

Unlock the Power of Immersive Learning

Bring Engaging, Future-Ready Education to Your Classrooms with Optima

Optima helps schools transform traditional instruction into high-impact immersive learning through ready-to-use virtual field trips, interactive AI instructors, and an expansive educational VR asset library. Whether you want to build your own lessons or launch pre-made ones immediately, Optima provides your team with the tools, content, and flexibility to do both.



What's Included:

Spatial Experiences – Launch Ready-to-Use Field Trips

- 43 immersive experiences with 96 chapters of interactive content
- Use them for teacher-led instruction or student-paced exploration
- Aligned to academic standards and adaptable across grade levels
- Perfect for class rotation, enrichment blocks, VR labs, homeschool groups, and hospitals

Asset Library – Create Your Own Lessons

- 2,102 interactive 3D models (IFX) for science, math, history, and more
- 74 fully built VR locations – from Mars to museums, classrooms to coral reefs
- 37 avatar costumes to personalize student experience
- Includes the world's largest collection of Math Manipulatives in VR
- Use these tools to create custom lessons, activities, and virtual environments using the ENGAGE platform — no coding required.

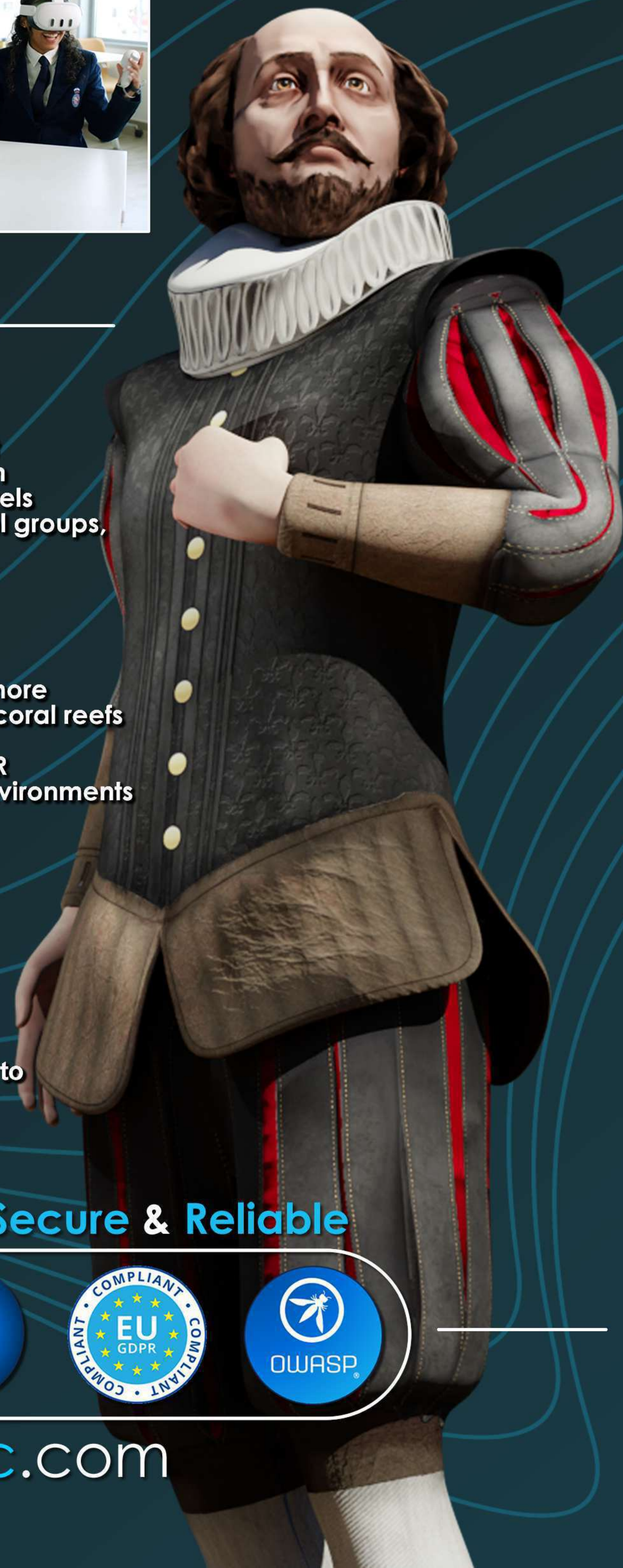
Instructional AIs that Instruct, Support and Assess

- Only Optima offers embedded Instructional AI characters that:
- Deliver real-time instruction with visuals and voice
- Guide project work
- Quiz students, offer feedback, and auto-grade directly into Canvas
- Plus, Conversational AI avatars bring historical and literary figures to life — encouraging real-time discussion and critical thinking with characters like Marie Curie and George Washington.

No other platform is more **Safe, Secure & Reliable**



www.engageplc.com



World's largest library of immersive educational content



Science	No. of Content Chapters	No. of Locations	No. of 3D Models
Biology	13	28	454
Chemistry	10	15	245
Anatomy	3	5	150
Physics	6	16	75
Earth Science	10	23	246
Astronomy	8	21	80

Social Studies	No. of Content Chapters	No. of Locations	No. of 3D Models
World History	23	42	342
US History	16	34	242
Civics	13	33	151
Economics	13	32	186
Geography	26	28	155
World History	23	42	342

Mathematics	No. of Content Chapters	No. of Locations	No. of 3D Models
Algebra	15	32	270
Geometry	3	28	247
Statistics	10	22	169
Trigonometry	5	24	234
Calculus	13	23	190

English Language Arts	No. of Content Chapters	No. of Locations	No. of 3D Models
Grammar	3	4	70
Literature	3	55	304



New content added monthly

Why Schools Choose Optima

- Proven: Built from 4+ years of real classroom use in full VR and hybrid settings
- Scalable: Per-device licensing allows rotation of students across a single headset. Perfect for Lab or Cart Settings
- Designed by educators: Grounded in pedagogy, usability, and student engagement
- Flexible: Works across public, private, charter, homeschool, and hospital settings
- Fast to launch: Use pre-built content or build your own
- All-Inclusive (Licenses includes full asset library, spatial experiences (fieldtrips), Conversational and Instructional AI's

Take the next giant leap in education!

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