briedoo

THE NEW ERA OF IMMERSIVE EDUCATION

OCTOBER 2024

The innovative suite of tools for education.
Let's use immersive reality
for a new learning experience!

How it works

Briedoo's components

- **Player**: App for Pico® and Meta® headset
- **Controller**: Software for Windows and MacOS, which manages the headset
- **Composer***: Desktop software for creating immersive lessons for headset
- **Piattaforma web***: Public service where you can select and purchase additional content or upload your own lessons

* **Under development**
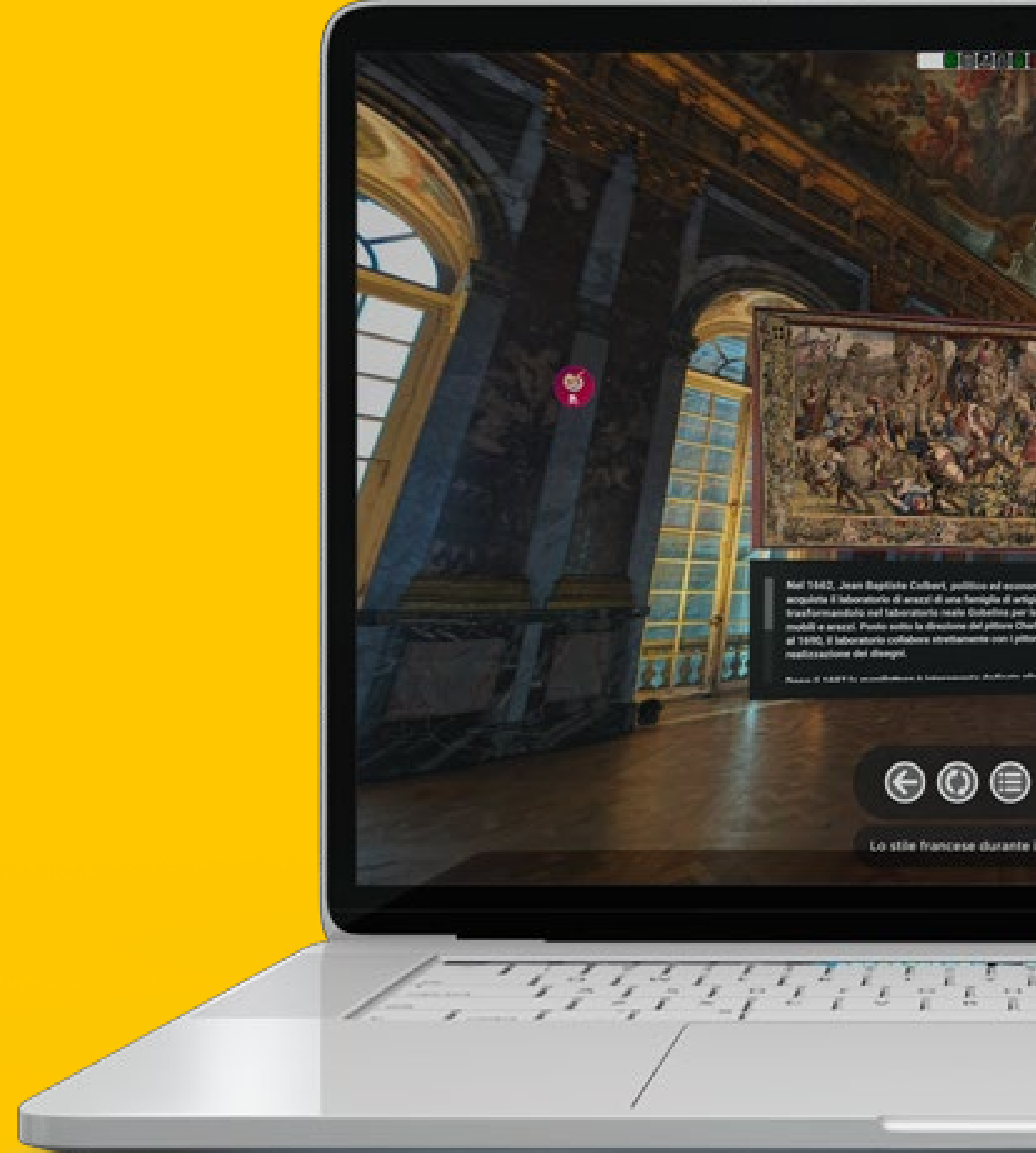
The web platform:
a dedicated ecosystem for schools

Consultation and purchase of additional content

Teachers and schools can explore a rich catalogue of lessons.

