Storytelling in VR by Flosverse Techsphere

Flosverse Techsphere is introducing an innovative educational program, Storytelling in VR, designed to engage school pupils in creative learning through Virtual Reality. This cutting-edge initiative integrates music and art into interactive VR storytelling, enhancing literacy, creativity, and communication skills among students. By leveraging state-of-the-art Meta Quest 3 VR headsets and VR software, Flosverse Techsphere aims to revolutionize the learning experience in schools across the UK.

Target Audience and Service Providers

The Storytelling in VR program is tailored specifically for school pupils, aiming to enhance their learning through immersive technology.

Flosverse Techsphere's team of VR experts, educators, and creative professionals deliver the program, ensuring a high-quality, engaging experience for all participants.

Implementation and Resources

1 **Location**

The program is implemented within schools, utilising designated learning spaces or classrooms equipped with VR setups.

2 **Resources**

State-of-the-art Meta Quest 3 VR headsets and Flosverse Techsphere's proprietary software are used, along with tailored educational materials for each storytelling session.

3 **Timescales**

Sessions last 1-2 hours and are conducted over an 8-12 week period, with flexibility to adapt to school timetables.

Partnership and Collaboration

1 School Collaboration

Flosverse Techsphere works closely with schools to integrate the program into their schedules and address logistical requirements.Develop Narrative Skills Teach students the elements of a story: character, setting, plot, conflict, and resolution. Provide opportunities for students to practice writing and telling their own stories.

2 Local Expertise

Engagement with local storytellers and cultural experts enriches the storytelling content, providing a diverse and authentic learning experience.

3 Ongoing Support

The team provides continuous support and potential updates to VR content based on feedback, ensuring the program's relevance and effectiveness.

4 Integrate Technology Use digital tools like VR, videos, and storytelling apps to create immersive experiences. Teach students basic video editing and production skills to enhance their storytelling

Implementation Plan

1

Preparation Phase

Engage with school administrators and teachers to understand the theme of the project, integrate the program into their schedule and address logistical requirements.

2

Deployment Phase

Set up VR equipment and initiate immersive story plots, narrative, Scenes and group assignments roles sessions led by Flosverse Techsphere's team.

3

Shoot Phase

Start shooting scenes,

Editing and production sessions

4

Evaluation Phase

Collect feedback from students and staff, assess the program's impact on learning outcomes and student engagement.

5

Follow-up Phase

Provide ongoing support, discuss potential program expansion, and update VR content based on feedback.

Case Study: Enhancing Creativity and Confidence

Background

Flosverse Techsphere conducted an "Introduction to Virtual Reality and 3D Design" program at St Margaret's Academy Livingston between June and September 2022.

Participant Profile

A student diagnosed with ADHD, participated in the program. Her teacher observed her engagement and challenges in traditional learning environments.

Implementation

- The program offered immersive VR experiences combined with 3D design tasks, tailored to stimulate interest and engagement among students.

Results

Post-program, She showed significant improvement in creativity and confidence, positively impacting her performance in other academic subjects.

Impact on Student Development

Increased Confidence

Students like Ella demonstrated enhanced confidence in their abilities, leading to improved classroom participation.

Enhanced Focus

The immersive nature of VR helped students maintain better focus during learning activities.

Boosted Creativity

The program fostered creative thinking and expression through interactive VR and 3D design tasks.

Community Engagement

Students like Ella joined VR clubs, further exploring their interests and connecting with like-minded peers.

Alignment with Educational Goals

Program Aspect	Educational Impact
Innovative VR Experiences	Overcomes learning barriers
Interactive Storytelling	Enhances literacy and communication skills
3D Design Tasks	Boosts creativity and problem-solving abilities
Immersive Learning	Improves focus and engagement

Pricing Structure

Groups Up to 6 Participants

Rate Per Hour: £312.5

Total for 7-Hour Session: £2,187.5

Groups Up to 25 Participants

Rate Per Hour: £1,150

Total for 7-Hour Session: £8,050

Inclusions

Rates include VR headsets and all necessary software licenses, ensuring a comprehensive learning experience without additional costs.

Flosverse Techsphere: Innovating Education

Our Logo

The Flosverse Techsphere logo represents our commitment to innovative, immersive learning experiences.

Our Vision

We strive to revolutionise education through cutting-edge VR technology, enhancing engagement and learning outcomes for all students.

Our Team

Our dedicated team of VR experts, educators, and creative professionals work tirelessly to deliver high-quality, immersive educational experiences.

Explore Our VR Learning Experiences

Interested in transforming your educational programs with immersive VR technology? Our team is ready to provide all the details you need. From pricing structures to program inclusions, we'll ensure you have the information to confidently incorporate our innovative learning experiences. Contact us today at info@flosverse.com - we're excited to answer your questions and help you elevate your students' education.