

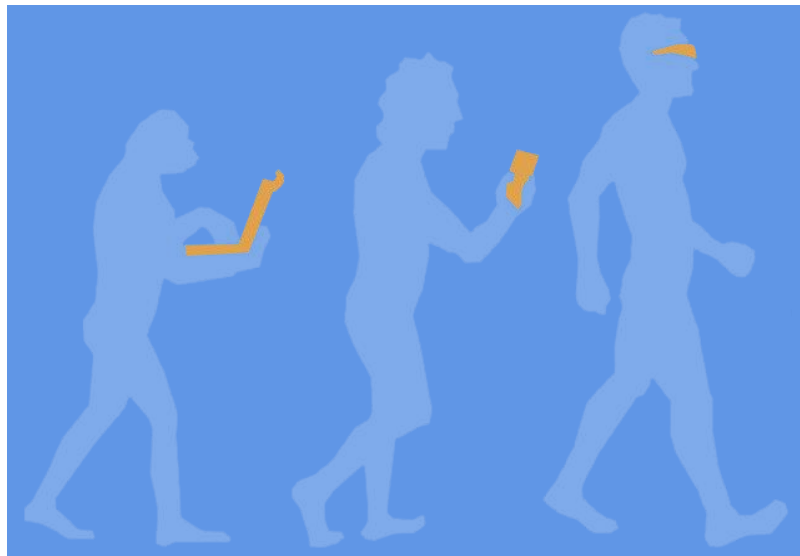
The background image shows three individuals in a modern educational or professional setting. A woman on the left is looking towards the center. A man in the foreground is wearing XR glasses and looking at a device. Another man in the background is also wearing XR glasses and holding a small object. A large computer monitor is visible on the right. A green diagonal overlay is present across the center of the image.

# How XR technology demonstrates powers to transform education.

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Jiangxi KMAX Industrial Co., Ltd.

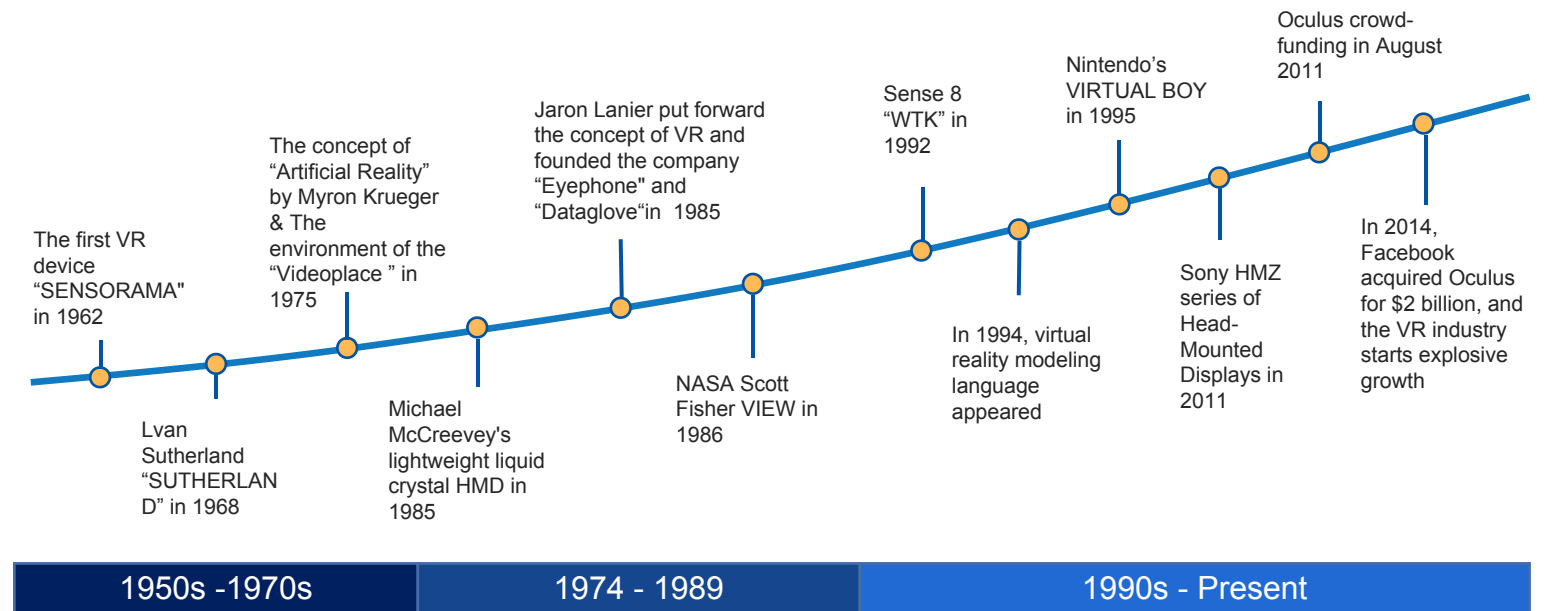
# XR is recognized for the next form of human-computer interaction