Profile Management

Each school will have its own personal profile to manage content and purchases.

Publication and sale of lessons

Teachers will be able to publish the lessons they create and sell them within the platform.

Credit system

Sales will generate credits that can be converted into additional lessons.
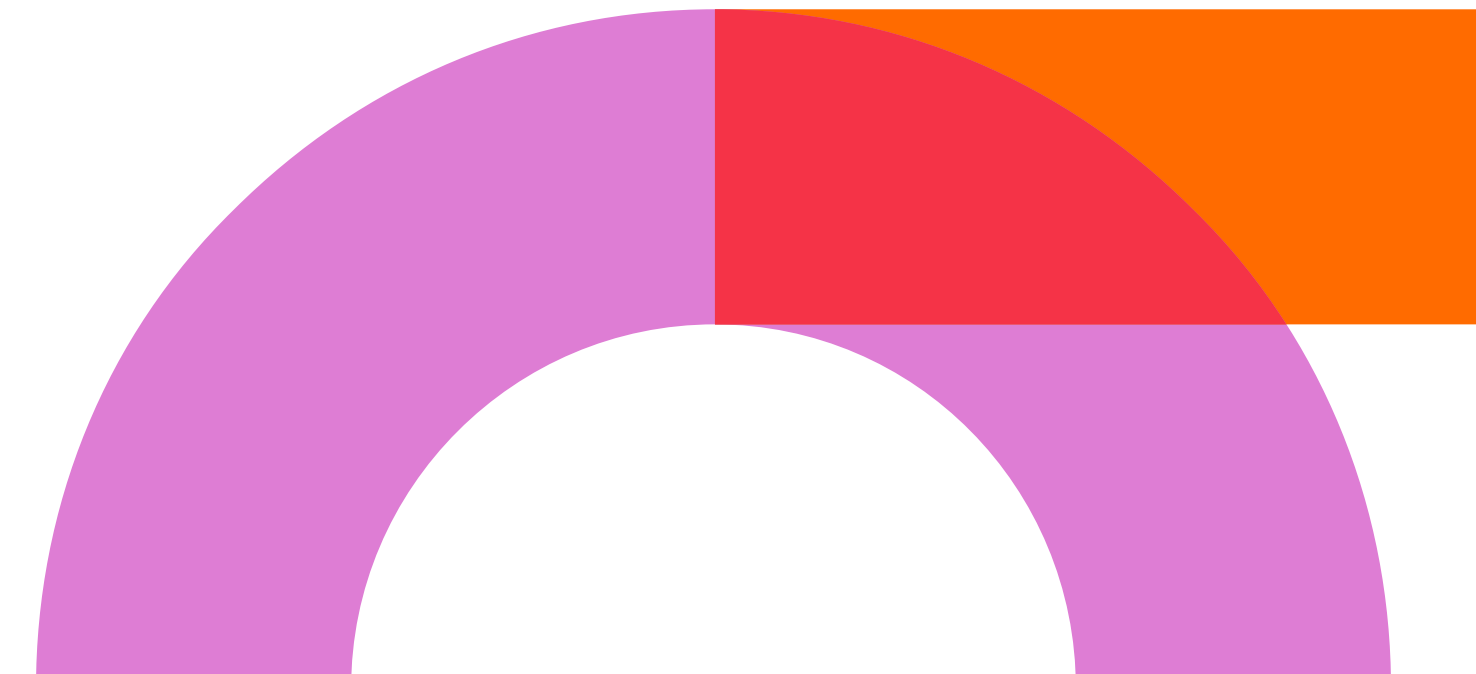
Available contents

Contents now available

Briedoo offers an immersive experience for schools of all levels:

- **Primary school**: teaching pictures and lessons on History, Geography, History of Art and Literature
- **Secondary school**: 30 mixed lessons covering History, Geography, History of Art, Philosophy and Literature
- **Secondary school**: 50 lessons covering the same disciplines to enrich the education.


