



Online Environment and Future Education



EduGrowth Webiner 24th June 2020



Online schooling and future education

Covid19 pandemic and online life

Frustration of online schooling

Two separate skins



Close the gap by understanding school education

School education requests

- A more secure and safe environment (online and physical) to protect students and teachers,
- An **I**mmersive environment to engage learning motivation
- An open space with rich resources to stimulate **C**reative and **C**ritical thinking
- An friendly platform with easy use tools attract **C**ommunication and **C**ollaboration



Raise up digital citizen

4C become part of element to build up new generation's competency
in a **Digital Era**, and help them become true digital citizen



What can we do from here and now

Immersive **VR classroom System** breakdown time and space

Practical **coding** program suits for K-12

Virtual laboratory lifts up interested in science

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Need an overall technology solution for future education, and answer is:



Smart Stone Technology
www.smartstonevr.com

a platform to offer future education solutions to schools. Their customisable solutions package includes AR/VR, coding, machine learning, virtual science laboratories and classroom management system. SST strives to help schools achieve their educational goals by using emerging technology to increase the effectiveness of learning, and using the immersive experience to deepen learning retention.



Teachers welcome Smart Stone VR Classroom Solution - 1



KIERAN NORLAN

EDUCATIONAL TECHNOLOGIST, WOORANNA PARK PRIMARY SCHOOL

"The big thing is something the kids see the stuff on board with virtuality. It's so important, I think the way the students look into it, the virtualization, makes it as easy as possible for **engagement**. I think Smart Stone attracts me for that."



School with Smart Stone VR Classroom



Wooranna Park Primary School, VIC



Teachers welcome Smart Stone VR Classroom Solution - 2



MATTHEW PEILE

HEAD OF CURRICULUM, KELVIN GROVE STATE COLLEGE

"After today's demo, the first thing I know was the **engagement**, you've seen the kids put on the headsets. They focus on the content in front of them. It's fantastic, as a teacher, it can be the hardest part sometimes to focus kids' attention. The headsets allow it happen instantly, it's a great thing from teachers' perspective."



Wow..wow..wow..



●●● Teachers welcome Smart Stone VR Classroom Solution - 3

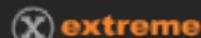
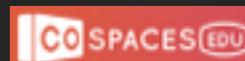
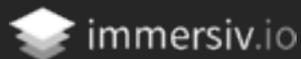
MANSHIKA FURMINGER
GRADE FIVE TEACHER, KELVIN GROVE STATE
COLLEGE

"It's very exciting, especially for the kids to get them, you know, dealing with virtuality of course and also link the theory with it. It's amazing. We've got like close to 30 kids in the classroom but not everyone learns in one specific way. This would be just another resource out there and it would be helpful in so many ways."





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To be

SMARTER . BETTER . EASIER

With Smart Stone Technology

Interweave EduTech with STEM learning. Create seamless connections between classrooms and students' experience.



Smart Stone

Thank you



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