VRWARE Edu School®

Metaverse Education Program

GIVE WAY

GLOBEPOINT

What is Globepoint's metaverse education?

VRWARE®
Edu School
Meta Player
Meta ClassRoom

Collaboration

VRWARE®
Cube

VRWARE®
StoryMaker
StoryBuilder

VRWARE Edu School

VRWARE Edu School(Virtual Reality Software) is a VR Making Solutions where users can make their own VR Map.

* It works more easily with tablets such as Wacom to create metaverse space..

VRWARE Edu School

Create/ Design and Explore Virtual Reality Maps
Users can build their own VR World using the tools provided.

While various types of objects are in the software,
users can also create their own 3D objects.

Users can also have a fun learning through
interactive activities provided in the software.

Control the movements of Character Player with Block Coding.
Coding can also be applied to a minibot.

Create a virtual space and share it with users,
You can experience it with other people.

Improve communication, problem solving skills and design thinking for creativity and collaboration.

Visual Thinking
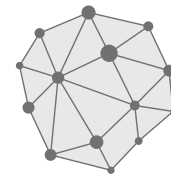
Visualize Ideas on how to Create VR World

Design Thinking

Improves Creativity and Logic

Ai Thinking
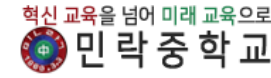
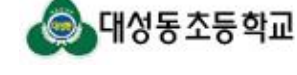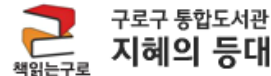Improve Communication and Cooperation Skills

Visual Collaboration

Study and experience together in a metaverse space

In Korea, education is provided at elementary, middle
and high schools nationwide and at local centers.

CREATING VR MAP

Develop the ability to recognize and design terrain diversity in the process of creating land and raising mountains.

You can choose a variety of characters

You can select various objects.

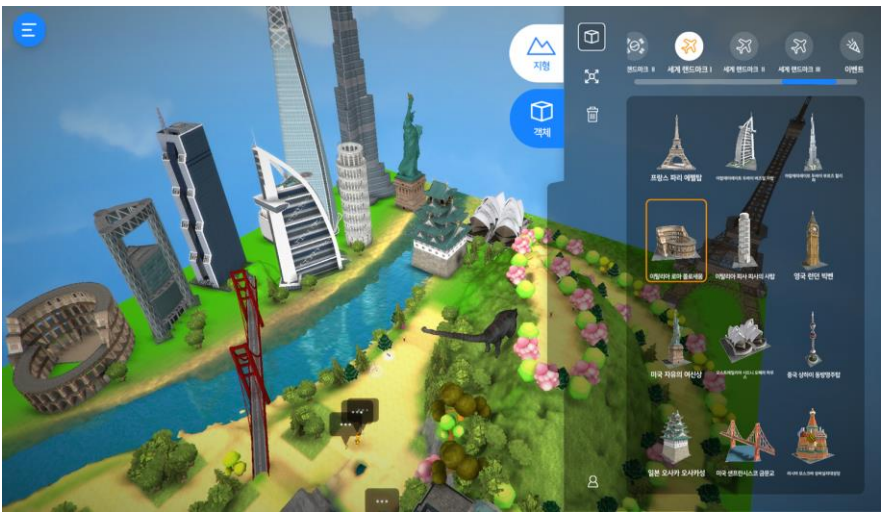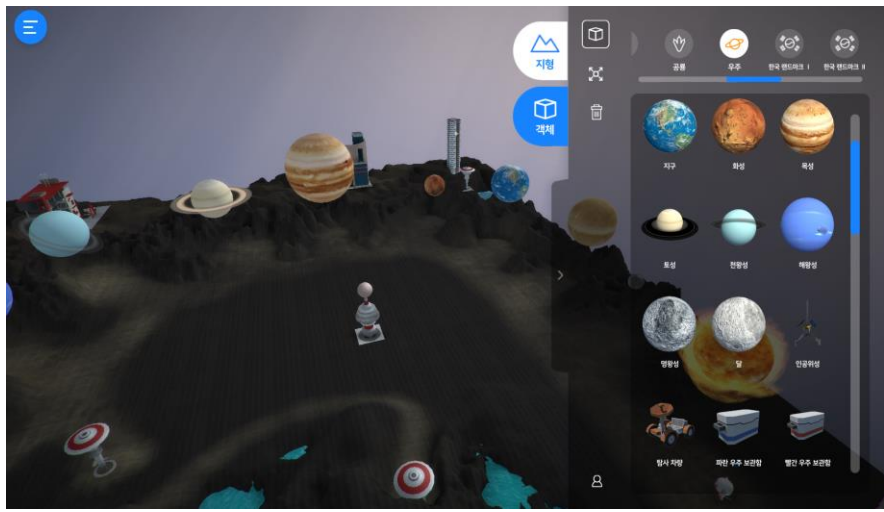Decorate the right object for the space.

