zSpace Features AR/VR Education Platform at ALA 2019

***Encouraging Collaboration and Creativity for Learners of All Ages Through the
Integration of Augmented and Virtual Reality***

As library media specialists support their programs by providing relevant and current resources, many are incorporating advanced technology, including augmented and virtual reality (AR and VR). Today, Silicon Valley company, zSpace Inc., brings the learning environment comes to life, allowing students to lift images from the screen and examine them in detail, gaining a deeper understanding of concepts by physically manipulating virtual simulations, from energy and motion to molecules and organisms.

"When students put on a VR headset and take a field trip or explore human anatomy, they are having an individual experience. It doesn't encourage making connections, creativity or collaboration. zSpace was created specifically for learners, creating a shared AR/VR learning environment," said Paul Kellenberger, CEO, zSpace. "zSpace takes that experience to the next level, moving our comfortable, interactive learning experience to the accessibility and affordability of the mobile platform or a collaborative desktop solution."

Unlike other virtual reality solutions, such as head-mounted displays, that can be isolating, zSpace empowers students to "learn by doing" in a virtual environment where it is easy to take risks, make and correct mistakes, manipulate many variables, and not worry about material costs or clean up.

Coupled with STEAM learning applications, zSpace provides students with a real-world learning environment and a personalized learning experience that connect to state and national standards. Launched for education just five years ago, students at more than 1000 school districts, technical centers, medical schools and universities across the world learn with zSpace.

"The new zSpace laptop is a game-changer," said Aleigha Henderson-Rosser, Ed.D., director, instructional technology, Atlanta Public Schools. "We introduced the zSpace virtual reality experience at the elementary, middle and high school levels four years ago. Schools have supported their STEAM, core academic, and Career and Technical Education programs by integrating the all-in-one zSpace hardware and software solution. Now we will continue to support these programs with the new zSpace Laptop. The laptop device will give us additional flexibility as we determine our implementation models through Atlanta Public Schools."

For a demonstration and special discount, visit zSpace in Booth 846 at the ALA 2019 convention in Washington, D.C. For more information about how schools are using zSpace for learning, visit www.zspace.com.

About zSpace

zSpace® combines elements of AR and VR to create lifelike experiences that inspire curiosity, create engagement and deepen understanding. Among its numerous awards and accolades, zSpace was named "Cool Vendor" by Gartner, Inc., "Best in Show at ISTE" by Tech & Learning Magazine for three consecutive years and was ranked two years in a row on the Inc. 500 list of fastest growing companies. zSpace is a privately held, venture-backed company located in Sunnyvale, California, and has been granted more than 40 patents for its innovative technologies. For more information, visit www.zspace.com, or follow on Twitter @zSpace.