

## EON Reality and ITE host Bendemeer Secondary School Students to showcase the impact of Virtual Reality Technology in Education

**SINGAPORE, 18 September 2014** – EON Reality and ITE host Bendemeer Secondary School in a first of its kind Virtual Reality Experience for the Secondary School Students.

The delegation from Bendemeer Secondary School comprised of Mr. Ling Chow (Principal), Ms. Tan Ngee Tiong (Vice Principal), HOD's, distinguished teachers and 60 students. The experience was designed to reinforce the value add of bringing in Virtual Reality for an effective, engaging and interactive learning experience.



*"We would like to thank EON Reality for making this learning journey possible for our students. The exposure and experiences that the students got have opened their eyes to the world of virtual reality and have allowed them to make connections between what they are learning in school and what is available in post-secondary institutions." said **Mr. Ling Khoon Chow Principal, Bendemeer Secondary School***

"The enthusiastic responses we received both from school staff and the students has motivated EON Team to host more outreach programs for secondary schools in Singapore. We appreciate the interest and eagerness from Bendemeer Secondary School. We will look forward to grow this partnership" said **Mr. Sridhar Sunkad, MD EON Reality Pte Ltd.**

**Note about the products displayed during the visit:**

**EON Icube:**

ITE, Ang Mo Kio is host to SEA's largest 4-walled Immersive Display System. With a footprint of approximately 4 m X 4 m, EON's Icube was highlight of the day with its unmatched immersive and interactive experience. Icube runs on a high end graphics work stations creating a virtual environment where 3D objects float in space and can be interacted with in real time.



Students here were exposed to a variety of Marine and Aerospace training modules to demonstrate the use of such a setup in visualizing the most complex and inaccessible scenarios.

**Augmented Reality Applications:**



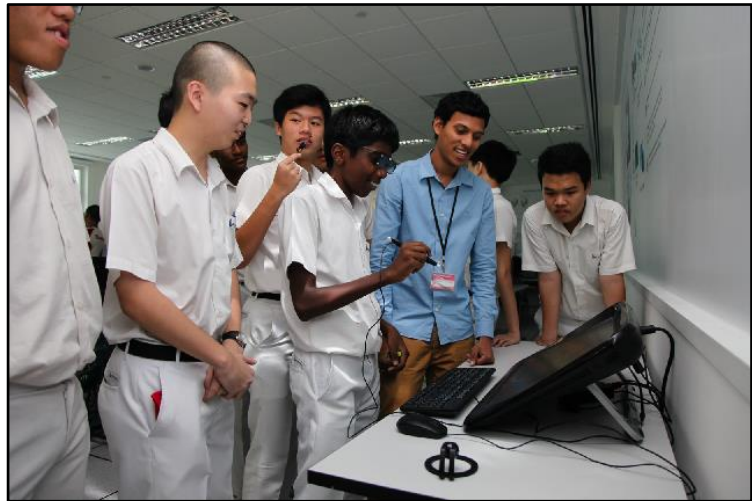
EON's Augmented Reality Applications allows end users to interact and visualize a pre-defined 3D model with the use of an easily accessible Tablet, Smart phone. This is facilitated by the application that collects real-time data from application-specific markers to super-impose relevant 3D models in free space.

Students from Bendemeer Secondary School were encouraged by the HOD's and Teachers to download EON's array of Augmented Reality Applications available on the web, prior to the event. This allowed each student to individually interact with a variety of applications like [UNIDO's LKDF](#), [Engine](#), [Floristry](#), etc. The Markers for these applications can be downloaded [HERE](#).

### EON Ibench Mobile:

EON Ibench mobile is a 24" table top display system that allows a user to visualize and interact with 3D models in free space. 3D models can be downloaded from world largest 3D Library consisting of 3D models, lessons catering to verticals like Industry, Education and Edutainment (<http://www.eonexperience.com/>).

Students from Bendemeer Secondary School interacted with Anatomy 3D models on EON's [Experience Player](#) which allows for unmatched visualization and interaction with 3D Models.



### EON Interactive Mirror:



EON's Interactive Mirror, a standalone Integrated system that translates a user's Gesture based movements into an interactive experience through the use of engaging simulations. With wide-scale acceptance in Entertainment and Edutainment sectors, the EON Interactive Mirror was the most popular attraction among students of Bendemeer Secondary School.

Through the EON Interactive Mirror, Students visualized different systems (Skeletal, Muscular, Circulatory, etc.) of the body through simple gesture movements.