You can set a space that fits the topic.

BUILD 3D OBJECT

Creative learning is an education in which the subject of virtual space is determined on its own and the object is created on its own.

You can utilize objects of global landmarks.

You can create outer space.
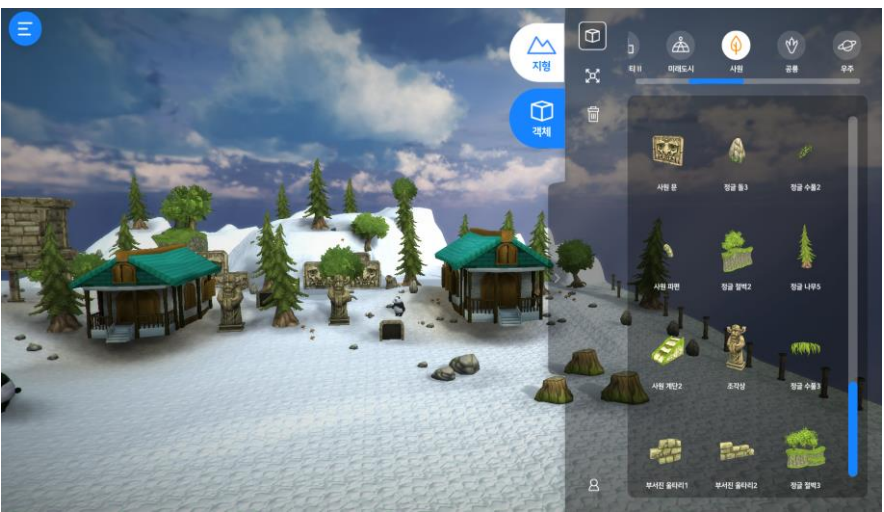
You can create either the North Pole or the South Pole.

You can create a dinosaur village.

INTERACTIVE ACTIVITIES

Students learn a topic through solving problems, particularly answering a quiz. This type of learning allows knowledge development

A variety of interactive features are available.

You can make OX quizzes necessary for learning.

Take the OX quiz and experience it in a virtual space.

There is a space where you can solve OX quizzes in a virtual space.

Visual Collaboration : Meta Player

You can invite instructors and up to 30 students.
Users can choose the provided VR background.

You can invite multiple friends to a space you create.

Various events such as sales can be held in the space.

You can exchange information necessary for studying in the space.

Find or share important treasures with your friends.

