

# acuity

IMMERSIVE LEARNING



## INFORMATIONAL BROCHURE

Everything you need to know about  
our products and services



## Table of Contents

---

- 4 Our Values
- 6 Educational Licenses
- 8 Virtual Reality Applications
- 9 Virtual Reality Headset
- 10 Our Team

# Acuity+ Education =Success

We develop immersive educational applications that caters to the specific needs and curriculum of your school. Our immersive learning headsets and devices enables teachers and students to participate in classroom activities with both virtual and augmented reality applications.

## We Value Education

At Acuity, we are passionate about education and we have made it our mission to help empower and educate young minds. We were founded by educators that have spend most of their lives in academic, researching, teaching and mentoring the next generation of thinkers. Our passion for education and everything it encompasses is our greatest asset. We are excited about the future of immersive learning and the potential it holds for the K-12 education.

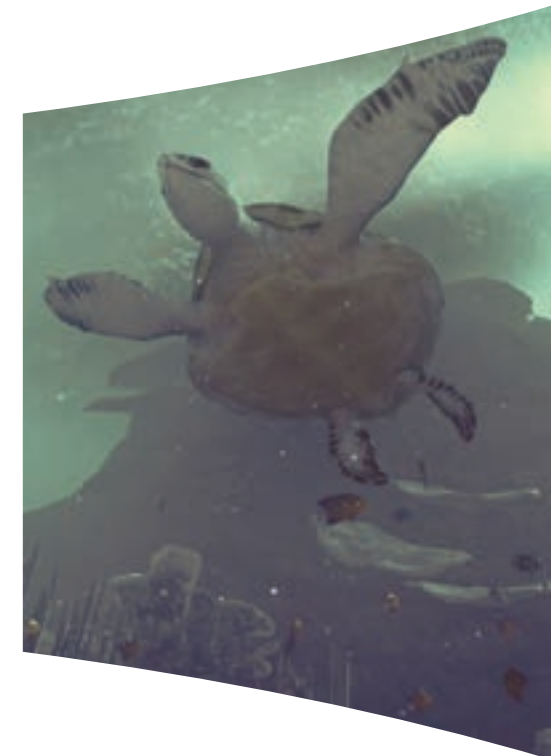


## Putting Students First

Our applications are built to adopt to the specific needs of each student. We believe that putting student first during our development process is essential to the growth of immersive learning applications. Our researchers work with students of all ages and background to ensure that our applications are inclusive of all learning styles of every student.

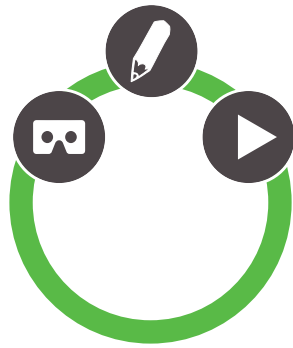


No matter their age or grade level, we value the success of every student.



# Educational Licenses

Our educational licenses is a great way to get the most out of our online resources. We currently offer two licenses: **School** and **Teachers**. The School License provides access to an entire institution, while the Teacher's License is for a specific course taught by only one instructor.



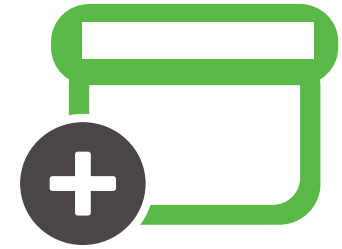
All licenses includes advanced multimedia integration, online portal and VR training.



Do more with our customizable lesson plans in virtual reality.

# School License

A School License is a great way to get an entire institution involved with immersive learning. With a School License, Administrators will have access to easily add, edit or transfer teacher licenses. In addition, administrators can create custom lesson plans on a centralized library that all of your teachers can access. This licenses comes with a free training workshop for teachers.



School license includes more storage to save presentations and student's progress.

# Teachers License

The Teachers License is for a specific course or instructor. With this license, the course instructor will be given personalized training in addition to 24/7 email, phone, twitter and chat support. The instructor will also have access to our online portal where they can create and customized our applications for adopt to the need of the course. Teachers can also join their students in virtual reality, track their process, and give them feedback. In addition, teachers can create lesson plans on a centralized library and access it from other devices.





# Virtual Reality Applications

Acuity Virtual Reality library gives administrators and teachers access to hundreds of immersive learning applications that are all fully customizable to fit the need of each curriculum. Most of our learning applications are free with School and Teachers License but can also be purchased independently.

math

science

social studies

english

arts & crafts

## SUBJECT MATTERS

All of our virtual reality learning applications are categorized under subjects. Each subject can be customized by administrators and teachers to fit the specific need of each institution or classroom.

# Acuity VR Headsets

Acuity virtual reality headset enables students to learning in fully immersive environments while in class, on a field trip, or at home. Each of our applications supports multi-connectivity so students can all gather together in a virtual space and fully engage with each other and their course instructor.



# Creative Minds



**Peter Jonas**  
Chief Executive Officer

Design-driven but sales and marketing minded, Peter sees unprecedented opportunity in the intersection of creative services and technology. At Acuity he helps clients define, scope, and execute high-impact VR campaigns that integrate with broader corporate strategies and success metrics.



**Harry Mantel**  
Chief Technology Officer

Harry is a software and hardware engineer who has worked in technology and Virtual Reality focused startups since 2008. A passionate VR evangelist, Harry is also the community organizer of RTPVR, the Research Triangle Park's premier VR-focused meetup group with 650+ members.



**Josh Young**  
Chief Product Officer

A longstanding “VR evangelist,” Josh helps clients understand the potential of VR as a powerful new medium, and has a gift for explaining the technical aspects of bleeding edge technology with simplicity and clarity. He has put hundreds of end users through VR, and amassed a unique perspective on experience design and the ways people engage with virtual reality.

## Contract Information

P: 919.235.4578

F: 919.235.5628

[info@acuity.org](mailto:info@acuity.org)

[www.acuity.org](http://www.acuity.org)

512 Penn St.

Providence, RI 02860

