LENOVO EDUCATION

Smarter awakens potential.

Smarter technology for all

Lenovo

Reading about the rainforest can be interesting. But meeting a jaguar while hiking the Amazon brings those words to life. And although memorizing the stages of photosynthesis could mean a good test grade, diving inside a leaf to view the process firsthand will spark a future scientist.

Lenovo VR Classroom 2 provides an immersive education experience that engages every kind of learner, expanding lessons beyond the books—and outside classroom walls. Providing a seamless combination of hardware, software, and device management, **VR Classroom 2** empowers teachers and administrators to easily integrate virtual reality lessons into their curriculum.



INSPIRED LEARNERS. MEANINGFUL LEARNING OUTCOMES.

A COMPLETE SOLUTION

By combining innovative hardware, cutting-edge software, and awe-inspiring content, VR Classroom 2 equips teachers with all the tools needed for truly immersive learning—online or in person. Plus, onsite or virtual training and responsive support enable educators to deliver VR lessons with confidence.

SIMPLE BY DESIGN

Even without prior VR experience, teachers can successfully engage students with VR Classroom 2 right out of the box. Device management with Lenovo's ThinkReality and classroom management with LanSchool Air let teachers and IT staff manage and control all classroom devices from a single source.

FLEXIBLE COMPONENTS

Now every classroom can tailor the VR Classroom 2 solution to meet its specific needs, confident that the components will work together for successful immersive discovery. Teachers get just the devices they need and all the academic content they want, opening the doors to boundless creativity.



LENOVO VR CLASSROOM 2

Breaking boundaries and building connections. That's smarter.

HARDWARE

Mirage VR S3 headset
Created for robust immersive experiences that result in meaningful learning outcomes.

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



DEVICE MANAGEMENT

ThinkReality

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

CLASSROOM MANAGEMENT

Built for teachers to manage apps and student activity, keeping the class in sync, remotely or in person.

CONTENT

VEATIVE	Curriculum-mapped learning modules, including 40 pre-loaded interactive lab modules for science, math, and virtual tours.*
devclever	Virtual interactive careers guidance with immersive 360° gamified experiences.*
WILD IMMERSION	Stunning wildlife experiences in Africa, Asia, and the Amazon, exclusive to Lenovo.*
uptale.	Teachers can easily share custom experiences with a content creation tool available to build immersive modules.

*additional content available

SERVICES

- Lenovo Integrated Solution Support (LISS)—one place to go for all of your questions
  https://support.lenovo.com/vrclassroom
- Lenovo two-year warranty

Engage your students to embrace new perspectives.

Learn how at:
http://www.lenovo.com/vrclassroom

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

EXPAND THE EXPERIENCE

Additional content from our partners, teacher tablet, and professional development are also available.



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