PC

Smartphones

XR



# Mainstream XR/VR products



## Headset VR equipment

VR headset enables users to perceive situational changes from acoustic perception, visual and tactile perception, and realize immersive interactive teaching experience.



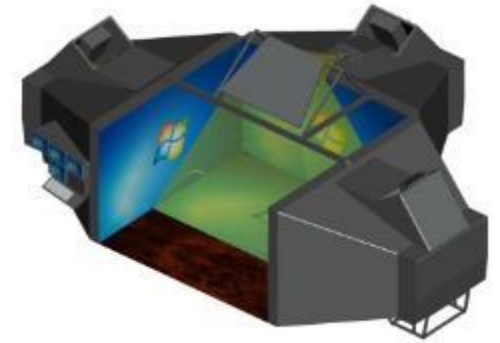
## Desktop XR devices

Integrated virtual reality equipment, teaching natural, 3D, intuitive, and easy to operate.



## 3D-LED Screens with motion Capture functions

Students in the traditional classroom are brought into the virtual classroom with infinite creativity, etc. Multiple capture cameras can be installed in the space, with accurate positioning and rapid response.



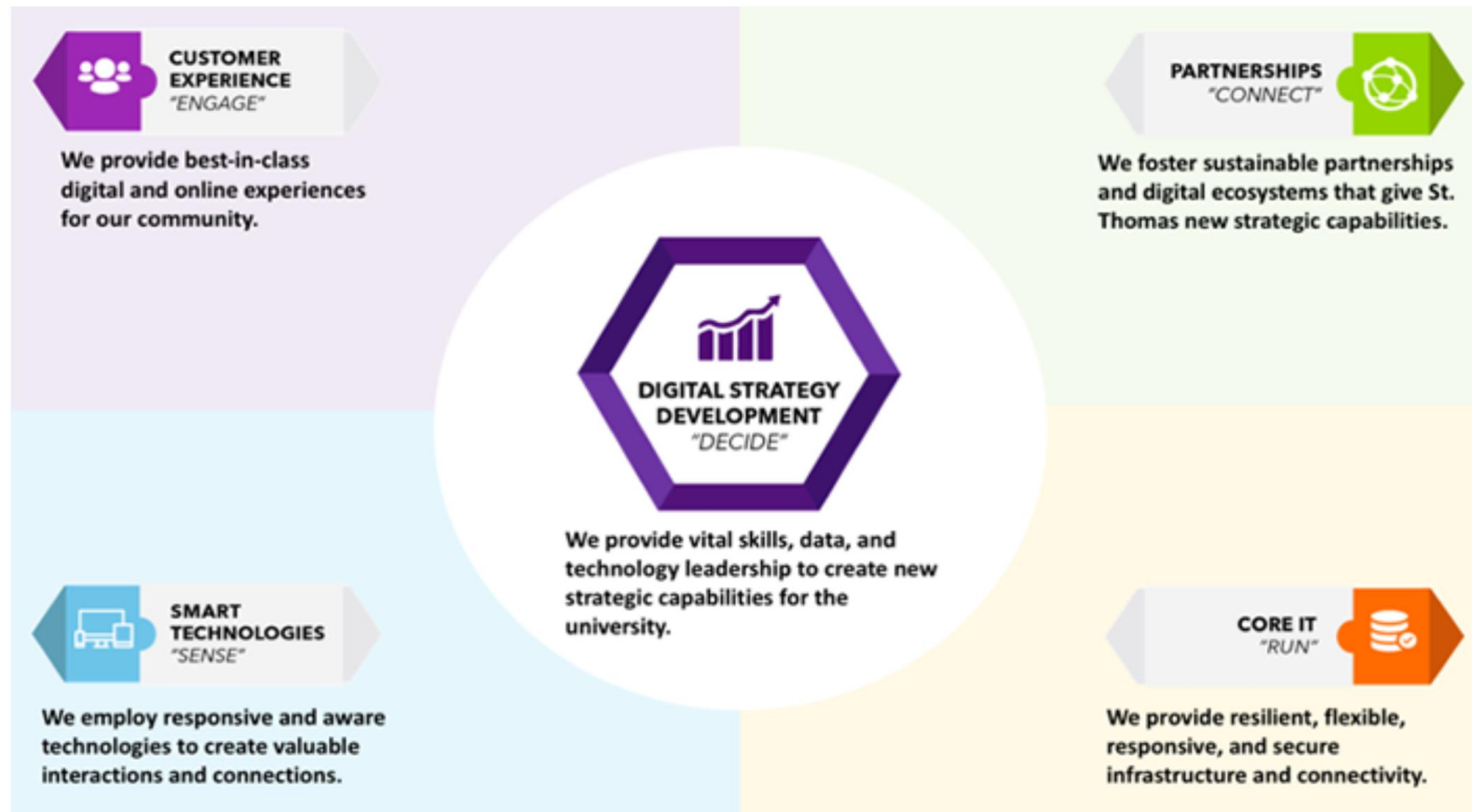
## The VR-CAVE system

Large space, multi-channel stereo projection space, available for many people to participate at the same time.  
All-directional projection, a variety of interactive devices, immersive VR immersive interactive experience.



# Research Finding

*The digitalization of schools has become a remarkable feature of the future development of education*



*St. Thomas University Digital Transformation model*



# Research Finding

## HOW XR IS CHANGING EDUCATION

- **ATTENTION**

*100% of teachers felt that pupils paid more attention in 3D lessons.*

*92% of pupils were regularly attentive during 3D lessons compared to only 46% in standard lessons.*

