



**LEGION**

# “We can do *that*? In school?”

## Two new tech-enabled experiences and why students love them

Among the many challenges of hybrid, teaching is keeping students engaged. Whether it's feeling less connected with teachers and classmates, distractions at home, or difficulties adjusting to remote learning, many students struggle to maintain interest and enthusiasm.

Two new kids on the ed-tech block — VR and esports — are stirring up excitement. Both are relatively recent additions. Both are growing fast in popularity and adoption. And both are delivering the joy of learning *and* learning benefits.

With devices designed to deliver virtual lesson plans or super-charged gaming, like Lenovo's Legion 7i with 11th Gen Intel® Core™ processors and Windows 10 Pro, the modern classroom transforms into a place of wonder.

Break down cultural and geographic barriers and immerse your students in the new, exhilarating world of virtual reality (VR) and esports.



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## Getting real

**Virtual reality** is an exciting technology that enhances teaching and learning with highly immersive and engaging experiences.

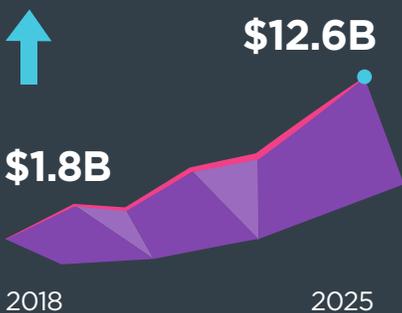
Through VR, students enter and interact with a completely virtual environment. Solutions like Lenovo's VR Classroom are untethered and completely contained with a headset. Other solutions leverage glasses or a VR-ready PC powered by Intel® Core™ processors and Windows 10 Pro.

**It's no surprise today's digital-savvy students gravitate to the immersion and gamification aspects of AR/VR. Interestingly, for all its stimulation, virtual reality actually closes students off from outside distraction, allowing for a deeper focus on the learning materials. Studies show this not only heightens enjoyment, but can also improve retention of information.<sup>2</sup>**

Teachers report the sense of "being there" and the active, experiential learning that follows spark students' imagination and creativity. And they forge a deeper connection to the curriculum — making school more meaningful and fun.

Examples include virtual field trips, language and culture immersion, and virtual lab experiments. This kind of engagement is also effective for complex subjects, bridging the gap between synchronous and asynchronous lessons and moving students instantly from theory to practice.

Market trends reflect fast-growing interest in applying AR/VR in the classroom. The AR/VR spending in global education is forecast to reach USD \$12.6 billion in 2025, a sharp uptick from \$1.8 billion in 2018.<sup>1</sup>



AR/VR can be a pathway to more diversity and inclusion. It can reinforce and deepen cross-cultural studies and also expand access to experiences not possible in person.

For students with special needs, VR can allow the safe exploration and practice of everyday skills and overcome the limits of textbooks and other traditional instruction media. It can also help with career exploration.



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## Flexing digital muscles

Short for “electronic sports,” **esports** is, quite simply, competitive video gaming. Students compete individually or in teams, using a variety of game types and gaming PCs.

Typically structured as an extracurricular activity, the video game and eSports industry has evolved into a global phenomenon worth US 71.4 billion a year in Asia Pacific - more than twice that of North America.<sup>3</sup>

### Sources

- 1 HolonIQ, “10 Charts to Explain the Global Education Technology Market,” January 2021
- 2 World Forum, “Virtual reality: Could it be the next big tool for education?” May 2021
- 3 <https://www.digimind.com/en/resources/levelling-up-opportunities-in-asia-pacifics-gaming-tech-and-esports-industry-on-social-media>

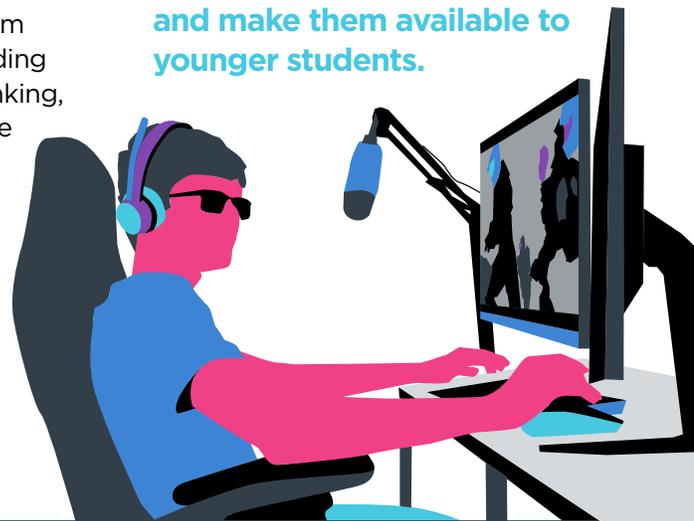
Despite its obvious differences from traditional sports, esports shares benefits — including those linked to the success of any student in any extracurricular activity.

Esports reaches students who might not otherwise engage, bringing them out of the isolation typical of gamers into a more mainstream, inclusive social space. It allows differently abled students to participate with fewer adaptations. And esports builds many of the same skills team sports are valued for, including collaboration, strategic thinking, goal-setting, resilience, time management, fairness, and respect.

Esports programs in high schools can introduce and encourage the pursuit of careers that overlap into STEM programming.

Both AR/VR and esports are off to a strong start in K-12 schools. As immersive learning applications and curriculum resources expand, students will have more and more opportunities to experience subjects this way.

**As technology evolves, the experience will only get better. And as the worldwide esports fan base grows, more schools will start programs and make them available to younger students.**



### “Yes. You can do that! In school!”

Lenovo offers solutions that help schools plan and implement VR and esports, including VR Classroom, headsets, esports consulting and accessories, and VR-ready Legion gaming PCs powered by Intel® Core™ processors and Windows 10 Pro.

Learn more about VR at [www.lenovo.com/VRClassroom](http://www.lenovo.com/VRClassroom) and watch our [VR classroom solution overview video](#).

Learn more about esports at [www.lenovo.com/Esports](http://www.lenovo.com/Esports).



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