

SOQQLE PRESENTATION

VIRTUAL TO REALITY

SITUATION

”

Some subjects are hard to visualize

Students that need to be transported to exteriors or processes or equipment is hard to secure, or there are physical limitations.



COMPLICATION

Virtual Reality

Virtual reality is a solution, with well established studies to prove its ability to invoke, presence, reflection and embodiment for learners to learn in realistic and authentic environments.

However, they are often hard to scale, very costly to build or have insufficient learning utility.



QUESTION

How to create scale, authenticity and meet learning objectives?

It requires:

- Scalable infrastructure
- Functional learning features
- Personalized and dynamic learning



INTERACTIVE FEATURES

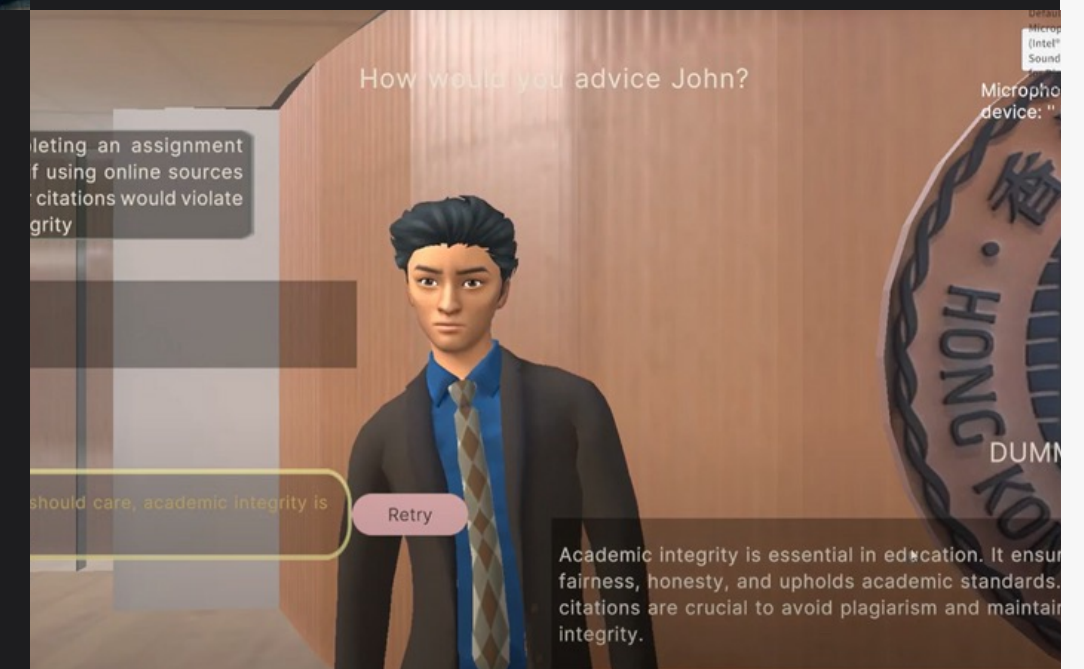
Combination of 2D (MCQ, Order, Textinput), 3D features (selection, grab drop) and GPT avatars, that supports multitude of learning objectives.