Oltre la forma: l'espressionismo nelle arti

Ramses the Great and the temples
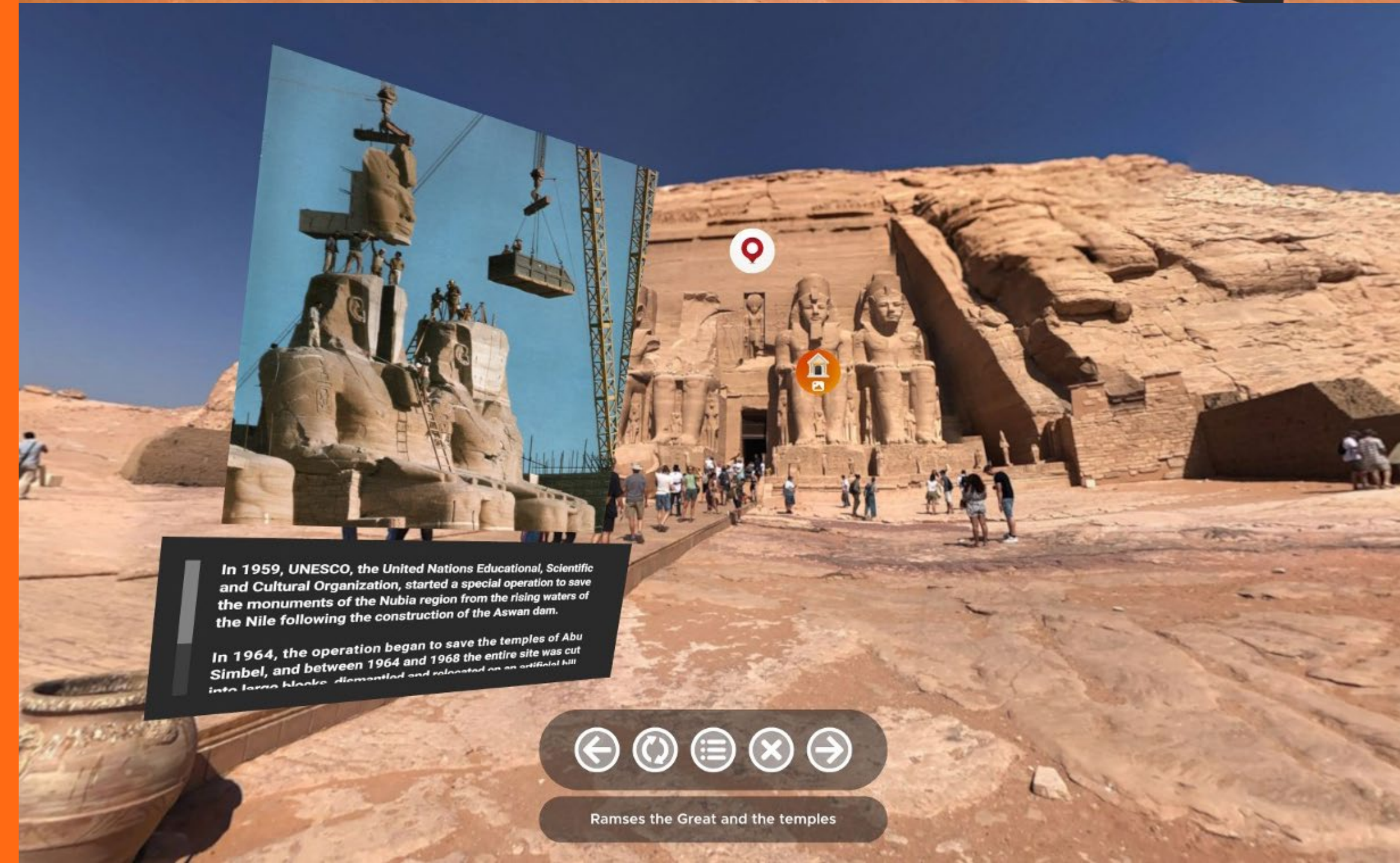
Specialised content in the catalogue

A course of **20 thematic lessons** for the **Ho.Re. Ca.** sector on key topics such as **HACCP**, **food costing**, **onboarding**, **menu engineering**, **increasing sales**, **tourism marketing**, **excellent service**, **strategic psychology**, **complaint management**, etc.
These lessons provide skills basic practical and theoretical knowledge for the hospitality and tourism sector.

