CREATE YOUR OWN 3D LEARNING ENVIRONMENT

Finspace Virtual Space (FVS)

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What is FVS?

Finpeda Virtual Space (FVS) is a browser based 3D Virtual Multi-user Environment, where users can communicate, collaborate and explore the virtual world together.

Use it as your own virtual project space, classroom or meeting room and learn together as avatars!

"Imagination is the only boundary!"

'Fun, nice and motivating way to learn!'

Teacher from City of Espoo
21st Century SKILLS

★ collaboration and teamwork:
   students create avatars and collaborate with others in different projects.

★ communication:
   students communicate with others via multiple channels (chat, video, screen share).

★ creativity:
   students create avatars, design and furnish their rooms using their imagination.

★ critical thinking and curiosity:
   students learn how to think in a structured and a critical way.

★ digital skills:
   students learn how to create and learn in 3D environment and use digital tools.

★ enhancing socio-emotional skills
   students create avatars and collaborate with others. They have avatars connecting with others in real time.
What virtual school can offer?

★ A shared space to come together, to create a sense of community:
Many students are missing their school friends and thus a virtual school provides a space to share.

★ A playful and gamified version of an actual school:
Students are able to make their own avatars. Students learn to creativity and empathy via their virtual avatars. It is a fun and motivating way to learn.

★ All communication tools are imbedded in the virtual school:
You may now be shifting between different platforms of zoom, hangouts, google docs etc – now they are all imbedded in one place.

★ Easy access:
No need to download any application. Just join via link you are created. The virtual school works from an internet browser
Why choose FVS?

* Finpedia Virtual Space is an excellent tool for communication and project work.

* Students use the 3D platform without VR glasses, from their computer or mobilephone via a webbrowser. Students don’t need any other applications to use FVS.

* Students have access and they can research and demonstrate phenomena or real life problems in the situations where they have no access in real life (hazard, dangerous, painful, annoying etc. situations).

* Only imagination is the limit. School is not limited to a classroom or inside the walls.

* Way to connect real world and distance learning

* Students are not only listening. They are active learners.

* Students connect a presentation to a 3D location and objects enhances visualization and memorization.

* FVS facilitates digital learning and 21st century skills.