



Design. Modernize. Integrate.

SOLUTION

Straight out of a scenario from a sci-fi movie, life-like holographic figures can be streamed into the classroom allowing lectures to be an experience to captivate students. HOP, the latest in Virtual Presence Technology, is a game-changing solution that serves as a powerful learning resource. Course content can be pre-recorded or streamed live to present any academic material with a high-quality, near life-like experience.

HOP can be easily deployed and integrated as a technology resource in any classroom.

WHY

HOP is a two-way, 4k-interactive, 3D communications solution allowing teachers to instruct and interact with students in real-time from anywhere. This technology can diversify the teaching profession, reduce teacher burnout, enhance course management, and increase student attention. Each device has an immediate and sustainable cost savings impact as a 24x7 learning aid, a resource for tutoring, providing advance instructions, and as a peer review tool.

Holograms can be used to bring in guest lecturers from all over the world. This can give students access to experts whom they would not otherwise be able to meet.

Holograms can be used to create simulations that allow students to learn by doing. This can help students to develop their problem-solving skills and to apply their knowledge in real-world situations.

Holograms can provide a more immersive and engaging learning experience. Students can interact with holograms in a way that they cannot with traditional lectures or textbooks. This can help to make learning more fun and memorable.