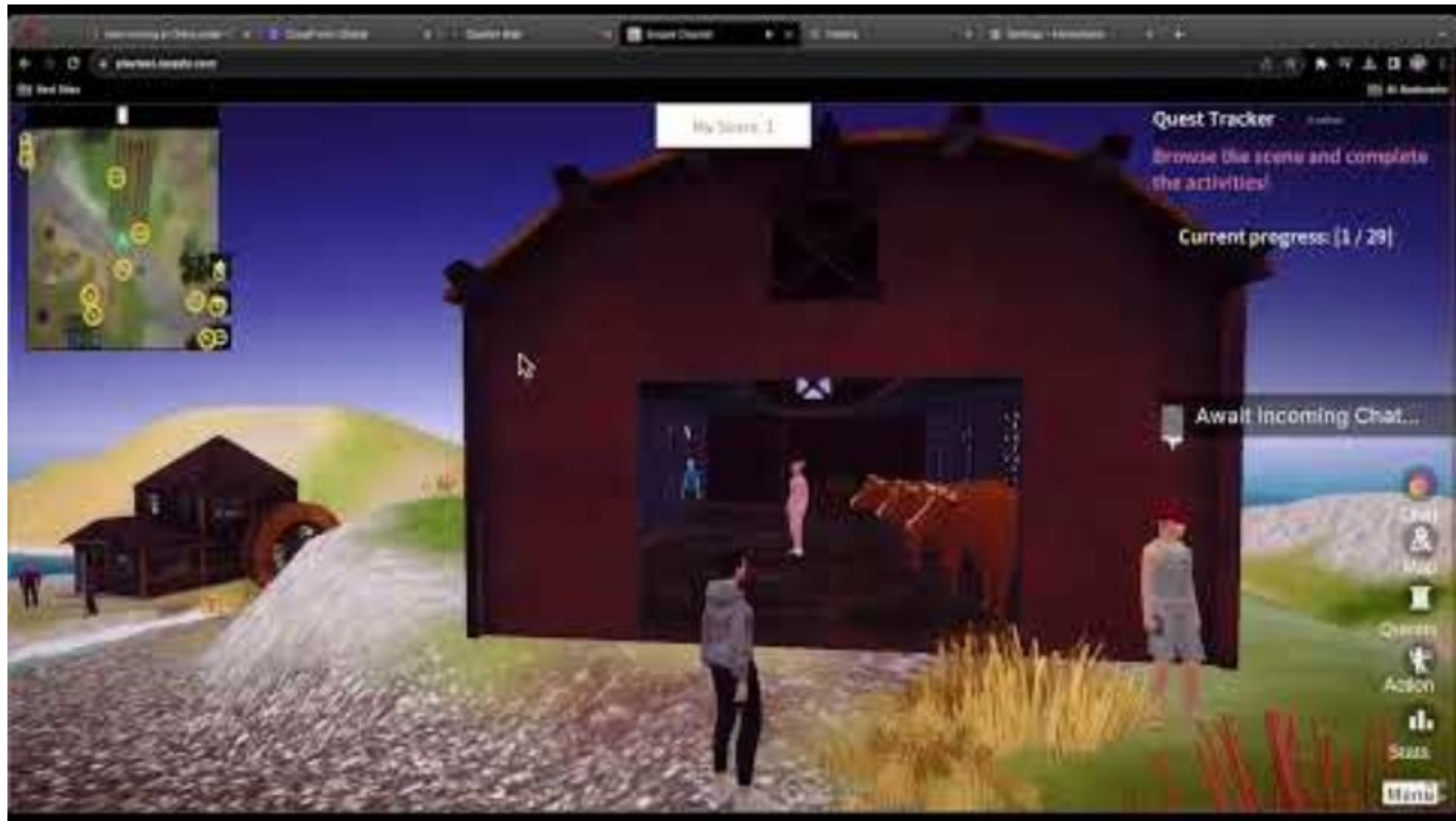


Interactions
3d interactions for students to interact with objects and environment

GPT Avatars

Interaction with avatars with dynamic and personalized dialogue





Link: <https://youtu.be/H0AXhbOEB-I>

USE CASES

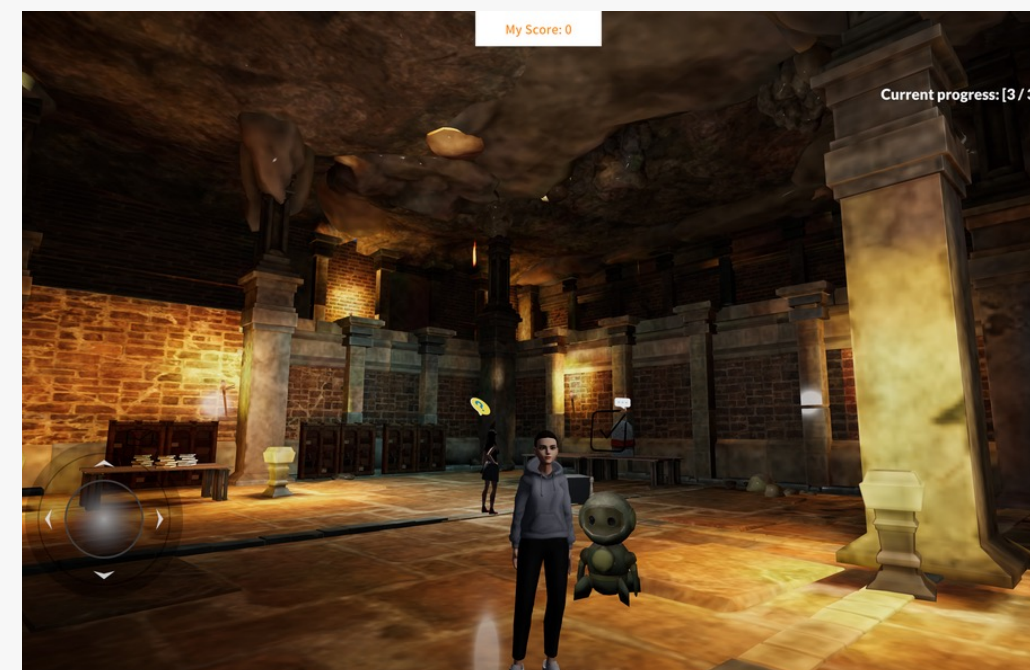
Our custom metaverse editing tools allows for avatars to be mapped to various types of content and interactions, to enable a wide range of classes and subjects.

Engineering to bring age-old slides and pictures to life

Sustainability topics for students to see problems in real life

Social science issues through classes like research method

Learn about economics through time travel



METAVVERSE EDITING

The app uses a web-based editing tool that allows content and learning sequences to be uploaded into scenarios and environments that is used for learning simulations to create scalability and flexibility.

