

SUNRISE Introduces Virtual Reality Learning

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The ultimate learning vehicle is experience, but unfortunately, it is not always possible to have real-life experiences in school. Recently however, great technological strides have been made to bring the power of experiential learning into the classroom: SUNRISE Virtual Reality is announcing the development of a new generation of virtual reality education software.

The Virtual Reality Revolution

Virtual reality (VR) is revolutionizing teaching and learning processes. It is a new technology that allows students to step into a three-dimensional, interactive environment. By putting on a special visor and glove, it places students inside of an environment that looks and feels like the real world.

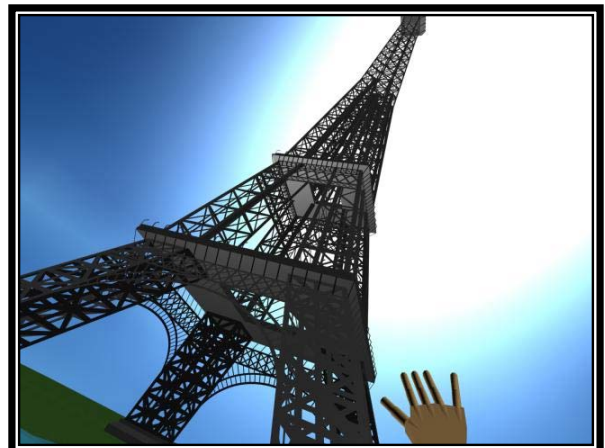


Brave New World

When students put on the visor, they enter a world where everything is possible. They learn chemistry by “touching” a Periodic Table, interacting with molecules. Flying over the Amazon Jungle helps students to fully understand its magnitude and the importance of preservation. History comes alive as students travel back into time to Ancient Egypt. VR combines the power of a computer, the information of an encyclopedia, the imagery of a movie, and the excitement of adventure into the world’s most advanced learning.

Educational Effectiveness

VR education software provides years of research and proven educational effectiveness to students. It has been proven to 1) engage students, 2) facilitate faster learning, 3) contribute to higher test performances, and 4) create a very high motivation to learn. It has also been especially effective for at-risk students and those that have a difficult time learning through traditional means.



Across the Curriculum

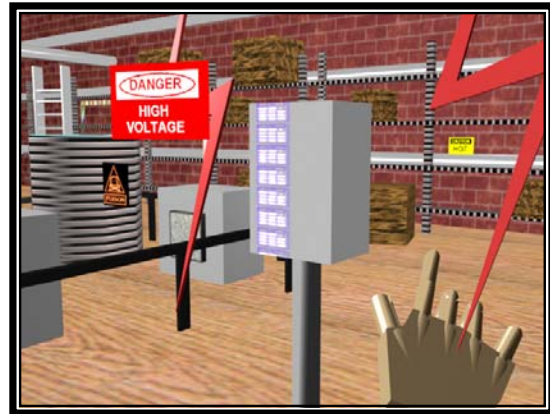
SUNRISE programs assist students in all subjects: social studies, science, math, reading, fine arts and cognitive skills. Inexpensive programs meet specific objectives and are easily integrated into any curriculum. The SUNRISE library includes over 30 subject areas, and new titles are offered monthly.

Not Your “Typical” Education Software

The Virtual Constitution is a typical VR education program in which students witness the birth of America. Students experience life in the 13 Colonies, trekking from New Hampshire to Georgia. They understand the importance of the Constitution by experiencing the disarray of colonial life: arguments between states, weak governments, and unstable currencies. The program brings the past alive to today’s students.

Empowering Teachers

Software is designed in cooperation with teachers to create ideal learning, easily integrated into lesson plans. Aligned to state and national standards, teachers select programs to complement existing lessons. Teacher manuals and learning materials are used to provide a bridge into the classroom. Guides, questions, and “see and do” lists help focus students on content and guide “post-VR” classroom discussions.



Virtual Reality Workstations

Workstations are similar to today’s computer and language labs. For example, a biology class is supplemented by programs where students go inside plant and animal cells. Consisting of a PC, visor, and glove, systems are cost-effective, run by the same PCs already in schools. They extend school boundaries: schools that could not afford “luxuries” like science and language labs now see students engaged at a fraction of the cost.

VR is a powerful new tool for students to envision and understand the world. It is transforming learning into a world of discovery and excitement, a world where students experience everything from an African village to the world’s tallest skyscrapers, just by putting on a pair of glasses and using their natural desire to explore. To learn more about VR and learning, visit www.sunrisevr.com.