Package of **60 lessons** developed in **collaboration with Confindustria**.
These lessons offer students the opportunity to learn content important to the world of work and develop fundamental skills for their future, such as **marketing basics**, **international trends**, **new technologies**, **journalism and communication**, **sustainability**, and many other topics.

SOFT
SKILLS

Le nuove tecnologie
del web futuro
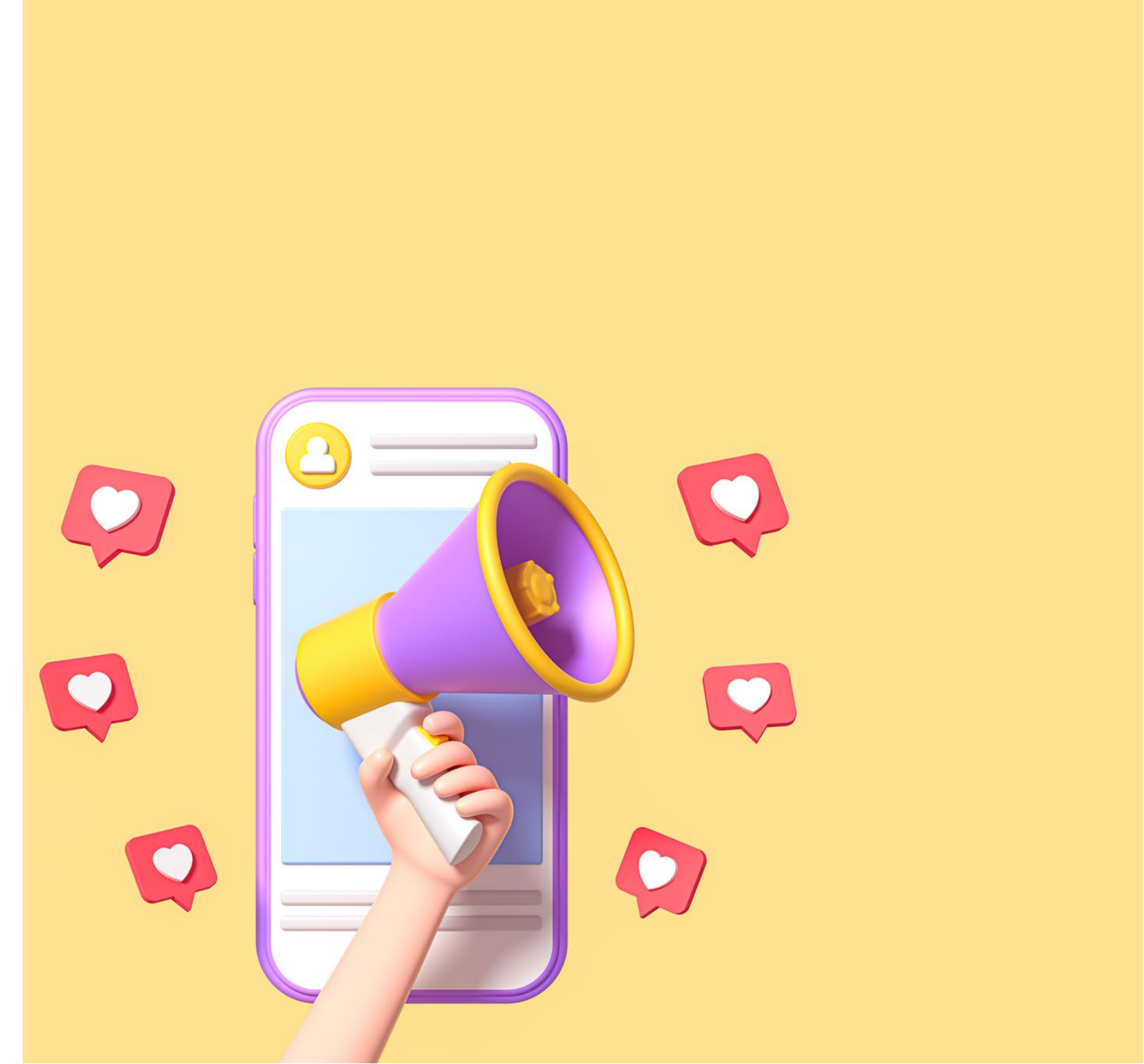
Possibilities ahead

Nel 1662, Jean Baptiste Colbert, politico ed economista francese, acquista il laboratorio di arazzi di una famiglia di artigiani fiamminghi, trasformandolo nel laboratorio reale Gobelins per la produzione di mobili e arazzi. Posto sotto la direzione del pittore Charles Le Brun fino al 1690, il laboratorio collabora strettamente con i pittori di corte per la realizzazione dei disegni.

