



finpeda virtual space

IMMERSIVE LEARNING EXPERIENCE

Virtual 3D social collaboration and
interaction platform for education,
business and exhibitions.



WHAT IS



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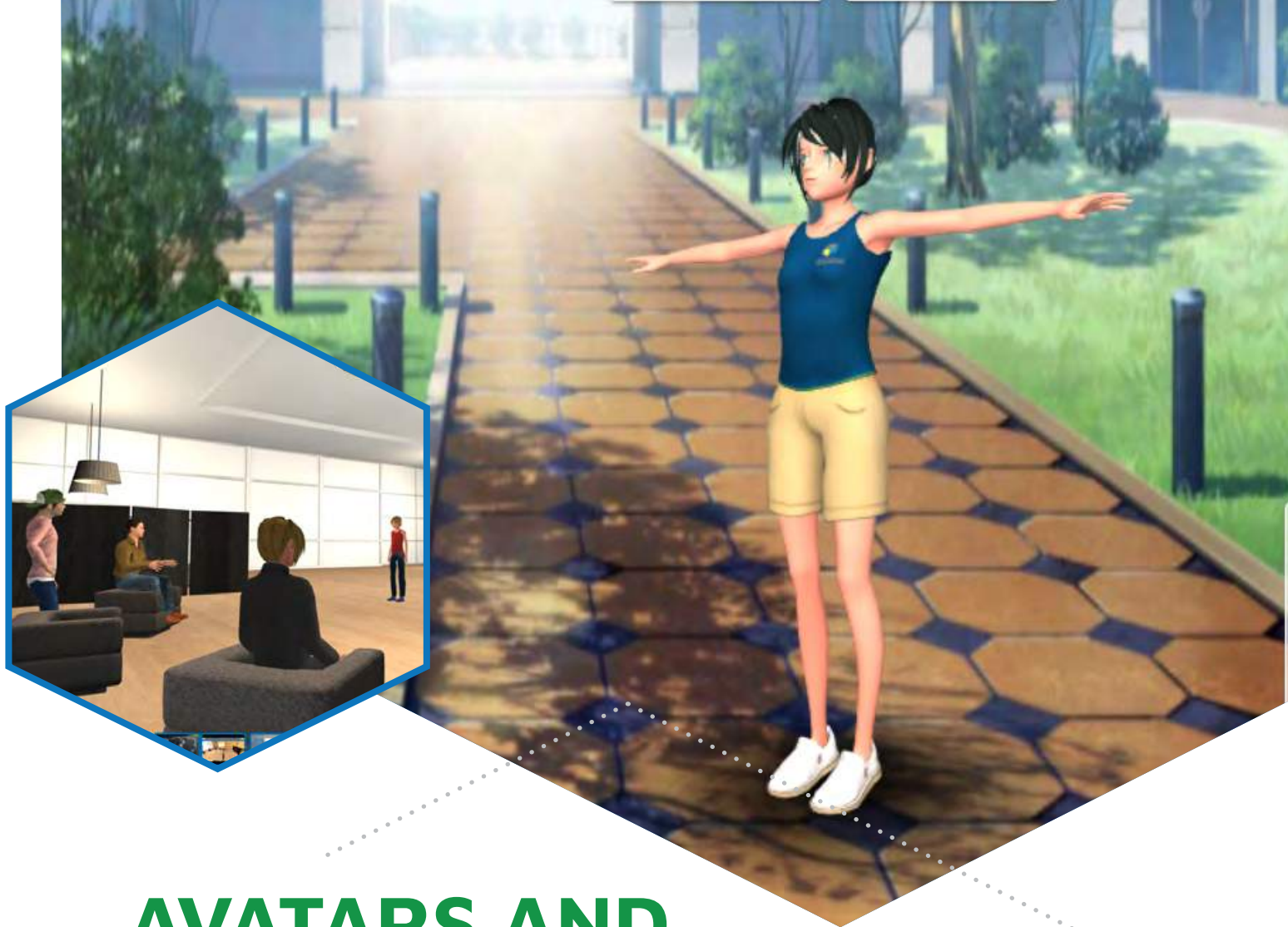
Finpeda Virtual Space (fvs) is a **browser-based, virtual 3D environment** where people can **communicate and collaborate** in real time.

