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# Lenovo Immersive Education

Deeper Learning for the Digital Age

**Smarter  
technology  
for all**

**Lenovo**



Immersive Education

# Contents

Expanding education beyond desks and chalkboards	3
Inspiring students to see the world in new ways	4
Lenovo Immersive Education: adding value to the learning experience	5
Explore the Lenovo Immersive Education solution	6
The Lenovo Immersive Education solution in action	9
Case study—Baltimore Public School System	10
Contact us	12



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# Expanding education beyond desks and chalkboards

Everyone learns differently. Traditionally, teaching staff have considered this by providing students with a mix of visual, audio, and practical teaching techniques.

However, in an ever-changing world, the way people think and learn is evolving too. Emerging technologies mean that learning experiences can be so much more immersive than ever before. It's one thing to learn about the prehistoric age. It's quite another to come face-to-face with a fully rendered, full-size Tyrannosaurus Rex.

Going forward, the key differentiator in education, will be immersion. Virtual Reality (VR) enhances and elevates the traditional learning experience, giving way to a deep and rich engagement. No longer will learning be limited to the classroom, or to memorizing facts, figures, and flash cards. Legitimate memories can now be made walking through 3D landscapes—providing the learner with experiential recall.

The global market for virtual reality in education is on the rise. The market size stood at \$656.6 million in 2018. However, it is projected to reach up to \$13,098.2 million by 2026. This exhibits a compound annual growth rate (CAGR) of 42.9% during that 8-year period.

**Lenovo's Immersive Education solution** enables K-12 and HiEd institutes of learning to get ahead of this emergent approach to study. It includes a seamless combination of hardware, content, training, device management, and support—all rolled into one. It also provides the flexibility to fully customize curriculums and adapt as courses progress—facilitating distance and hybrid teaching that empowers students and teachers alike to take ownership of the learning experience.





# Inspiring students to see the world in new ways for greater flexibility

During the global pandemic, mandatory school closures meant that many children and teenagers were forced to learn at home. Parents found themselves taking on the role of homeschool teacher, in addition to their day jobs and household duties.

With so many distractions and anxieties consuming entire nations at the time, the quality of education could not match what came before COVID-19. Many learners felt like their schooling had hit a brick wall.

However, just as workforces looked for creative ways of ensuring continuity for their organizations, so too did educational institutes. With many classes and learning resources moving into the digital sphere, it has brought the potential possibilities to the forefront of everyone's thinking.

Virtual Reality (VR) and Augmented Reality (AR) and Mixed Reality (VX) have long been buzzwords in the business world. However, the impact they can have in education is undeniable. Whether at home, in the classroom, or anywhere, students can immerse themselves in their respective subjects far deeper than ever before.

**Now is the most exciting time to be a learner or an educator.**

## 25% of educators

believe technology will positively impact student education in the coming years.<sup>1</sup>

<sup>1</sup> <https://techtoday.lenovo.com/us/en/solutions/education>

# Lenovo Immersive Education: adding value to the learning experience

Geographical flexibility is just one of the many benefits of utilizing technology for educational purposes.

## Schools and colleges will be able to:

- Create interactive VR experiences from 360° video.
- Build their own virtual environments.
- Manage and control all content and devices remotely.
- Monitor and assess class activities in detail.
- Access regular training and self-help documentation.
- Receive end-to-end support.

## What this means is that:

- Content can be designed and tailored to specific curriculums—adapted to the learning needs and personalities of the people studying the subject(s).
- Changes and updates can be implemented for all students both simultaneously and remotely, as all data is stored centrally in the cloud.
- Analytics determine learning outcomes, engagement levels and more with pinpoint accuracy, giving teachers the opportunity to tweak learning materials so they can be more effective.
- As the possibilities expand, regular training and information will be provided.

Powered by a potent mix of leading-edge hardware, a selection of intuitive software and applications, and comprehensive support and service, the Lenovo Immersive Education solution provides a seamless fusion of physical and virtual components, empowering teacher/student collaboration in creating interactive experiences.