- **RETENTION**

*Pupils taught in 3D could remember more than the 2D class after 4 weeks.*

*Learning in 3D doubled the rate of improvement from pre to post test by 17% compared to 8% in 2D learning.*

- **UNDERSTANDING**

*Pupils taught in 3D are more inclined to ask more complex questions.*

*100% of teachers thought that 3D animations helped students understand things better.*

- **BEHAVIOUR**

*70% of teachers noted that pupil behaviour had improved when using 3D.*

*The use of 3D led to positive changes in communication patterns and improved classroom interaction.*

Source:

*Professor Dr. Anne Bamford, Director of the International Research Agency, led a Europe-wide research project, consisting of 700 students, 47 teachers, and 15 schools, to measure the value and impact of learning in 3D compared to standard 2D Learning*

# The necessity of applying XR technology to higher education

Speciality containing super large, super complex or high precision equipment

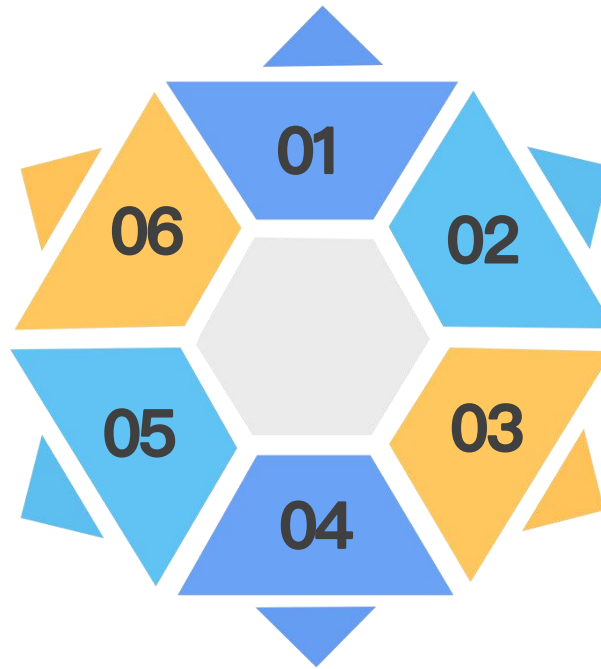
- ✓ Aviation, military industry, nuclear power, chemical industry

Practical training needs real simulation of super high difficulty, high-risks

- ✓ High voltage fault maintenance

Solve the problem that the teaching equipment is too expensive and not easy to build