There is **no need to install any separate programs or apps**; users can simply open a browser on their device, log in, and **join the virtual space** right away.

Like in real world physical meeting spaces, in-service training, or learning environments, the virtual space **allows users to work, study and explore** in a “real” environment and **learn from their own perspective**.

FVS provides tools for users to **work, solve problems, research or learn** in a virtual team in an **engaging and effective project space**.

FVS extends the meaning of a traditional working and learning through **multi-user working, training and learning environments and simulations**.



AVATARS AND INTERACTION



The users are represented by **realistic, customisable avatars** in the virtual space. They are used to **interact as a part of a virtual team** or peers.



Users can communicate within the virtual space via **text chat or voice chat**, both **publicly and in private** with other users; or work in remote teams through collaborative files.



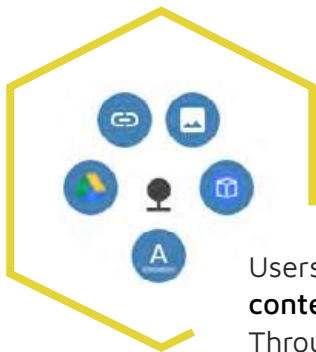
The **webcam feature** allows the users to **share their presence and learning experience**, like in a traditional video call or conference. In addition, users can **share their screens** and highlight what they are doing.





Users can **fully customise their avatar** from head to toe, from clothes to skin, hair and eye color.

THE KEY FEATURES OF VIRTUAL SPACE



Users can **add 3D content to their space**. Through the content library users can **compose and share objects**, which can also be made **interactive**.

FVS can also be used for **business** and to conduct **virtual exhibitions**, by modeling company **info desks and lounges**, and creating **entire exhibition halls** with display stands and product shows.

Users can **showcase media objects** in the virtual space in various forms:



WEBSITES



WEB APPLICATIONS



AUDIO



VIDEO



IMAGES



and several document formats such as **PDF**



FVS is integrated with **cloud storage**, allowing users to **create new documents**, **import existing ones**, or **upload material** from their computers.



TECHNICAL REQUIREMENTS

The  requires very little on the technical side;

ALL the tech users need are



a device
(either a computer,
tablet or a smartphone)