# Explore the Lenovo Immersive Education solution

We've put together a complete package that encompasses everything you need to facilitate highly immersive and measurable learning success.

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## Hardware

### Essential devices:

**Lenovo VR S3 Headset**—an all-in-one, lightweight, head-mounted device featuring a 4K display for clear visuals, and on-headset controls for utilization with or without the provided hand controller. These headsets are ideally suited for multi-user environments—perfect for any kind of classroom. All headsets come preloaded with device management capabilities, powered by ThinkReality Mobile Device Management (MDM), and LanSchool Air.

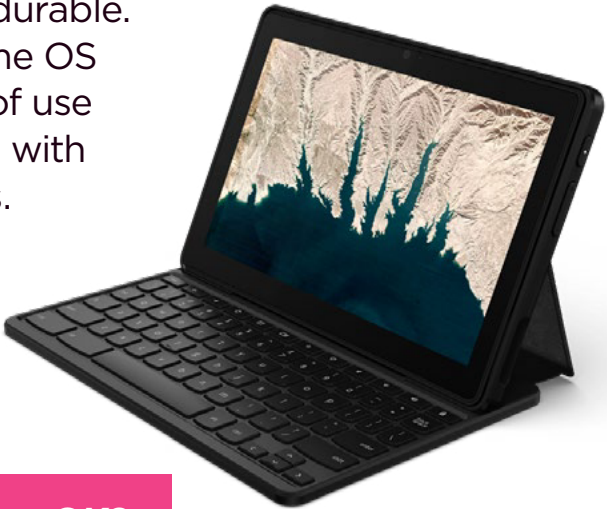


**Wireless Hand Controller**—used in conjunction with the VR S3 headset, the hand controller allows you to physically reach out and into the virtual world.

### Optional devices:

The following additional devices allow teachers, trainers, and instructors to exercise a higher level of control over student headsets and learning content:

**Lenovo 10e Chromebook Tablet**—a powerful and durable 10" smart device designed especially for classrooms, with plenty of features that aid learning and spark creativity. Boasting an FHD display with Dragontrail™ Pro glass, it is extremely durable. Plus, the Chrome OS provides ease of use and integration with legacy systems.



Are these screen images OK?

**Ideapad Duet 3**—a flexible, 2-in-1 Chromebook with detachable keyboard for ultimate versatility. It features a 10.95", 2K, near-borderless touchscreen, Bluetooth® 5.1 & USB-C ports, provides superb connectivity, and lasts 12 hours on a single battery charge. Weighing only 516g, it is super portable as well as powerful—thanks to Qualcomm Snapdragon™ & Chrome OS.



# Software, applications & content

The following suite of software, content and applications provide the 'secret sauce' in the success of your VR solution:

## Wild Immersion

A series of videos, endorsed by Jane Goodall, created with 360° VR cameras in wildlife reserves around the world.

## LanSchool Air

Cloud-based management software for apps and content on multiple headsets, allowing teachers the ability to monitor class activities.

## ThinkReality<sup>A3</sup>

Designed to deploy apps and content to headsets, plus manage headset settings over the cloud.

## Uptale

Gives both teachers and students the ability to create tailor-made, interactive experiences. Its easy enough to be used by anyone, but powerful enough to produce professional-quality content.

## DevClever

Helps to identify key skills and personal attributes in learners as they engage, and connect them with higher education, careers, and opportunities they're most suited to.

## Veative

Interactive modules to engage students and enhance learning outcomes, by combining research-based instructional practices with VR content.

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# Services and support

Peace of mind when implementing new and complex solutions is just as vital as the solution itself. The following inclusions provide just that:

**Lenovo Integrated Solution Support (LISS) & Warranty**—ensuring help is at hand whenever you need it, and that all your solution devices are fully covered for any issues or incidents that may occur.

**Optional Custom Training by Ed. Coll.**—[description here](#)

# Optional storage

Keeping your headsets safe is integral to the ongoing success of this solution.