- ✓ High-speed rail, flight attendants



Simplify the complex and abstract knowledge points that students can not easy to understand

- ✓ Construction of the hydraulic system, the synthesis of polymer compounds

The principle and process that cannot be directly observed in reality

- ✓ Four-stroke working principle of automobile engine and the working principle of blast furnace reaction

Reduce the irreversible experimental training process in reality

- ✓ As in human / animal dissection

# *Trends of Education Digitalization*



**Cloud-based teaching tools**

**01**



**3D & modularized education resources**

**02**



**Immersive & Interactive teaching methods**

**03**



KMAX, an edutech company specialized in the development and **production of All-In-One Virtual Interactive Desktop, portable naked-eye 3D terminal equipment** and other hardware, **career and technical education applications and courses**, as well as adopting the advanced information technology such as XR to vocational and career training education.



**3500+**

*schools and colleges globally*

**100+**

*corporate partners*

**300,000+**

*Cultivated talents*





## Desktop VR Devices: From reselling to self-proprietary hardware development & production



### Advantages

- Multi-terminal interconnection: breaking the barriers of hardware terminals and improving the efficiency of resource utilization
- **Real-time, in-depth interaction**: bringing a new immersive and interactive teaching experience
- **Open hardware platform**: compatible with mainstream teaching resources, building a new ecology of "educational metaverse"

**AIO XR**  
Zspace desktop AIO machine



2017-  
2021

**K1 XR**  
**Self-Developed**  
All-In-One Virtual  
Interactive Desktop  
(Active 3D)



2022

**M1 XR**  
**Self-Developed**  
Virtual Reality 3D  
interactive tablet  
(Polarized)



**K1 XR**  
**Self-Developed**  
All-In-One Virtual  
Interactive Desktop  
(Polarized)



2023

**M2 XR**  
**Self-Developed**  
Virtual Reality 3D  
interactive tablet  
(Naked-eye 3D)



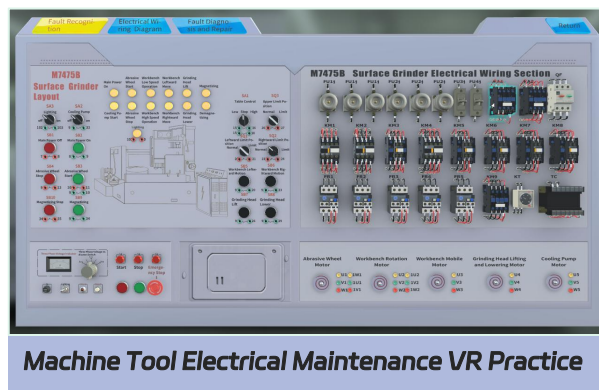
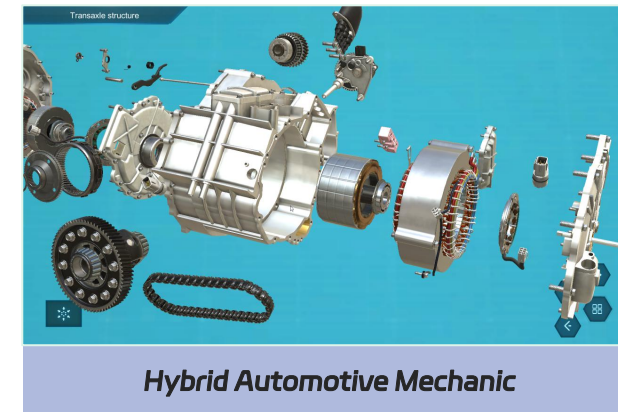
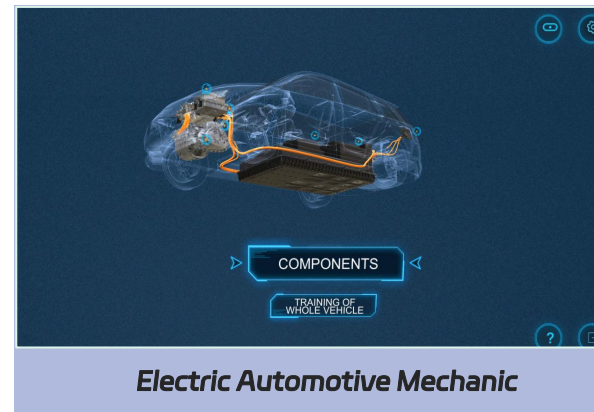
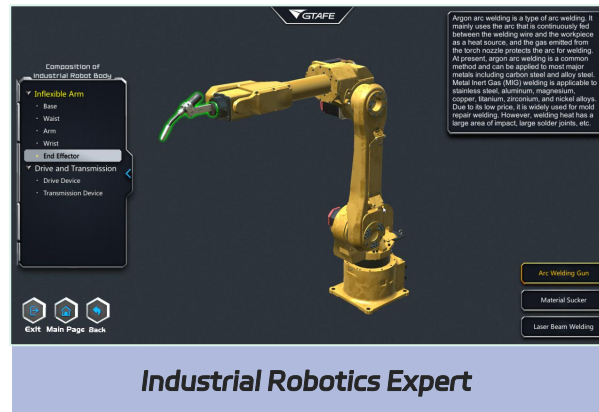
2024