**stable Internet
connection**



and an
Internet browser

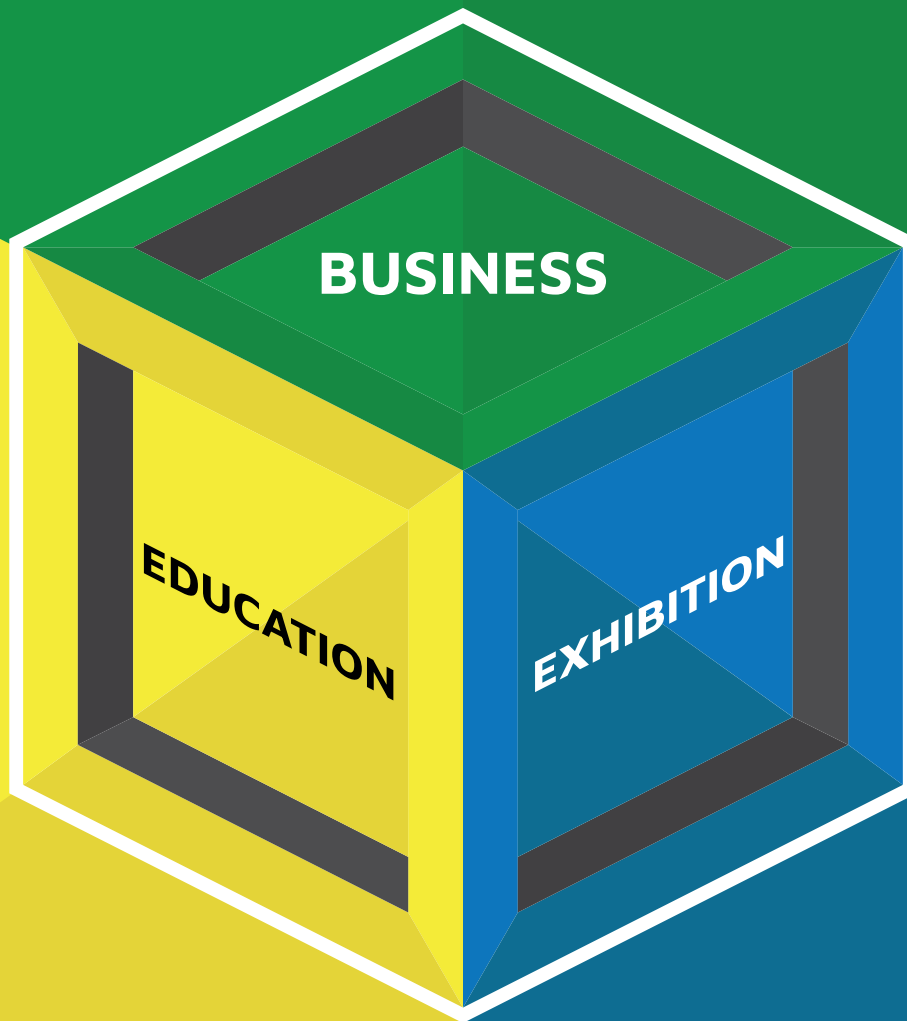


After that, all that is needed to join is the **link** to
the virtual space, and **credentials** for logging in.

And that's it!

APPLICATIONS OF FVS

The use of FVS
in learning and
development
extend to three
verticals:





EDUCATION

The world of educational technology has progressed over the years **from two-dimensional and single-user experiences to three-dimensional and multi-user environments.**

No more is the student merely a passive listener with headphones on, but rather an active learner. Neither is learning bound to a physical classroom, as the FVS can be used to **simulate both real-life objects and locations.**

With the creative tools and cloud storage support FVS includes, **working as a group** on various projects is made **easier and more engaging.**

FVS facilitates 21st century learning among both young students, as well as adult learners. The features of FVS support K-12 learning, vocational training and research-based university studies.





BUSINESS

Just like offices, virtual environments such as FVS are always there; but unlike physical offices, they are not tied to a certain location and operating time.

They are accessible from **anywhere in the world**, at any time. Virtual spaces can **mimic** the environment that's **already familiar** to their users, providing both **familiarity and human context** to their users.

Be it a company's public hangout, infodesk or a lounge, or a showroom with product displays and usage training, marketing and selling are possible with FVS. Therefore, in a business context FVS supports a wide range of activities across diverse industries.