655c7a617158cc70bab6371a	Mary	...	NPC2_0	65263ab88eb1e7ccc18b155e	...
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Add Row Show Voice Show Results

Number of answers: 1

General Info

Question: Hey there! Now, we'll dive into the crucial process of steeping corn kernels. You'll manage temperatures between 48-52°C and steeping times of 24-36 hours to prepare the kernels for efficient starch extraction. It's a delicate balance, ensuring the perfect

Type: Conversation2

Description:

Answer Options

Answer Response

Answer Score

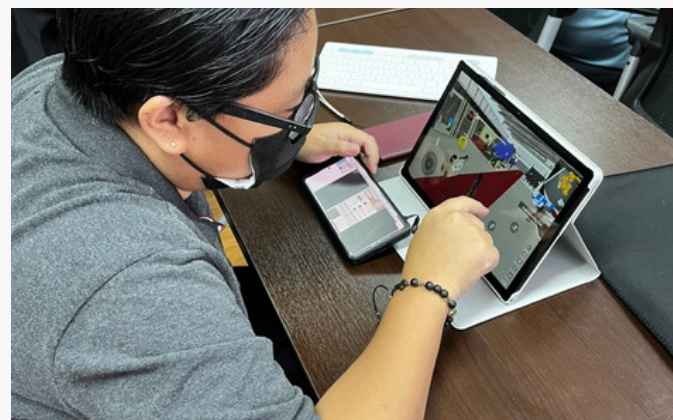
NPC Voice Response

Uploads

Save

Not saved yet

FREQUENTLY ASKED QUESTIONS



How to setup?

Pass us multiple choice questions and we will create relevant scenarios

How long?

Scenes can take from 1 month to 3 months. Instructional design may take half.

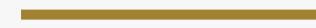
How to use in class?

Often used in 30 minute sessions followed by after class reflection

How much?

Our average project size is 150k hkd often for a couple of scenes

THANK YOU



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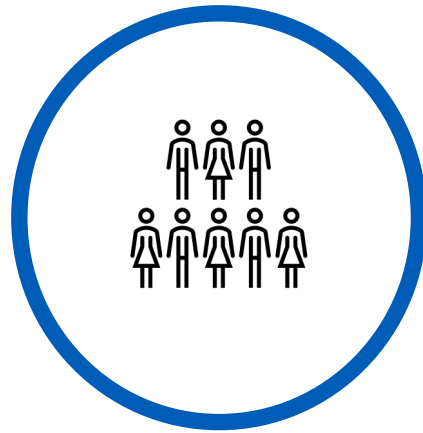
Learning at UOB

Sheryleen Seah
Group Human Resources, Talent & Development

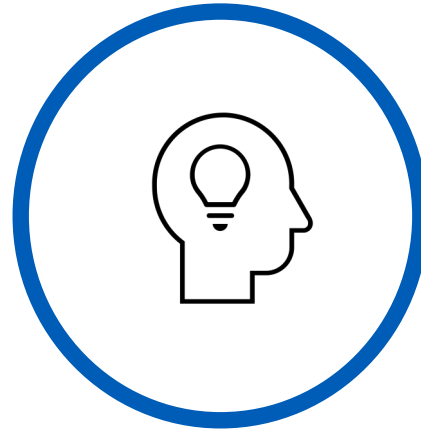
18 January 2024

Private and Confidential

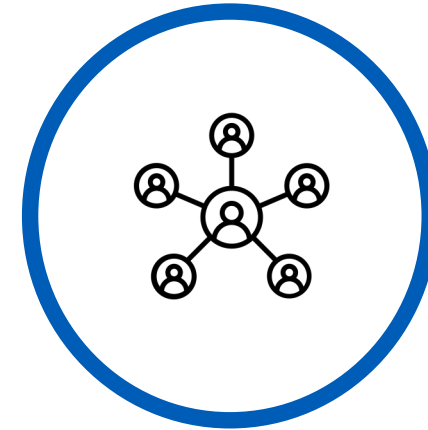
Use of immersive technology at UOB



Cater to needs of our multi-generational workforce



Enhance learning effectiveness by challenging conventional methods of training



Encourage learning by making it interactive and engaging

Highlights of immersive learning experiences at UOB



Interacting with digital avatar of HR Head



Experiential simulation and scenarios testing core skills

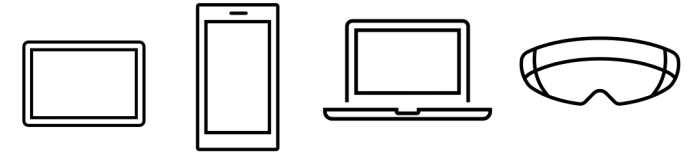


VR environment featuring UOB spaces

Our key takeaways

01

Provision of multiple devices to cater to individual preferences



02

Support to cater to differing levels of technological readiness

03

Preparedness for technical issues



Right By You