GIGXR Announces New Immersive Learning System for Fall 2020 Academic Year with Remote and Socially Distanced Learning

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Extended Reality System Includes Remote Teaching and Training Capabilities, Immersive Learning Platform and 3D Application Catalogue; Drives Enhanced Learning Outcomes for Medical and Nursing Schools, Hospitals and Higher Education

Los Angeles, CA – June 11, 2020 – GIGXR, Inc., a provider of extended reality (XR) learning systems for instructor-led teaching and training, announced today the availability of its GIG Immersive Learning System for the Fall 2020 Northern Hemisphere academic year. The cloud-based System was created to dramatically enhance learning outcomes while simplifying complex, real-life teaching and training scenarios in medical and nursing schools, higher education, healthcare and hospitals.

The GIG Immersive Learning System is available for demos and pre-order starting today, and includes three core components:

- Remote and Socially Distanced Learning: Enables teaching and training with students in a distributed classroom through extended reality. Students can be co-located, remote or safely socially distanced, and participate in sessions anywhere using 3D mixed reality immersive devices and mobile phones, tablets or laptops for a 2.5D experience.

- Mixed Reality Applications: GIGXR's flagship products HoloPatient and HoloHuman run on Microsoft's HoloLens 2, placing the 3D digital world in a collaborative physical space for safe development of clinical skills and unprecedented exploration into human pathologies and anatomies.

- Immersive Learning Platform: Cloud-based infrastructure that supports GIGXR's mixed reality applications and remote learning capabilities with additional features such as visual login, instructor content creation, holographic content management, session planning, roles and rights, license management, security, privacy, and long-term data management.

In response to the COVID-19 crisis, GIGXR accelerated the release of its Remote and Socially Distanced Learning technology that maintains the mixed reality teaching and training experience. Instructors using the GIG Immersive Learning System will simultaneously and safely communicate with students located in the classroom or simulation center, across an auditorium, on the campus, at home or even in other time zones using synchronous and asynchronous viewing. Students can participate in sessions on mixed reality headsets, enabling a fully immersive mixed reality 3D learning experience, and in a more limited 2.5D experience on phones, tablets, PCs and Macs.

"GIGXR has maintained an unwavering commitment to innovation during an uncertain time for our customers and the industry," said David King Lassman, CEO and founder of GIGXR. "We've accelerated the new development of mixed reality remote teaching and training tools with an all-new immersive learning platform that we believe will have a direct impact on dramatically improving learning outcomes, not just for the upcoming academic year but as a permanent fixture for the future of immersive learning."

The new GIG Immersive Learning System includes an updated Version 2.0 of HoloPatient, designed to enhance clinical readiness by enabling students to practice visual observation and assessment skills in a safe-to-fail, controlled environment. HoloPatient 2.0 introduces five new pathologies to the existing pathology content library, including Pre-eclampsia, Septic Shock, Dementia, Parkinsons and Hip Fracture. GIGXR uses volumetric video capture of professional standardized patient actors to show natural and life-size 3D holographic patients who are exhibiting symptoms and changes to their injuries or illnesses. Annotation features, which are also new to HoloPatient, allow instructors to customize and label content in real-time to focus student attention and response.

"We're excited to continue to partner with GIGXR to drive innovation in using mixed reality solutions to transform teaching and learning in healthcare and higher education," said Matt Fleckenstein, Head of Mixed Reality Marketing at Microsoft. "HoloLens 2, combined with cloud services of Microsoft Azure, enables GIGXR to deliver 3D learning, training, and simulation environments that dramatically improve the learning experience and subsequent patient outcomes."

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GIGXR is trusted by academic institutions worldwide, including: Ursuline College, NYU, University of Pennsylvania, Bucks County Community College, Presbyterian Health Services, and College of Lake County in the United States; The University of Queensland, University of Canberra, Flinders University, Otago Polytechnic, Southern Institute of Technology, Te Whare W?nanga o Awanui?rangi in Australasia; University of Leeds in the United Kingdom.

“GIGXR is a valuable education partner because of their innovative approach to mixed reality teaching and training in healthcare,” said Dr. Lauren Patton, Nursing Simulation Center Coordinator, Ursuline College. “The new product enhancements will help us maintain an authentic learning experience even though we’ve had to adapt to engaging with our students remotely.”

For more information on the GIG Immersive Learning System or to explore partnership opportunities, please visit www.gigxr.com.

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About GIGXR

GIGXR is an extended reality (XR) SaaS system for instructor-led teaching and training created to enhance learning outcomes for medical and nursing schools, hospitals and higher education. GIGXR’s immersive learning system includes a growing catalogue of mixed reality applications that run on a robust platform, designed to break through the limitations of conventional 2D learning resources, by placing true-to-life 3D simulations in a collaborative physical space using the Microsoft HoloLens 2.

GIGXR was formed in 2019 to acquire the mixed reality and immersive learning assets of TQ EDUCATION AND TRAINING LIMITED, an affiliate of Pearson PLC. GIGXR is headquartered in Venice, CA with global customers in the US, Australia, New Zealand and the UK. To learn more about GIGXR visit www.gigxr.com.

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Link to related artwork:

https://drive.google.com/drive/folders/1e-a3AxQkOWoypSydi9tMJemoTpSQlZVu?usp=sharing

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