

#### Overview of scenarios



Train/learn together



Immersive meetups



**Design together** 



**Connect and create** 



### Scenario 1 – Joint learning

Enhanced classroom learning through the use of holographic contents

Improved knowledges retention through interactive lessons

Organization of group work even when students are miles away

Learning by doing approach through practical laboratories in Mixed Reality







## Scenario 2 – Immersive meeting

Engaging classroom or remote lectures with expressive avatars and holoportation

Remote or in-person faculty meetings amplified through multimedia contributions and virtual annotation

Remote or in-person parent-teacher conferences via document sharing







#### Scenario 3 – Collaborative design

Joint design of 3D models in a real space

Collaborate on the same project between in-person and remote students with holographic avatars, with no limit on participants

Edit details and features of complex designs in real time

Effectively showcase ideas with immediate visualization of ideas







#### Scenario 4 – Creating while connected

Connection from anywhere without time or space limitations

Multilingual interactions thanks to simultaneous translation

Access through any device

Use of customizable avatars that are expressive or holoportation of the person himself







#### **Diversity & Inclusion**

The scenarios shown were also designed to break down the barriers of Diversity and promote Inclusion: in fact, students with disabilities are able to enjoy lessons and workshops without any kind of limitation.



Feel presence Experience together Connect from anywhere



Microsoft

# Multidevice platform



# Microsoft Mesh



# Holocollaboration platform

Web version











