



LET'S EXPLORE WITH THE VR
HEADSET

USING THE VR HEADSET



It allows children (mainly those with motor and mental disabilities) to enter the classroom "virtually", helping them learn interactively and also having educational experiences, learning through the headset.



PROBLEM

Approximately 16% of children do not have the opportunity to go to school. This can develop based on the economic situation of the country.



EXPERIMENTS AND VIRTUAL WORK

Our VR headset teleports us into the classroom: wearing it will allow us to participate in lessons, experiments, and activities with our classmates.



THE ADVANTAGES

1

More concrete and multisensory learning
For students with abstraction difficulties
Transforms complex concepts into visual and manipulative experiences
Helps improve understanding through simulations

2

Inclusion and personalization of learning allow for:
Personalized learning paths based on level, pace, and needs for those with motor difficulties
Environments where students can learn without performance anxiety

3

Social skills support for students on the autism spectrum can simulate: social interactions everyday situations anxiety-producing contexts in real life but in a controlled and gradual environment.

4

The confidence to try, fail, and try again
For kids with emotional difficulties or school anxiety: VR is a "protected" environment and encourages the courage to experiment.

5

Ideal for those with socioeconomic or physical disabilities: visits to museums around the world advanced science labs nature explorations

IMPACT

creates less
dependence on
the PC,
inclusiveness

thanks for attention

vanessa di pietro

carola benegiamo

vanessa de pascalis

areeda mobeen

vitto valentina