



# Headset Comparison

**CVR-255-64**
**Oculus Quest 2**

<b>Administration Functions</b>		
Designed for education	Yes	No
Central device monitoring (Wi-fi, battery level, status, connectivity)	Yes	No
Facebook account per device	No	Yes
Credit card needed per device	No	Yes
Lockable interface	Yes	No
Simple student menu system	Yes	No
Cache content remotely	Yes	No
<b>Content</b>		
Education specific	Yes	No
Number of VR activities	1000+	1000+
Content chargeable	Annually	Per app
Curriculum aligned lesson plans	Yes	No
Curriculum aligned worksheets	Yes	No
Upload user generated 360-degree videos and images	Yes	Yes
Upload purchased 360-degree videos and images	Yes	Yes
Upload user created 3D models for use in AR	Yes	Yes
Integrations with third-party content providers	Yes	No
<b>Teacher controls</b>		
Control all headsets simultaneously	Yes	No
Browser-based teacher portal	Yes	No
Focus tracking	Yes	No
Real-time multiple headset view	Yes	No
Custom playlist creation	Yes	No
Save and share playlists with other teachers	Yes	No
Teacher guided controls	Yes	No
Collaborative VR experiences (Multiple students in one scene)	Yes	No
Dynamic point of interest	Yes	No
<b>Hardware</b>		
Standalone headset	Yes	Yes
Front facing camera	Yes	Yes
Adjustable straps	Yes	Yes
Display	5.5" 2560x1440 UHD Fast LCD Screen	1832 x1920
Battery capacity	4000 mAh	3640 mAh
Processor	Octa-Core Qualcomm Snapdragon XR1 Processor	Qualcomm® Snapdragon XR2 Platform
Audio	Yes	Yes
On-board storage	4GB RAM & 64GB internal storage	64GB
Wifi connectivity	Yes	Yes
USB-C connector	Yes	Yes
Hand controller	One	Two
Hand tracking	No	Yes

# Headset Comparison

Ten reasons to choose ClassVR over Oculus Quest 2 in the classroom

- 1** **Designed for education** – ClassVR has been designed, developed and created with education in mind, ClassVR includes thousands of educational content to help you add value to traditional lessons with VR.
- 2** **Educationally sound resources** - Checked and sourced by trained teachers, all educational content is stored in a teacher-friendly portal, designed to be used seamlessly alongside the curriculum.
- 3** **Affordability** – A classroom set of ClassVR can be purchased for a fraction of the cost of other standalone systems with special educational pricing.
- 4** **Collaborative VR experiences** – Unlike other VR headsets, ClassVR allows students and teachers to explore scenes together, from a ClassVR headset or any device with a web browser, allowing communication and collaboration during group exploration.
- 5** **Content creation** – ClassVR empowers students and teachers to create their own content using 360 cameras and 3D modelling tools and share these instantly with the class to explore.
- 6** **Content management** – The ClassVR portal interface is simple to use and teachers can search, build, save and share content and playlists with students in a matter of minutes.
- 7** **Built for the classroom** - From the rugged case to the easy-to-use student interface ClassVR has been designed and built with learning in mind.
- 8** **Designed for students of all ages** – The ClassVR headsets include adjustable head straps and comfortable facial padding to be comfortable for all K-12 students.
- 9** **Device management** – Control and monitor all of your ClassVR headsets from any laptop or PC using cloud-based technology to focus and maximise learning time.
- 10** **Teacher control** – Easily push content, lock headsets and guide students through experiences using your browser-based teacher portal.