Whether students are keeping their own headsets at home, or they are being stored at your school or college, the following options are designed to meet your needs:

Small SKB Case	Large SKB Case	Business & Corporate
Stores up to 3 headsets, plus 1 instructor tablet	Stores up to 10 headsets, plus 1 instructor tablet.	Stores up to 36 headsets, plus 1 instructor tablet.

The beauty of this all-in-one package is that it can be customized to suit your specific educational requirements. Choose to go with only the essential elements or go all-in with the optional extras. Whichever combination you prefer, you'll receive access to all the support, training, and resources you'll need to make this solution sing.

# The Lenovo Immersive Education solution in action

Learning institutes are utilizing this solution as part of their curriculums and programs. These include:



## Education

K-12 and HiEd



## Healthcare & Life Sciences

Medical education and training



## Business & Corporate

Training programs,  
emergency procedures

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## CASE STUDY

# Baltimore Public School System

Teachers in Baltimore Public Schools are using Lenovo Immersive Education to open a whole new world for its students. This groundbreaking solution is unlocking their potential and encouraging their creativity to bloom.

For millions of children around the world, the possibilities of what they can grow up to be is determined by a 'zip code lottery'. Their future success depends on the opportunities available to them in the area where they live, grow, and learn. The World Economic Forum estimates that very few countries provide opportunities for real social mobility.

The cultural and/or economic status of a person's parents effectively determines what kind of work they'll do and how much they'll earn.

That's where Lenovo comes in.

Northeast of Johns Hopkins Hospital lies one of Baltimore's poorest communities. The median annual income is just \$26,000. A city analysis from 2017 found that children in this neighborhood have life expectancies that are 2 decades shorter than those born in Baltimore's most affluent enclaves. For these kids, the path to a better life leads squarely through education.

The re-envisioned Fort Worthington Elementary and Middle School opened in East Baltimore in 2017. It was hailed as a victory by community activists and educators, eager to show the city's students that their futures were valued and important.

**"I feel like, when I'm using it, it's like I'm more in my zone. You get to see stuff that you don't see—or get the chance to see—in real life."**

**Brian Williams,**  
Fort Worthington Student

<https://www.lenovo.com/us/en/smarter/smart-technology-transforms-education/virtual-reality-education-baltimore/>

**"They're going to leave here equipped with the skills and the knowledge to thrive in any competitive field."**

**Monique Debi,**  
Fort Worthington Elementary  
and Middle School Principal

<https://www.lenovo.com/us/en/smarter/smart-technology-transforms-education/virtual-reality-education-baltimore/>

Through their partnership with Lenovo, educators at the school are using technology to further propel students' learning and feed their creativity. The Lenovo VR S3 Headset is proving to be a particularly powerful tool for students to experience new things—such as seeing flamingos in flight while trekking the Andes; and exploring far-away cities—as real as if they were there.

Teachers say these tools are driving excitement by making learning more experiential and immediate. They can also personalize the pacing of classes, which research suggests may help students learn more successfully.

That means students can build the skills they'll need to thrive in a shifting world—from digital literacy and reading, to math and science fundamentals. It's an inspiring example of how technology can be a great equalizer—opening young minds to possibilities and passions they might never otherwise discover.

Harnessing the potential of future generations is imperative for society to thrive. Lenovo's Immersive Education solution will play a significant part in making this possible—helping educators open the door to resources beyond students' immediate surroundings and engaging them in ways that were never possible—until now.

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**“Now, you have kids going to the beach sitting in Baltimore. They couldn't do that before. You have kids literally looking around like, ‘Wow we're at the beach here!’ You throw on the headsets and you have a completely different experience. It's not just devices for our kids. It's their gateway to the future.”**

**Farron George,**  
Technology Teacher

<https://www.lenovo.com/us/en/smarter/smart-technology-transforms-education/virtual-reality-education-baltimore/>

# Contact us

Discover more about the Lenovo Immersive Education solution—expanding learning, horizons, and opportunities for students of all ages.



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