

LENOVO EDUCATION

# Smarter creates a brighter future.

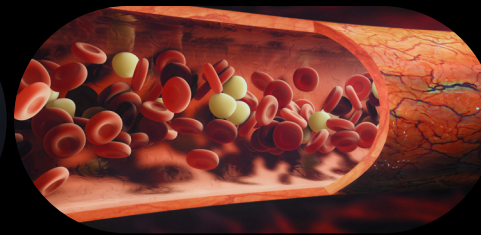
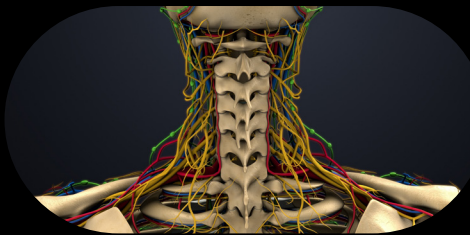
Smarter  
technology  
for all

Lenovo

## LENOVO VR CLASSROOM 2 CHANGES THE LANDSCAPE OF LEARNING.

The next generation of world-changing scientists, physicians, and engineers will not be a product of traditional college textbooks, which are outdated as soon as they finish printing. Equipping today's higher education students for tomorrow's opportunities requires educational technology that gives them a breakthrough edge in the global market.

**Lenovo VR Classroom 2** enables immersive education experiences in fields like medicine, aerospace, and social sciences that support innovative curriculum. And now that distance and hybrid learning are more prevalent than ever, **VR Classroom 2** is ideal for engaging students and building collaboration no matter where students are. Providing a seamless combination of hardware and device management, **VR Classroom 2** empowers professors and IT staff to integrate virtual reality lessons for real-world application.



## BREAKING BOUNDARIES. BUILDING CONNECTIONS.

### IMMERSIVE LEARNING THAT'S SIMPLE BY DESIGN.

By combining innovative hardware and intuitive device management, **VR Classroom 2** equips higher ed institutions with the ideal solution for virtual reality learning, online or in person—right out of the box.

Faculty, students, and staff can create custom content for every academic discipline, engaging learners in experiences, labs, and exploration not otherwise feasible. Device management with Lenovo's ThinkReality platform and LanSchool Air software allow for remote management and control of all devices from a single source. Online or onsite training and responsive support enable educators to deliver VR lessons with confidence.



LENOVO VR CLASSROOM 2

# Experiential learning for digitally driven students. **That's smarter.**

## HARDWARE

### Mirage VR S3 headset

Created for robust immersive experiences that result in real-world applications.

- Lightweight, all-in-one
- Wireless controller
- Ages 13+
- Can be worn over glasses
- Sanitizable components



## DEVICE MANAGEMENT

### ThinkReality

Built for IT staff to remotely deploy apps and content to headsets and manage VR device settings.

## CLASSROOM MANAGEMENT

### LANSCHÖL AIR™

Built for instructors to manage apps and student activity, increasing classroom efficiency.

## SERVICES

- Lenovo Integrated Solution Support (LISS)—one number to call
- Lenovo two-year warranty

## PROCUREMENT ASSISTANCE

Along with specialized public sector financing solutions and more robust warranty options, Lenovo offers broad contract and purchasing options to help government procurement maximize the impact of each dollar. Lenovo is available on GSA, NASPO ValuePoint, NCPA, and many state contracts.

**OPTIONAL HARDWARE, ACCESSORIES, AND PROFESSIONAL DEVELOPMENT ARE ALSO AVAILABLE.**

# As the higher education environment quickly evolves, be a technology leader.

**CONTACT YOUR REP TO LEARN HOW.**

### MIRAGE VR S3 HEADSET FEATURES

**BATTERY**  
3500mAh+

**PROCESSOR**  
Qualcomm 835 SOC

**REFRESH RATE**  
75Hz

**OPERATING SYSTEM**  
Android

**RESOLUTION**  
4K (1920x2160, per eye)

**FOV**  
110°

**WEIGHT**  
470g

**AUDIO**  
Yes, integrated

**BLUETOOTH**  
Yes

**CHARGER**  
USB-C Charging

**STORAGE**  
64G

**SD CARD**  
Yes, up to 256G

**KIOSK MODE**  
Yes

**CONTROLLER**  
3DoF

Lenovo