachers and students interact with each other can interact with each other through internet-connected devices. Activities that can be carried out are audio communication, video conferencing, meeting events, sharing views between users, editing documents collaboratively, exchanging messages and whiteboards, and being able to manage meeting rooms and users.



Technical Specifications

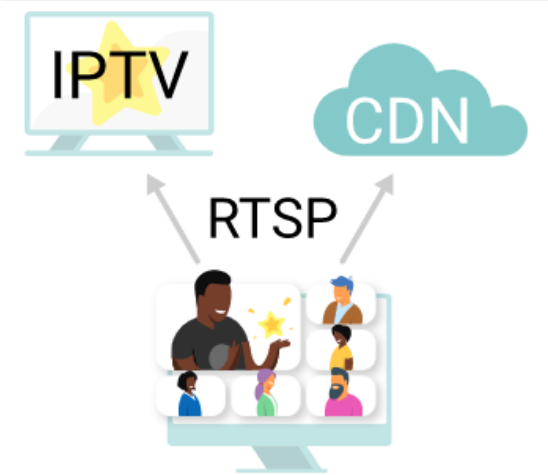
- Audio communication
- Video conferencing
- Meeting recording
- Screen sharing
- Collaborative document editing
- Chat and white boarding
- User and room management



Features / Functions

This application is a web-based application that has several features such as:

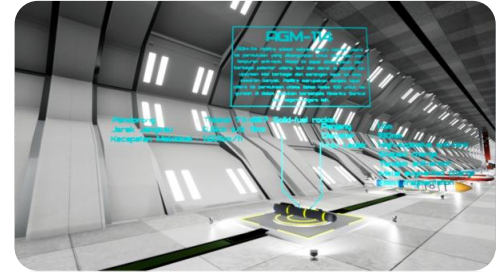
1. Doing voice communication
2. Conduct video conferencing
3. Recording a meeting
4. Sharing screen view
5. Edit documents collaboratively
6. Texting and whiteboard
7. Manage users and meeting rooms

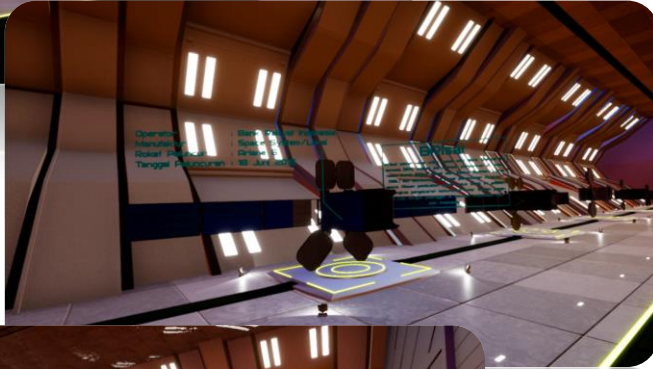
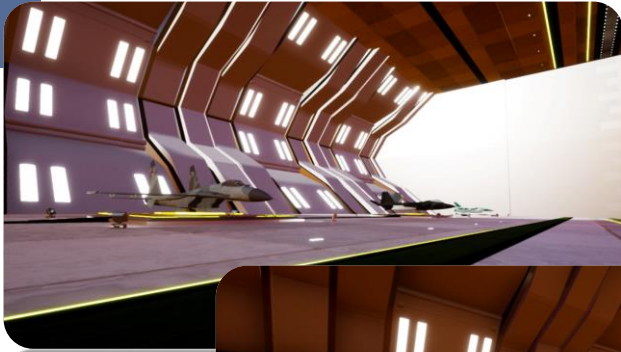


VIRTUAL REALITY (VR) SOFTWARE SYSTEM

VR is a completely 3D environment created from a combination of software and compatible hardware. This completely immerses the user into the 3D environment, giving them the ability to interact with the virtual world in a seemingly real way.