Visual Collaboration : Meta Classroom

You can choose from a variety of backgrounds, including classrooms, and you can teach students. The instructor can invite 30 students.
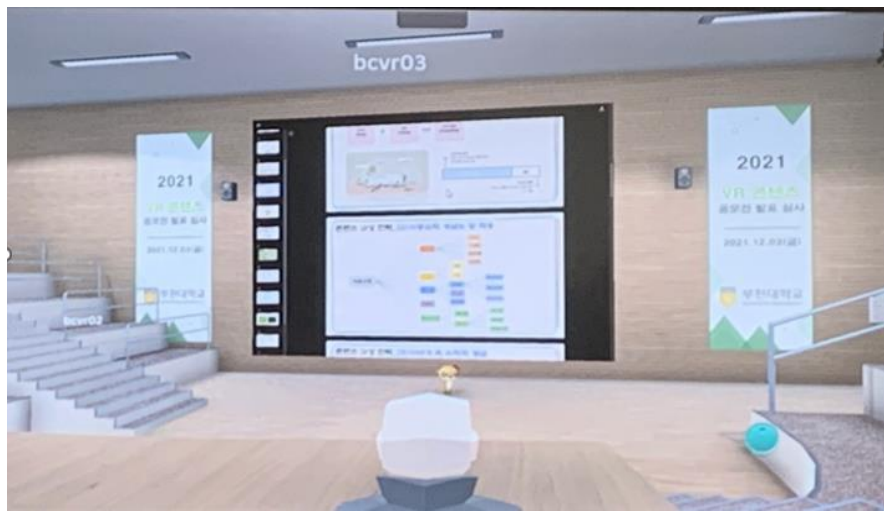
Presentation classes can be held in the metaclassroom.

You can go find a friend.

You can read textbooks together or take a class.
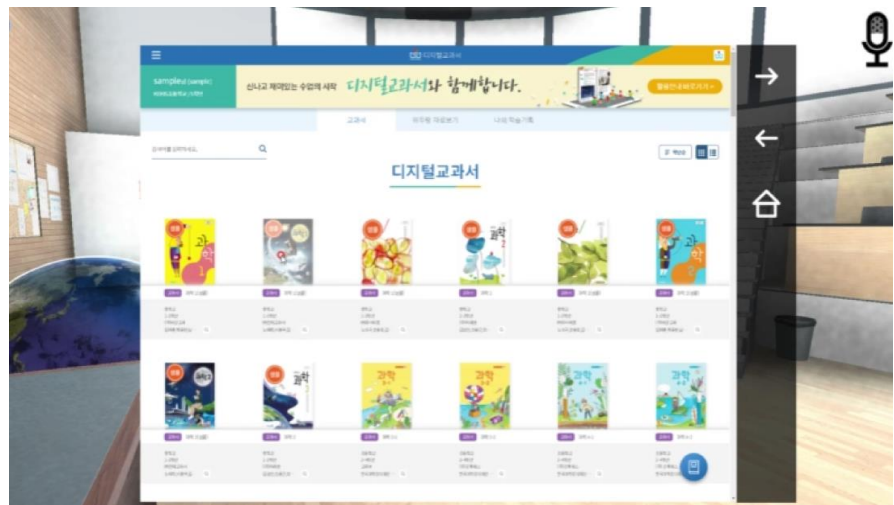
You can read books with various e-Book books.

Improves knowledge Retention asking questions about a particular subject can help reinforce what they have learnt in a more enjoyable way.

Maps Designed by Students in the VRWARE Class

Maze

Snowy Town

City

Futuristic City

We provide an enjoyable metaverse experience education curriculum.

It helps make it an exciting class where you can easily create
and experience metaverse joyfully.

