EON Reality is a world leader in knowledge transfer through virtual and augmented reality for both industry and education.

Built thanks to a consolidated teamwork with some of the best Fortune 500 companies and other companies that have been operating in the global market for twenty years, the flagship of EON Reality is the EON-XR platform.

EON-XR is an Augmented and Virtual Reality Platform, designed to build, use and scale - with speed and efficiency - knowledge transfer applications based on Augmented Reality (AR) and Virtual Reality (VR) by enhancing existing training and productivity development plans already existing in the organization.

EON-XR-based applications easily integrate with leading Learning Management and Content Management systems, providing an efficient and modern experience for learning, training and support in the workplace.

Behind EON-XR there is a development network of EON Reality that operates globally, with a network of 24 locations around the world.
EON-XR PLATFORM

OVERVIEW

EON-XR was specifically developed so that academic institutions can use their resources to teach, adopt and develop courses of study in their area of expertise, rather than worrying about the AR / VR delivery mechanism, the app framework or the integration with various systems.

XR lessons and courses can be created quickly by teachers and students, with consequent less investments (in terms of time, resources and money) for their educational institution compared to the use of a development team. EON-XR is a turnkey solution that can be quickly implemented and extended with a series of modules that meet specific needs.
EON-XR BENEFITS

- **Easy XR Creation & Sharing** Do it yourself, Intuitive
- **Affordable** access based on flexible localized pricing
- **Agnostic** Mob/Desktop/HMD/Glasses (MR, VR, AR)
- **Vast Library** 1 million 3D models & 360° environments
- **Remote Online XR** Groups interact, no physical exposure
- **Hands on** Immersive learning and training
- **XR Labs** Virtual Classrooms & Product Training
- **Authentic Assessment** features and Quizzes
- **Self-Directed Learning** Co-created student learning
- **Pedagogical based** on deep academic expertise
EON-XR ADVANTAGES

EON Reality provides a platform that allows you to quickly develop, implement and adopt teaching, training and learning assessment based on XR. This new approach offers the following key benefits:

FASTER LEARNING
Experiential training provides real-time feedback, improves the transfer of skills, provides greater knowledge retention.

CONTEXTUAL LEARNING IN REAL TIME
With AR technology, the knowledge relevant to the activity in progress can be displayed directly in front of a user’s eyes, both for laboratories and for daily teaching, with a consequent higher quality of work and improved training.
SAFETY

Dangerous or difficult to replicate scenarios or laboratory experiments can be safely simulated in a Virtual Reality or Augmented Reality environment. This allows learners to repeatedly practice crucial scenarios by preventing equipment damage and avoiding physical damage.

MORE INVOLVEMENT

Experiential training requires students to participate in the exercise. This translates into higher levels of information persistence as this training reduces boredom and bad habits in the classroom.

RATING

Learners are assessed based on their performance in the relevant work operations. This data is transmitted to internal archiving and analysis systems for certification and/or further administrative actions.
EON - XR FEATURES

LEARN PLATFORM

- **CLOUD-BASED**: Develop, Run, Manage, Access, Store, Host & Distribute XR
- **AGNOSTIC**: Support for 30+ devices across Mob VR/AR (android, IOS), Desktop, HMD (Oculus Rift S, HTC Vive), AR device (Magic leap, HoloLens)

ASSETS & LIBRARY

- **VAST ASSET LIBRARY**: Access to more than 1 million 3D models and 360°
- **UPLOAD OWN 3D/360 ASSETS**: CAD /PLM/Scan model, BIM etc.

CONTENT CREATION

- **CREATE & SHARE 3D & 360 APPS**: Easy, Do it yourself; Intuitive, No programming based
- **3D RECORDING TOOL**: Multiple 3D recording for Standard Operation Procedure or guidance
- **SEARCH ASSISTED APPLICATION CREATION**: Faster & easier to create rich XR content

CONTENT EXPERIENCE

- **EXPERIENTIAL LEARNING**: Guided and Do it yourself mode
- **EXPERIENCE 3D & 360 LESSONS**

www.eonreality.com
- **OFFLINE MODE**: Download applications to your Own device
- **LIFE SIZE AR**: Enables exploration and interaction with large environments scale 1 to 1
- **DIGITAL TWIN**: Side by side or superimposed AR

**REMOTE & MULTIUSER**

- **REMOTE ONLINE XR**: Groups interact virtually online with no risk of physical exposure
- **MULTI-USER SESSIONS**: One-to-many Trainer to Trainee Learning Modules

**ADMIN**

- **INSTITUTION**: In a private institution, students & teachers share access to the same group, content library, and share data & interactions. A one-time setup fee is also required
- **PUBLIC OR PRIVATE**: Determine who can share, access distribute & assign to groups XR Apps, 3D/360 libraries
- **USER MANAGEMENT**: Assessment, Analytics User Profiles, Login, LMS Integration
- **CONTENT MANAGEMENT**: Integration with LMS, IoT, AI & CMS
- **ASSIGN & DISTRIBUTE LESSONS**
- **3D ASSESSMENT TOOL**: Virtual assessment track & assess user performance with final score report
- **TRACK & ASSESS STUDENT PERFORMANCE**

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TRAIN

- **TRAINING MODULE**: Procedure Practice, Remote Training, Virtual Certification
- **MULTI-USER**: Support For 1-1 Or 1-Many Training
- **MULTI-PLATFORM**: Cross Platform VR Training
- **INTEGRATED COMMUNICATION**: Voice over IP built in
- **GUIDANCE AND ASSESSMENT**: Step-by-step instructions for task completion and integrated assessment
- **VIRTUAL PROCEDURE ASSESSMENT**
- **SEARCH ASSISTED LESSON CREATION**
- **HOST MULTI-USER REMOTE SESSIONS**
- **ASSIGN & DISTRIBUTE LESSONS**
- **TRACK & ASSESS STUDENT PERFORMANCE**
- **EXPERIENCE 3D & 360 LESSONS**
- **CREATE 3D & 360 LESSONS**

- **PERFORM**
- **PERFORMANCE MODULE**: AR Assist MRO, Remote Expert Assist, RT Data Display
- **MULTI-USER**: Support for operation manager and multiple workers
- **MULTI-PLATFORM**: Users (Phones, Tablets, Wearables)
- **KNOWLEDGE MARKERS**: AR Anchor Point Placement and Annotated with text, voice, video, 3D data