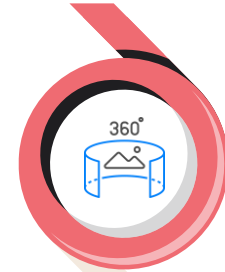
A few different steps are required to create an ideal VR user experience. The virtual world is created by software developers and then rendered in a way that users can interact with the objects created by developers. Headsets help provide users the illusion of being completely immersed in the 3D environment. These 3D objects tend to respond to changes in the user's movement, and the interactions mimic those in the real world. Certain additional hardware components, such as gloves or other accessories around the room, can also simulate additional senses, such as touch.





FEATURES

Displays content in
interactive 3D



Using VR Goggles



Connect to database
regarding content
management and
assessment



VIRTUAL REALITY (VR) CONTENT

Virtual Reality (VR) Content is a computer-generated object/environment with scenes and objects that appear to be real in VR Software environment, making the user feel they are immersed with the object in the content. This content is perceived through a device known as a Virtual Reality headset or helmet.

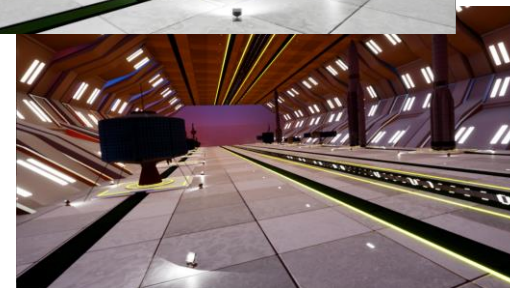
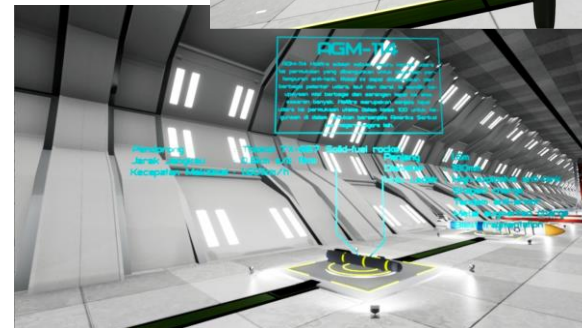
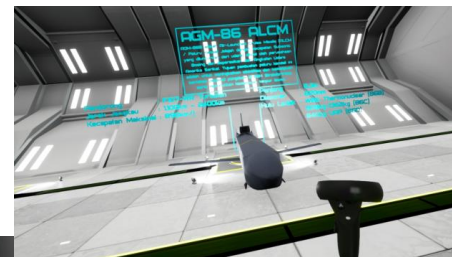
100% computer generated

360 degree fully immersive

3D spacial/binaural audio

VR HMD

Haptics: controllers, sensors for real time interaction



FEATURES



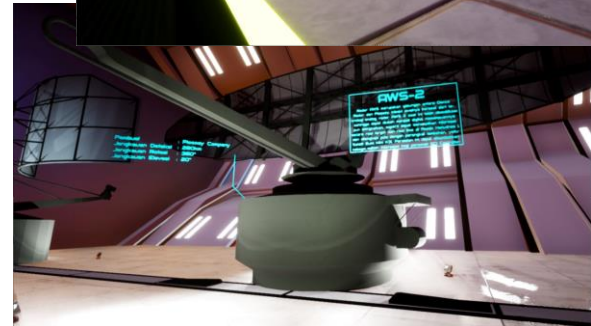
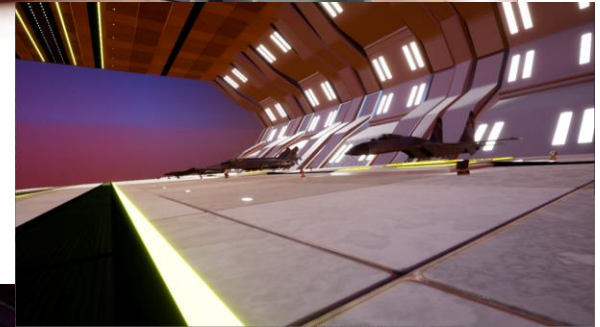
Data and information in interactive 3D form using VR Software



Shows the components of the equipment in the Department at company



Connect to content management related databases





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