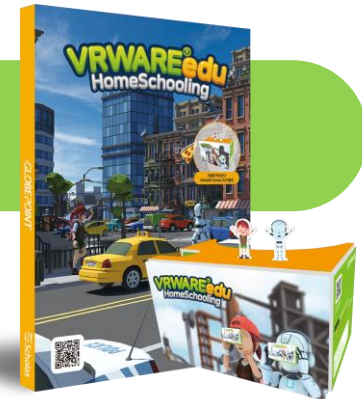|	
1 Lesson	**Understand Virtual Reality(Theory)** - What is Virtual Reality - Learn the concept and difference of Virtual Reality/Augmented Reality/Mixed Reality
2 Lesson	**VRWARE School introduction and Learning (Practice)** - VRWARE introduction - Register VRWARE School - Learn how to use VRWARE
3 Lesson	**VRWARE School use various events (Practice)** - Video, quiz, billboard, google street view - Practice VRWARE School
4 Lesson	**Create Virtual Reality with VRWARE School Ⅰ (Practice)** - Create your own city 1 - Create your own city 2
5 Lesson	**Create Virtual Reality with VRWARE School Ⅱ (Practice)** - Create your own fairytale map
6 Lesson	**Create Virtual Reality with VRWARE School Ⅲ (Practice)** - Create your own dinosaur map
7 Lesson	**Experience virtual world (Practice)** - Explore your own virtual world
8 Lesson	**VRWARE Cardboard (Practice)** - Understand the concept and build cardboard
9 Lesson	**Create VR videos (Practice)** - Create VR content - Upload VR content to YouTube.

10 Lesson	**Create VR background (Practice)** - Create VR background - Save screenshot and change background
11 Lesson	**Share your Virtual World (Presentation)** - Share your virtual world - Explain your world to classmates
12 Lesson	**Create Object using MS Print 3D Ⅰ (Practice)** - Create your own 3D - Design your virtual world using your 3D objects
13 Lesson	**Create Object using MS print 3D Ⅱ (Practice)** - Create VR with your own 3D objects using MS Print 3D
14 Lesson	**Create Object using MS print 3D Ⅲ (Practice)** - Experience VR with objects created with MS Print 3D
15 Lesson	**Create Korean historical sites in VR Ⅰ (Practice)** - Use dolmen to create Virtual world - Learn about dolmen -- Add quiz and videos
16 Lesson	**Create Korean historical sites in VR Ⅱ(Practice)** - Use Suwon Hwaseong Fortress to create Virtual world - Learn about Suwon Hwaseong Fortress - Add quiz and videos
17 Lesson	**Create Global historical sites in VR Ⅰ (Practice)** - Use Eifel tower to create Virtual world - Learn about Eifel tower - Add quiz and videos

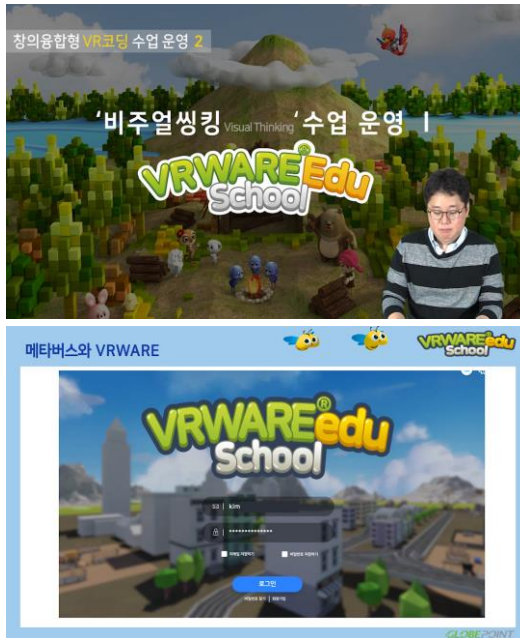|	
18 Lesson	**Create Virtual Space station Ⅰ (Practice)** - Learn about Planets - Create space station - Add quiz and videos
19 Lesson	**Understand Coding(Theory)** - Understand the concept and basics
20 Lesson	**Try Coding (Practice)** - Create your own Coding scenario
21 Lesson	**Virtual World Coding (Practice)** Create virtual world to build coding
22 Lesson	**Create Coding Ⅰ (Practice)** - Match play by block coding in your own virtual world
23 Lesson	**Create Coding Ⅱ (Practice)** - Match play by block coding in your own virtual world
24 Lesson	**Experience Coding (Practice)** - Experience coding made by classmates

Various textbooks and materials are provided to make better use of metaverse education.

