

# VR as an enrichment for education

“VR enables us to bring our students into situations and environments that are difficult to achieve in current education.”

# More than 23,000

Students and pupils follow secondary and vocational education here

# Virtual reality

Used to sketch situations for students that are more difficult to imagine in current education



**Forget books and whiteboards: vocational trainer Curio shows that transferring knowledge can go much further than traditional learning tools. “Unbound XR makes it possible to use VR for our education,” say teachers Joris van den Broek and Tim Hoefijzers.**

**Investigating possibilities** Curio is the vocational trainer of West Brabant and trains more than 23,000 pupils and students in secondary and secondary vocational education. Joris van den Broek and Tim Hoefijzers work here as teachers and together they started the CurioXR project. With the project they want to give extended reality a place within the organization.

Before the project was created, the gentlemen first conducted research into what VR could mean for Curio and which party could best support it in this.

“We first conducted research into the various suppliers in the field of extended reality hardware.

Of course, that party had to meet a number of requirements. We thought it was important that the party could offer targeted advice on our specific cases,” say the teachers.

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**Unbound XR makes it possible to use VR for us**

**education”**

Tim Hoefijzers (left) and Joris van den Broek (right), teachers and founders CurioXR

**Curio**

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**Thanks to VR, learning becomes more fun and interesting for our students.”**

Tim Hoefijzer and Joris van den Broek

## The right VR match

For Curio, Unbound XR stood out as a supplier because of their total range of hardware, but especially because of their knowledge of software and implementation of XR in larger organizations. That is why the vocational trainer decided to work with Unbound XR. "We received a lot of help from Simon Frijters from Unbound XR. In addition to providing information and helping us purchase the right hardware, Unbound XR supported us in formulating our project plan. Unbound

## VR in education The

necessary hardware was purchased, after which VR was integrated into the organization. "We currently mainly use the Meta Quest 2 and Meta Quest 3 glasses in our education," say the teachers. They use these to provide information and workshops about extended reality.

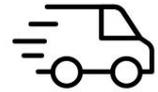
VR is also integrated into the lessons of the courses. "The Meta Quest 2 and 3 glasses enable us to bring our students into situations and environments that are difficult to achieve in current education." This may, for example, be related to distance, age, time pressure or safety. Thanks to VR, learning becomes more fun and interesting for our students," said the teachers.

## Exploring the future

Curio has great plans for the future: "We want to establish a center of expertise in the field of extended reality and innovative technologies that can enrich our education. Here we want to create content ourselves, train experts and test new options for suitability for our education."

The teachers have another tip for companies or organizations that also want to use VR: "Make use of the expertise and use cases of people and institutions, such as Unbound XR. They offer a total service, think along and relieve worries in the field of VR. This will help you discover what is the right way for you to implement VR and make the right choices for your goals."

### Top 3 benefits of Unbound XR



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