# *KMAX Teaching & Training XR SOFTWARE*

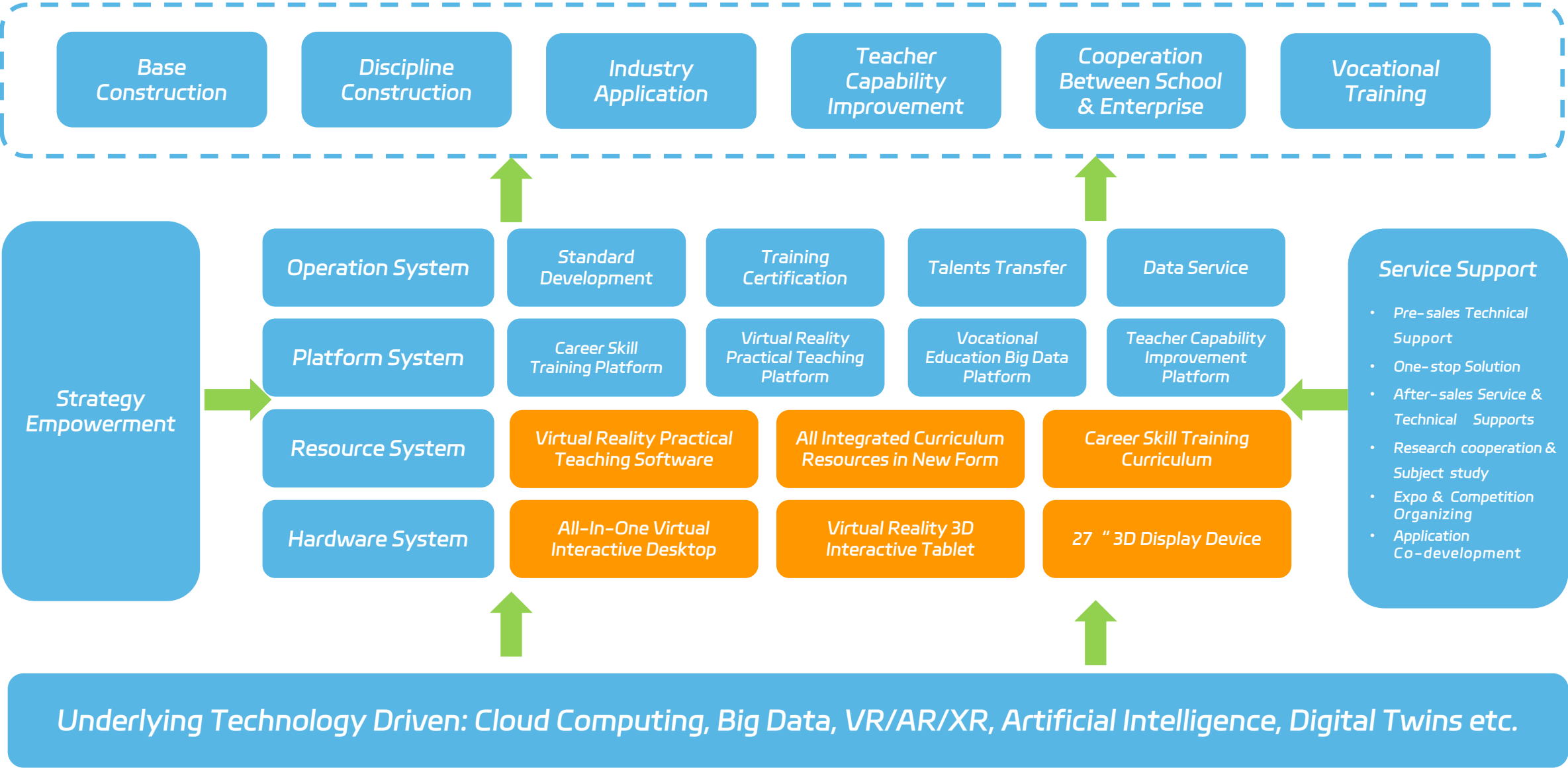


## Over 400 VR Software for Various Industries

*The modular and interactive 3D/VR teaching resources can break through environmental and equipment limitations to make high-risk training safer while saving training time and cost.*



# Product & Service



# Case1 --- Manor High school in the U.S.A.



XR solutions change and transform the way students get training

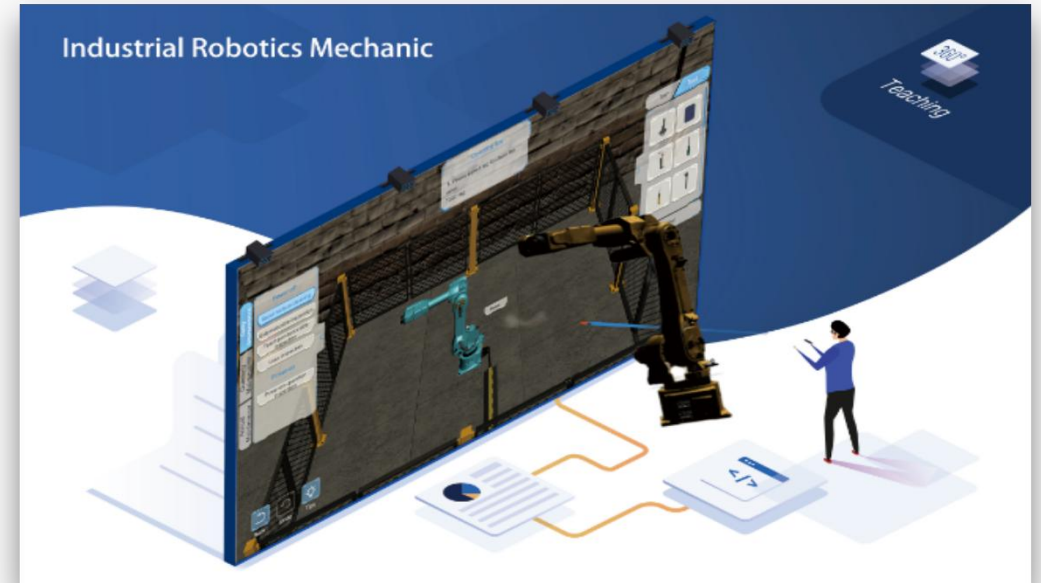
## Student



**Alexis**  
Junior Student  
Manor High School

"I just need to follow the same steps on the device. It can prevent us from screwing up. **It will help us avoid getting into trouble and may even save costs, possibly even over thousands of dollars.**"

## Tutor



"Using Robotics Mechanic program allows students to disassemble in **SAFE GUIDED environment**. Students and your Workforce can practice before they get hands on your equipment."



# KMAX & zSpace Auto XR solution



## KMAX Solution



*-integration of Teaching, learning, training and accreditations.*



*NOCTI is the leading provider of industry credentials and resources for career and technical education (CTE) programs across the American Nation.*

*KMAX Automotive XR practical training has gained the accreditation issued by **NOCTI** from the U.S.*





# Cases 2---USG Shared University in South Korea

## Sharing Innovation, Soaring City Gyeongnam!

Regional Innovation Through Innovation in University Education

Establishment of University-Regional  
Innovation Platform



Development of Innovative Talent  
and Industrial Innovation



Talent Cultivation Based on Regional Demand and  
Joint Development of Practical Technologies



Establishment of Shared University System  
for Concentration of Talent

Talent Cultivation Based on Regional Demand  
and Joint Development of Practical Technologies

Industrial Restructuring and  
Improvement of Domiciliation Conditions

### Shared University Members:



<지스페이스를 수업에 활용중인 경상국립대 내부 실내 전경>

- All participating universities offer the same integrated majors, and professors from different universities teach the same courses, obtaining joint certification.
- Focusing on talent cultivation on regional demands and joint development of practical technologies.