We support enjoyable metaverse education through subject-specific textbooks and online lectures.

Textbook

4 차 산 업 혁 명 시 대 , 창 의 융 합 교 육 솔 루 션

VRWARE Edu School로

나만의 가상 World 메이커 되기

저자 교육상상연구소 공저 김태경, 이정훈

Online Lecture

창의융합형 VR코딩 수업 운영 2

'비주얼씽킹 Visual Thinking' 수업 운영 I

VRWARE Edu School

메타버스와 VRWARE

VRWARE edu School

Diverse Curriculum

번호	카테고리	오브젝트	학교 세부 유형	학년	교과	단원
1	한국랜드마크 I	근정전	초등학교	5학년	사회	3. 유교 문화가 발달한 조선 1. 조선의 건국
2	한국랜드마크 II	광개토 대왕비	초등학교	5학년	사회	1. 우리 역사의 시작과 발전 1. 고구려, 백제, 신라의 건국과 발전
3	한국랜드마크 II	장군총	중학교	2학년	역사	II 삼국의 성립과 발전 05. 삼국과 가야의 문화 및 대외 교류
4	한국랜드마크 I	광화문	중학교	1학년	역사	V조선의 성립과 발전 01. 조선의 건국과 체제 정비
5	한국랜드마크 I	무역센				
6	한국랜드마크 I	청와대				
7	한국랜드마크 II	종묘정				
8	한국랜드마크 I	롯데월				
9	한국랜드마크 I	극락전				
10	한국랜드마크 I	남대문				
11	한국랜드마크 I	종로타				
12	한국랜드마크 II	다보탑				
13	한국랜드마크 II	미륵사				
14	한국랜드마크 II	석조전				
15	한국랜드마크 II	황룡사				
16	한국랜드마크 I	국회의				

1교시	가상현실(VR)에대한 이해 (이론 수업) - 가상현실의 의미 - 가상현실/증강현실/혼합현실의 차이점 - 가상현실/증강현실/혼합현실 장비체험	50분
	10분 쉬는 시간	
2교시	VRWARE School 소개 및 사용법 교육 (이론 수업 및 실습) - VRWARE 소개 - VRWARE School 가입하기 - VRWARE 사용법 익히기 - VRWARE School 사용법 및 자율 복습 VRWARE School을 활용해서 가상공간 만들기 - VRWARE School 미래도시 / 우주 만들기	50분
	10분 쉬는 시간	
3교시	자신이 만든 가상현실 VR 체험 (Mirage solo / 카드보드 체험 수업) - 자신이 직접 만든 가상현실 체험하기 - VRWARE School 앱 설치 후 체험하기 자기가 만든 VR 발표하기	50분

You can use a variety of HMD devices to enjoy the metaverse space you create.

Since most implementations of our products are for educational facilities, we prepared to utilize both DIY HMDs and general HMDs, which can be efficient.

VRWARE CARDBOARD

HMD : PICO NEO 3

HMD : DPVR

* DIY Cardboard HMD is directly produced and sold.

Metaverse operating PC minimum/recommended specifications

division	Minimum Specifications	Recommended specifications
Processor (CPU)	Intel® Core™ i3, AMD Phenom™ X3 8650	Intel® Core™ i5, AMD Phenom™ Ⅱ X3 or more
Memory (RAM)	4 GB RAM	6 GB RAM
Graphics card (VGA)	NVIDIA® GeForce® GTX 460, ATI Radeon™ HD 4850 or Intel® HD Graphics 4400	NVIDIA® GeForce® GTX 660 or AMD Radeon™ HD 7950 or more
Storage	30 GB higher free memory space	
Operating System (OS)	Windows® 8 / Windows® 10 64-bit	

- When conducting education, please check the computer specifications prepared at the school/educational institution in advance.
- If an upgrade is required, we can suggest an upgrade method.

Let's make the metaverse world together
Thank you

Contact Us

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