Dopo il 1697 la manifattura è interamente dedicata alla produzione di

CONTROLLER

Lo stile francese durante il regno di Re Sole

The democratic marketplace of immersive content

Creation of customised learning content
Schools will be able to create their own customised immersive learning content tailored to the needs of their institution. Teachers will be able to use the tools provided by the platform to generate engaging and tailor-made educational experiences

Internal use and sharing with the educational community
Once created, content can be used internally within the institution to enhance learning. Subsequently, institutions will have the opportunity to submit their content to an internal technical committee of the platform for review. After approval, the content can be made available to all schools.

Credit system and monetisation of content
Each time content shared by a school is purchased or used by other institutions, the authoring school will earn credits within the platform. These credits can be converted into further content or lessons, stimulating the creation and sharing of high-quality material and promoting a dynamic and collaborative educational ecosystem.
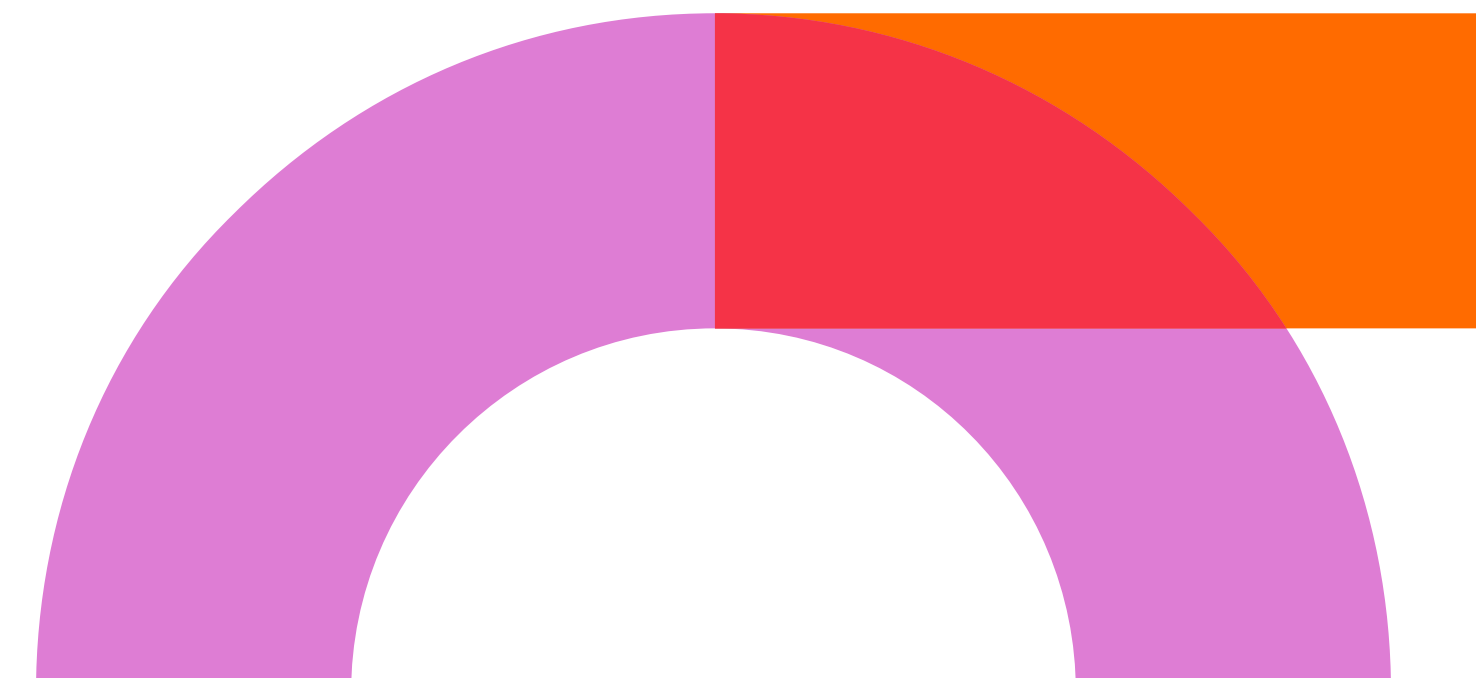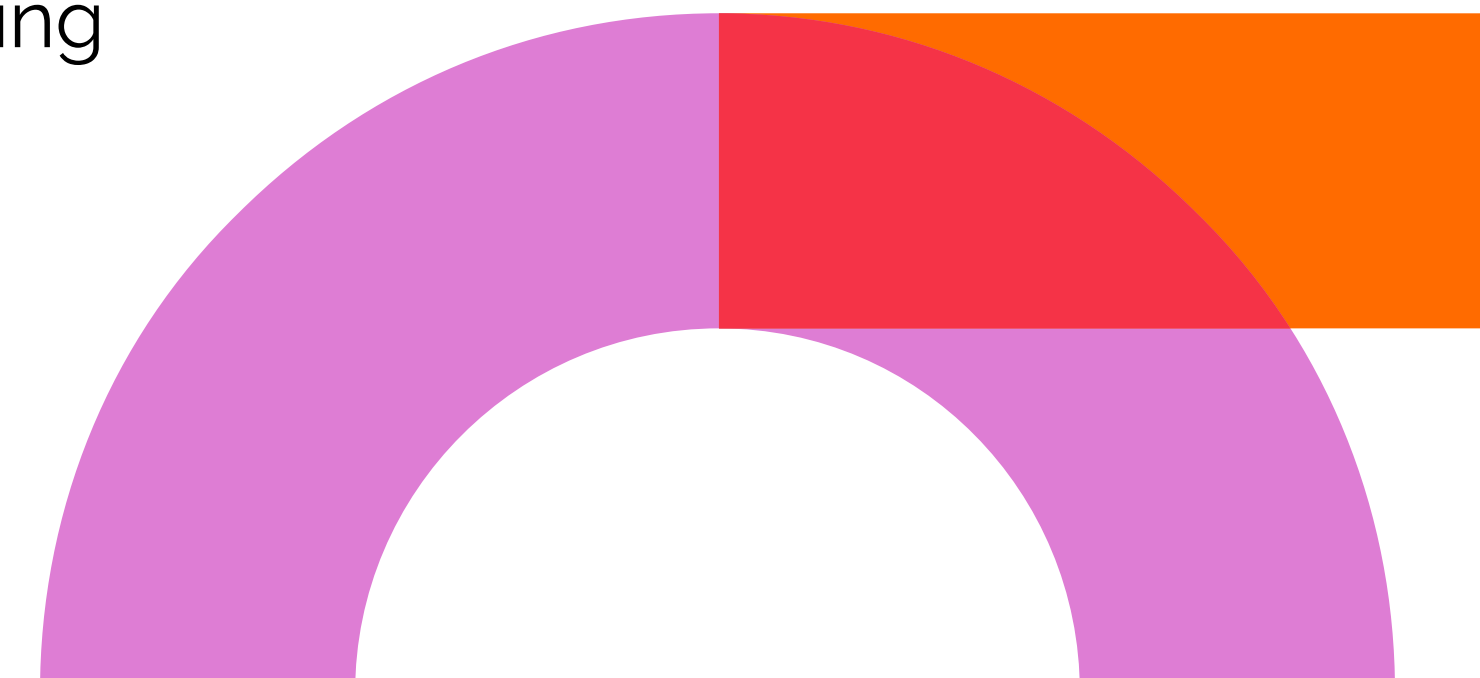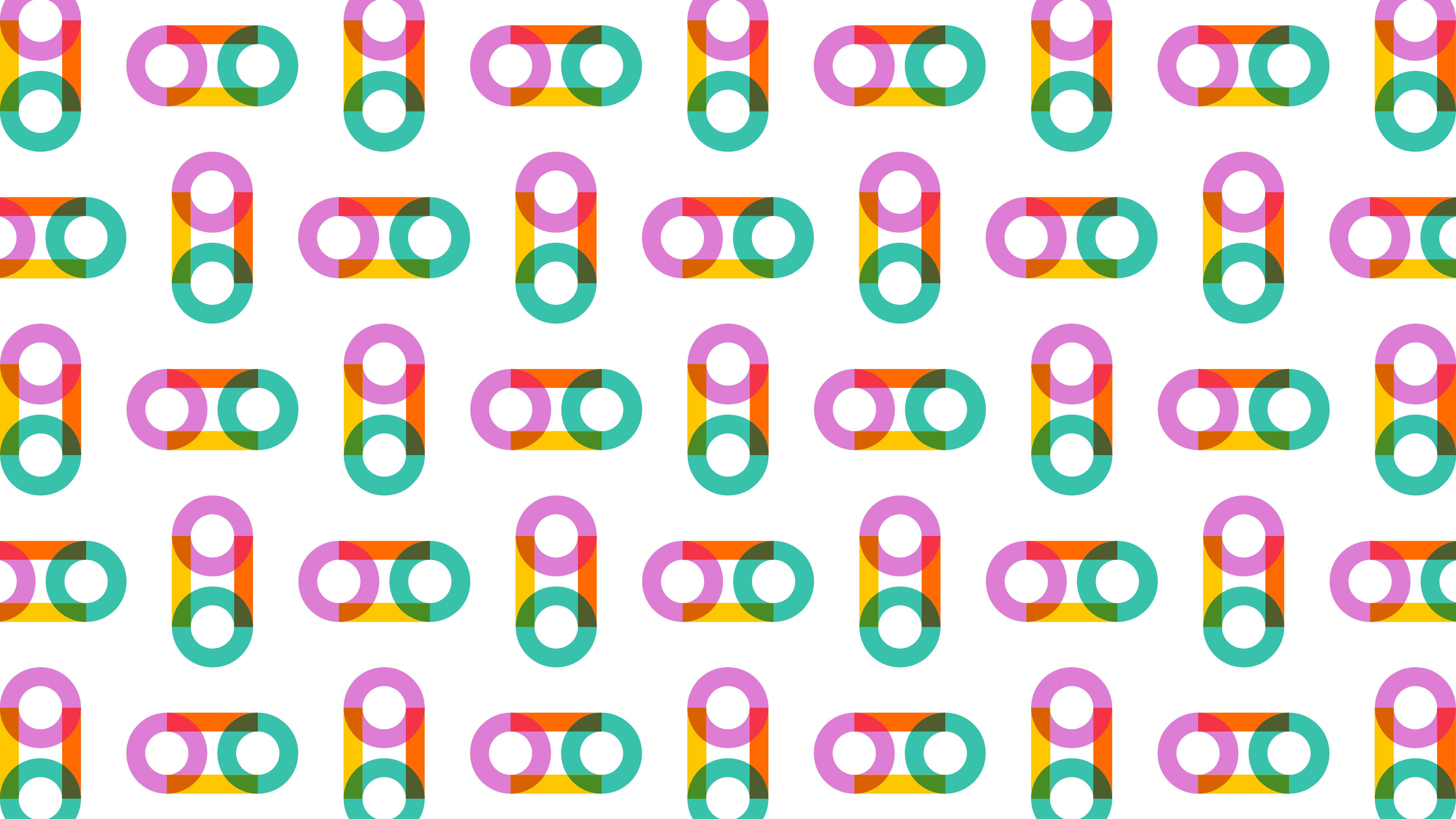
Technology integration

○ **Integration with other platforms**
Compatibility with school systems and e-learning platforms.

○ **AI Integration**
Support with artificial intelligence to suggest content as needed.

○ **Multi-device compatibility**
Access to content also from tablets and smartphones.

Student involvement

○ **Peer collaboration**
Creation of immersive environments for group work and collaborative projects among students.

○ **Ease of use and digital accessibility**
Platform offering adjustment of graphical user interfaces, simplified controls and sensory adaptations for VR headset.

○ **Gamification**
Introduction of game elements and dynamics to stimulate team building and participation

Thank you!

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