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**Web Based Virtual Reality - made terribly easy! w/ Srushtika Neelakantam Course on Web-Based Virtual Reality Environments** *Web based*

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*Virtual Reality (Shagufta Gurmukhdas)*

Creating your own Pokemon-world in Web based  
Virtual Reality - Santosh Viswanatham -

FOSSASIA 2017 **Web Based Virtual Reality -**

**Tanay Pant - Codemotion Rome 2017** ~~The best  
educational VR apps and games on the Oculus~~

~~Rift S Webinar | Augmented and Virtual  
Reality for Education and Training VDB17 •~~

~~Santosh Viswanatham - Building your own VR+AR  
experiences in Web based virtual reality~~

~~Browser Based Virtual Reality in HTML5 -~~

~~Q\u0026A 1/7 Learn how to build virtual  
reality scenes on the web with WebVR and~~

~~JavaScript The Rise Of Technology Augmented~~

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~~Reality(AR), Virtual Reality(VR) And Mixed Reality(MR) | Simplilearn Easily code a virtual reality web experience with A-Frame (WebVR) RELO Andes Webinar for English Teachers Don't Play this SCARY VR Game Alone Tips for Reading Webpages In the Age of AI (full film) | FRONTLINE Joe Rogan Experience #1428 - Brian Greene How to Play VR Apps On Android \u0026 iPhone - Virtual Reality Headset Envisioning the Future with Windows Mixed Reality Easy Environment in A-Frame (beginner tutorial) Google's Chrome Web VR Platform | Chrome VR Experiments **Getting Started with THREE.JS in 2021!** HOMESCHOOL~~

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\u0026 LAIDBACK LEARNING VR Book A Tangible  
Interface for Smartphone based Virtual  
Reality FIA Formula 4 Racing Car in AUGMENTED  
REALITY Civil War 1864: A Virtual Reality  
Experience, Full Version Welcome to learning  
English at EC Vancouver, Canada 360 VR How  
immersive technologies (AR/VR) will reform  
the human experience | Tiffany Lam |  
TEDxQueensU FarmFood360° Virtual Reality  
Chicken Farm Tour Using Virtual Reality to  
Bring Your ChatBot to Life Learning Web Based  
Virl Reality

SPDC's Linda Nubani designed and hosted the

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Technology  
First ever virtual reality platform for her interior design senior student capstone presentations, a pandemic-inspired innovation that reached an ...

~~Interior design senior student capstone  
showcase in immersive virtual reality  
platform~~

Theta waves, which wash over the hippocampus, trigger a state in the brain that's prone to a flow of ideas—à la “shower thoughts.” ...

~~How Virtual Reality Unveiled a Unique Brain  
Wave That Could Boost Learning~~

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~~Technology~~  
Adept XR, a wholly owned subsidiary of The Glimpse Group, Inc. (NASDAQ: VRAR; "Glimpse"), and a provider of Virtual Reality (VR) and Augmented Reality (AR) corporate learning and training software & ...

### ~~The Glimpse Group Announces Multiyear Virtual Reality Software License and Services Partnership with Edstutia~~

Motlow State Community College is partnering with educators throughout Tennessee to use immersive technologies like virtual and augmented reality in the learning environment. These tools, collectively ...

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## ~~Motlow Adapts Virtual Learning~~

Will telehealth visits plummet once the pandemic is fully behind us? Will industry conferences be as well attended as they were before COVID-19 changed the game? Will HCP face-to-face engagement be ...

## ~~Can virtual training ever really compete with live training?~~

The deep learning-based upscaling technique renders internally at a lower resolution but outputs a clean and sharp high-resolution image for high-quality videos and high-



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~~Escape Leverages NVIDIA DLSS to Offer Better  
Performance of Virtual Reality Walkthroughs  
for Architects~~

Harena Data, an esports community aggregator, has recently revealed its new cognitive analytics platform 'COGNISAT'. The platform combines sport specific ...

~~Harena Data introduces its new 'COGNISAT'  
cognitive Virtual Reality analytics platform~~  
Rise of Virtual Reality for Game-Based  
Learning There has been a surge in the rise

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Technology of virtual reality for game-based learning, in the past few years. As an emerging novel and advanced platform ...

~~\$17 Billion Game-Based Learning Market—  
Global Forecasts from 2021 to 2026: Rise of  
Virtual Reality for Game-Based Learning—  
ResearchAndMarkets.com~~

Everything you need to know about creating a VR lab studio when planning new construction projects or renovations at medical schools.

~~Pocket Guide to Planning Virtual Reality (VR)  
Lab Studios for Medical Schools~~

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Steve Zhao talks with GamesBeat about reopening the Sandbox VR virtual reality entertainment locations in the U.S.

~~Sandbox VR: Location virtual reality is making its comeback~~

Everyone was looking for solutions to break Zoom fatigue or to break into this space and provide richer experiences that are more beneficial for users." ...

~~A New (Virtual) Reality~~

Goodness Growth Holdings, Inc., a physician-led, science-focused cannabis company and IP

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Incubator, has this week announced that its  
...

~~Resurgent Biosciences files patent for  
Virtual Reality applications to facilitate  
therapeutic psychedelic experiences~~  
PRNewswire/ - Tech-AdaptiKa is proud to  
announce the launch of its first avatar-based  
virtual reality summer school, available  
across North America, in conjunction with  
Voilà Learning ...

~~Tech Adaptika Announces the Launch of its  
First Avatar based Virtual Reality Summer~~

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## ~~School in North America~~

The St. Landry Parish School Board is the first district in Louisiana to enhance its Career and Technical Education (CTE) instruction with AR/VR including 200 zSpace laptops and t ...

## ~~Louisiana School District Honored for Use of Augmented and Virtual Reality in CTE During Pandemic~~

\$17 Billion Game-Based Learning Market - Global Forecasts from 2021 to 2026: Rise of Virtual Reality for Game-Based Learning - ResearchAndMarkets.com The "Game-Based

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~~\$17 Billion Game Based Learning Market  
Global Forecasts from 2021 to 2026: Rise of  
Virtual Reality for Game Based Learning  
ResearchAndMarkets.com~~

"Now more than ever, teachers are an important part of facilitating student learning, well-being, and growth. This virtual reality summer school is an innovative platform that will help support ...

~~Tech Adaptika Announces the Launch of its  
First Avatar based Virtual Reality Summer~~

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~~School in North America~~

Various studies and research have been conducted in the past few years to prove that online gaming-based education and learning enhances and expands student's overall skills. Rise of Virtual Reality ...

~~\$17 Billion Game Based Learning Market -  
Global Forecasts from 2021 to 2026: Rise of  
Virtual Reality for Game Based Learning -  
ResearchAndMarkets.com~~

2021 /CNW/ - Tech-Adaptika is proud to announce the launch of its first avatar-based virtual reality summer school, available

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