

# FUTUCLASS

Science education in VR.  
Developed together with  
schools for schools.

## We are looking for

- Innovative private and public schools interested in increased student engagement
- Innovative science teachers contacts
- Partnerships with resellers

## Target markets

- Europe
- North America
- Innovative private schools world-wide

## Education level

Secondary education  
(grades 6-12)

## Want to know more?

futuclass.com  
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# OVERVIEW

**Futuclass is an educational platform with gamified lessons for upper middle school chemistry and physics topics. Co-created with leading natural science teachers and schools, Futuclass VR lessons are highly effective and deliver ~ 60% avg improvement in results over traditional methods.**

## Futuclass for Schools

Teachers use Futuclass VR lessons for science classes across the world. Teachers can track students progress on an easy-to-use web page and see their VR lesson results.



## Best way to learn chemistry

Students report super high engagement rates (especially the rowdy ones) while achieving much better test results after 30-60 minute play sessions.

**~60% avg improvement in test scores.**



## Easy-to-follow lesson plans

Each VR lesson comes with a lesson plan assembled by experts (including reflection topics, online tests and teachers notes).



## Easy setup like any VR app

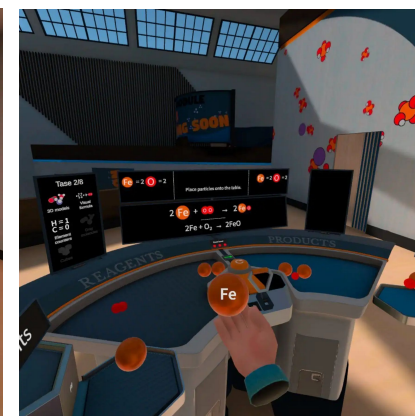
Futuclass is easily accessible though major VR platforms like Oculus or Steam. License is required to access all content.



**Futuclass** was developed in collaboration between schools, science teachers, educational designers and game designers. Every Futuclass VR lesson is designed to fit the curriculum. The development process of VR lessons involved many iterations based on the feedback that was gathered from usability tests with hundreds of students in public schools. Teachers and educational designers have given feedback at every step of development, providing ever more learning value and leading to higher educational results.

*Futuclass provides exactly the kind of VR content – memorable, challenging, and fun puzzles – that students need to engage with and truly learn complex subjects like physics.*

Joh Orengo, former teacher and XR Nation Ambassador



Science Education in Virtual  
Reality

education  
estonia

EDTECH  
ESTONIA

REPUBLIC OF ESTONIA  
MINISTRY OF FOREIGN AFFAIRS