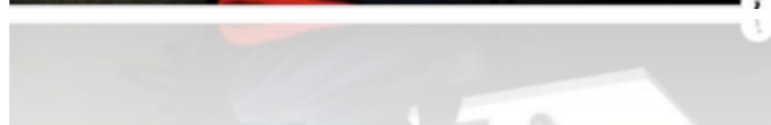
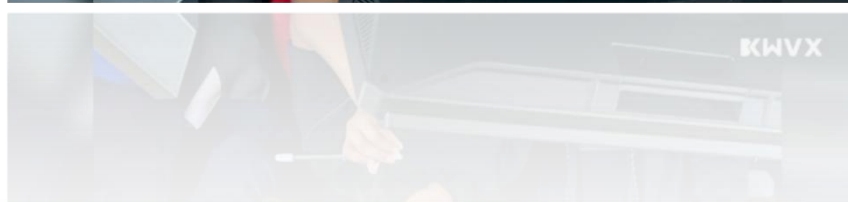
# Case 3– The First Smart Classroom in South Africa



The official launch of Nudle and KMAX Smart Classroom for the Eastern Cape Department of Education took place at Richard Varha High School in Dimbaza, Eastern Cape on 3 March, 2023.

The smart classroom demonstrates the cutting-edge technology in education. It provides an interactive and engaging learning experience for students.

The launch of Nudle and KMAX **FIRST Smart Classroom** marks a milestone to advance innovative learning in Africa.



# Case 4– China National Vocational Education Virtual Simulation Demonstrative Training Base





# Cases -5 (UNESCO-ICHEI)

KMAX has established a strategic partnership with UNESCO-ICHEI in 2022.

- sharing of VR software and hardware resources;
- internationalization of virtual simulation training platforms
- localization of VR courses ;
- international business development.



**IIOE Nigeria National Centre**  
(Under the Auspices of the UNESCO International Centre for Higher Education Innovation (UNESCO-ICHEI))  
(Ahmadu Bello University, Zaria)

**unesco**

**IIOE Nigeria National Centre**

**Date:** 05/08/2023

UNESCO-ICHEI

Attn: Roger

**VR SOFTWARE & COURSES TEST**

We are very grateful for the opportunity to pilot the test stage of the VR software by KMAX.

On the whole we are glad for these VR apps and we have found them largely very useful (especially as we went through them at the IIOE National Centre). We will be glad to be considered for the additional licences.

We invited several Departments for some interactions on the applications and for them to assess and give us their feedback.

These are some of the feedback unedited, for your kind consideration and necessary action.

**Observations on Canine VR Software**

- The software is good and fantastic
- There is a need for more tools to be able to see sub structures of some parts of the organs, e.g, brain, heart, etc.
- More animal models should be included, e.g., rats, mice, etc, for easier and better use.
- There is also a need for animal/human surgery VR apps
- There is also a need for some plant based VR apps

**Industrial Robotics Mechanic VR Software**

- More details on the safety section should be provided, especially when cleaning and also some of the tips provided for guiding a safety engineer are not simplistic while following a task.

**My General Comments**

- Experimental sections should be provided in all the software to enable assessment of students. Even though in the PLC Control VR Software, there is a design section and Virtual Auto also has templates for course design.
- There is lag in the motion of the mouse while navigating through the software

**I will recommend the following VR Apps:**

- SCADA Systems software for control and data acquisition to monitor voltage, frequency, temperature, level, etc. in a system.
- The Electrical Control VR software provided focuses on circuit breakers. A VR Software for PID and Fuzzy Logic Controllers should be provided to enhance systems control

Email: [iioe@abu.edu.ng](mailto:iioe@abu.edu.ng)

In 2023, KMAX partnered with ICHEI to donate the VR training software, supporting the digital education transformation for 3 universities.

Ahmadu Bello University

University of engineering and technology Lahore,

Mongolian University of Science and Technology



# XR Empowers Education!

Thank you!



<https://twitter.com/KmaxtechVRAR>

<https://www.youtube.com/@kmaxvrar>

<https://www.facebook.com/kmaxvrar/>

Hotline: 400-618-6977

Website: [www.kmaxglobal.com](http://www.kmaxglobal.com)

