

TOP 10 REASONS THAT MAKE HREALITY A UNIQUE PRODUCT, READY TO DEPLOY NOW.

Driven by thousands of nuances in design engineering and built with a passion for realistic mixed reality, HReality is for professional business, education, and medical training adoptions.

THE SIMPLE ANSWER TO WHAT WE DID DIFFERENTLY:

With the intent to form a superior-quality hybrid category within the emerging category of VR/AR and mixed reality education technologies, the creators of HReality were determined to approach innovation in a completely different way ... It's like starting with a blank piece of paper.

The HReality product looks, acts, and works differently. HReality can deliver many different value-added capabilities to launch learners into the next generation of learning, directly applied to the ROI of universities and learners.

Whereas the big company platforms are mostly cartoony, built off the gaming models and talent with the same method and technology that's been in use by the game and entertainment industry for years, this phenomenon of development is anchored by industry heavy weights, such as Meta and Microsoft, trying to save the billions they have invested in Oculus. This, as they know, will slow adoption down by three to five years and condition the market of adopters so they can reap the investor ROI. Simply put, their platforms are gamification based, not based on professionalism and the realism of human interactions.

ABOUT US:

As a dedicated skunkworks creation team trained as hybrid specialists, we are *chiseled for the task of innovating education delivery*. HReality is an extension of FabCom, an interface and brand experience agency with a legacy of ushering in online education in the late '80s, serious simulation for training in the '90s, and dynamic, AI-assisted, automated and triggered behavioral messaging in the 2000s—leading us to be specialists in education communications and delivery for over 30 years.

WHY HREALITY:

It can simply do so much more and is way ahead of the pack. Specifically, everything education needs to create new solutions to solve old problems, including:

- ✔ Student persistence
- ✔ Course completion
- ✔ Area of study placement
- ✔ Organizational and student compliance
- ✔ Reimbursements



Fact: some of the greatest inventions have come from small teams with big ideas. **THINK: HP vs. IBM, Apple vs. Microsoft, Google vs. Dogpile, or FrameMaker Viewer vs. Adobe PDF.**

TOP 10 REASONS WHY HREALITY IS A BETTER VIRTUAL EDUCATION PLATFORM

- 1 | Built with [professionalication™](#) (vs. rag doll rigs and gamification-based ideology, technology, and talent).
- 2 | New category of software: the [virtual LXP](#) (learning experience platform) plugs into any LMS (learning management system such as Canvas or Blackboard) and instantly provides the new capabilities of haptic integration and 4D interactivity.
- 3 | [No headgear](#), hand gear, or controller required.
- 4 | Works securely on a standard browser with existing student or enterprise equipment.
- 5 | Customizable to job or learning types with [open source haptics](#) available for less than \$199.
- 6 | HReality creates an entire [methodology and standard hybrid reality interface](#) to efficiently visualize and interact with all the content that was 2D. This renews buy-in for another generation and enables structured data and flat content already within LMS platforms to take advantage of new technology.
- 7 | For instant and enthusiastic adoption by constituencies, HReality created an [instant import tool](#) from existing course shells in LMS platforms. This empowers teachers and universities to extend their investments in their LMS and repurpose the static structured course content into this new economy with a click of a button.
- 8 | For [instant academic adoption](#), an easy to use drag and drop tool was created to instantly build virtual classrooms. This tool makes it easy, fun, efficient, and reinvigorates academics in completely new ways.
- 9 | HReality introduces [quantum analytics](#). Academic processes generate huge amounts of data related to learning activities, student interactions, and outcomes throughout each department. With virtual education platforms that capture real-time quantum analytics, the data can be leveraged to provide real-time benefits to teachers, students, and institutions. HReality desktop to virtual interactions enable owners of LMS platforms to perform various analysis, with completely different and dynamic outcomes. Additionally, more secure storage schemes are in place, in contrast to disaggregated tables that make it impossible to access the records of interest. By nature of the innovations, quantum, real-time analytics, once combined with existing desk to interaction data, HReality changes what can be accomplished with new technology to influence the reduction of education waste, increased efficiencies, improved reimbursements, and [secure real-time data sharing](#). This opens up completely new possibilities in compliance, persistence/completion, learning efficacy, and student satisfaction and experiences.
- 10 | Finally, embedded within the platform is a unique approach to real-time secure [blockchain BlockSolid credentialing](#) that addresses the old problems of [placement](#), college administration, and lifetime connection and value to the student after the student graduates with new solutions.