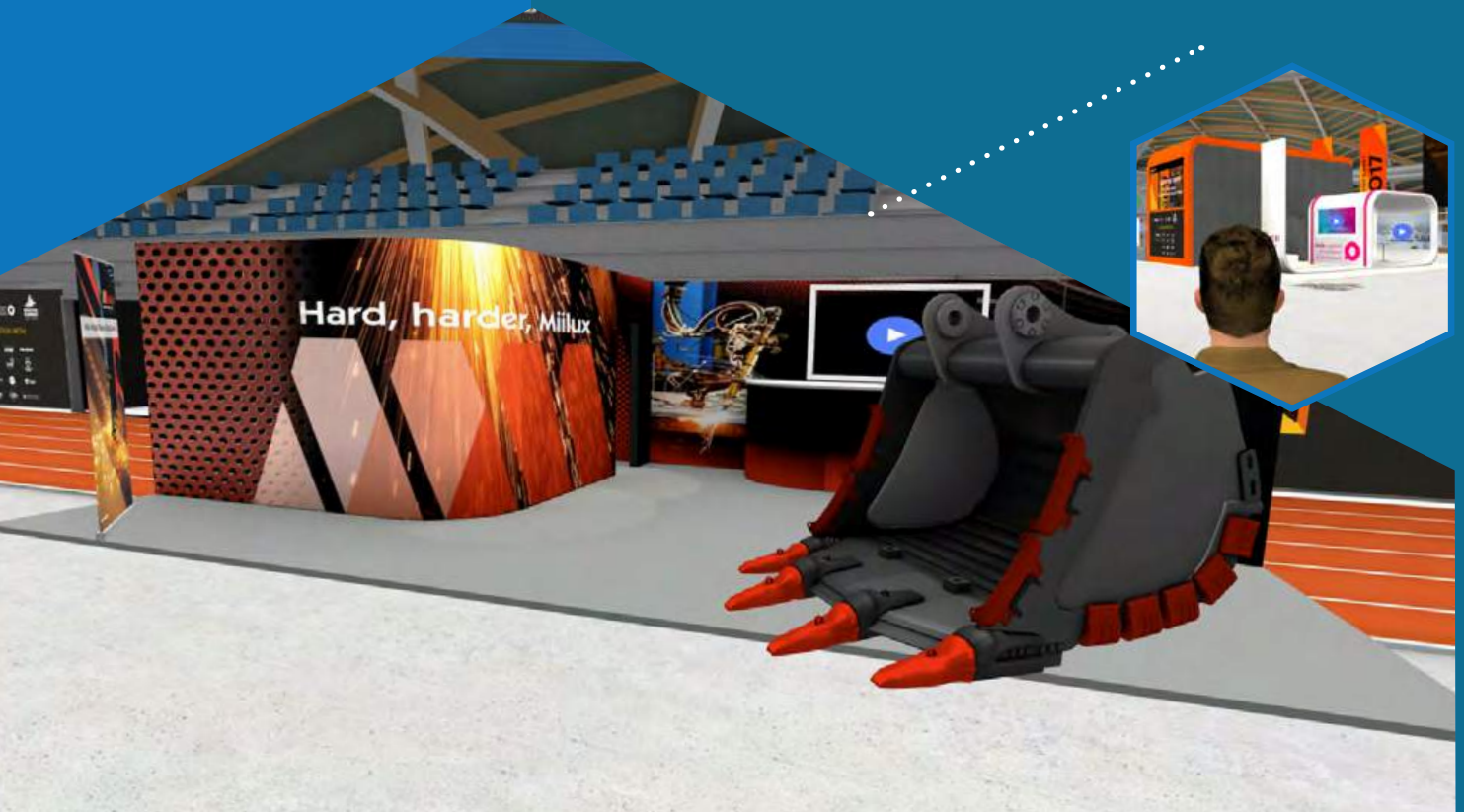
EXHIBITION

Traditional exhibitions, trade shows, and fairs have one thing in common: **short shelf life**.

Lots of work may go into making them reality, but once they are over, they are but a memory.

Virtual environments are able to **extend that shelf life** considerably by remaining there even after the event is over, **without taking up any physical space**.

Product displays, shows, stands, and more can be used to **make the virtual exhibition look just like a physical one**. The virtual exhibitions through FVS enable the visitors to **get immersive experience** and to understand the products and services in-depth.



BENEFITS OF



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FVS has **no complex technological requirements**, and is ready to use with just a device and an Internet browser, saving the time and money of the IT department as **no extra software installation or hardware setup is required**.



FVS is **safe and secure**; with its organization and organizational teams system, along with Auth0 authentication for users, you can be certain that only those you personally allow inside the virtual space are able to access it.



FVS is **scalable, and capable of meeting the needs of everyone**. From a single person, to a small team, to an entire classroom, and from a single room to an entire building and more.

*Maximum of 20 simultaneous users recommended.



FVS contains plenty of **working and learning tools**, but **integrating other tools and systems** to it is possible as well; be it learning management, certificate systems, or something else entirely.



FVS turns **homepages into homespaces**, changing interaction from 2D into a 3D experience. In addition it creates a **sense of shared presence**, models reality in a virtual environment, and facilitates the **learning and use of 21st century skills**.



FVS enables **virtualizing many and more activities**; meeting rooms and offices, classrooms and group projects, even galleries and portfolios.



In FVS the **user is the center of the show**. You go to a virtual room where work is done, or a virtual classroom where you study; instead of merely sitting in front of your machine with headphones on, typing away, learning and working is much more **active and engaging**.



Only your creativity is the limit!

BENEFITS OF



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HOW TO **OBTAIN**



finpeda virtual space

IMMERSIVE LEARNING EXPERIENCE



Use it as your own virtual project space,
classroom or meeting room and
learn together as avatars!

Meet & collaborate
remotely, but virtually
“face-to-face” as
avatars using chat,
voice, video, web pages,
presentations, and more!

Scale & decorate the
space according to your
needs, be it a single
room, a wide-open yard,
or a real-world building
modelled for you!

For all your educational,
working and product
and service exhibition
needs!



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For more information,
please visit our website
www.finpeda.fi/fvs

Interested in obtaining the product?
Please feel free to contact us at
fvs@finpeda.fi
