

EduPro

We are committed to providing the best solution for education, both in hardware and content. This VR device has all of the specs we feel are needed. The Oculus Go is what we can compare to as it is a wonderful device, although best serves the consumer market. Unfortunately, for a classroom, any tie up with social media, primarily Facebook, is a non-starter for administrations. For other concerns, please get in touch.

Here are the key features:

- Looks and feels similar to the Go
- Initial feedback is that the clarity is better (Fresnel lens)
- 128 Gb ROM (by far the most on the market)
- 6 Gb RAM
- Has a micro SD slot (w/ cover) for expanding the storage capacity
- Controller with trackpad and trigger
- 4 hrs of battery life (to the 2.5 hr life of the Go)
- Improved head strap (a more comfortable fit)
- Full control of the environment (based on Android), meaning no social media or inappropriate content, Android 8.1
- MDM functions (mobile device management)
- Trackpad and buttons on the device itself, if there are issues with the controller
- Physically lighter than other mobile headsets
- New face liner for “global” faces (may come separately)

With 128 Gb internal storage and **XR1 chipset** (the most advanced, created for VR), it is a fantastic price.



Main Hardware Options

	Lenovo Mirage Solo	Oculus Go	EduPro (Veative)
Chipset	Snapdragon 835 VR	Snapdragon 821	XR1 (made for VR)
Memory (RAM)	4 Gb	3 Gb	6 Gb
Storage (ROM)	64 Gb	32 Gb/64 Gb	128 Gb
CPU	APQ8098 Processor (1.80GHz)	N/A	Kryo 360 MP8
FOV (field of view)	110°	100°	100°
Refresh Rate	75 Hz	60/72 Hz	70 Hz
Degrees of freedom	6 DoF	3 DoF	3 DoF
Front-facing cameras	Yes	N/A	N/A
SD Card	up to 256 Gb	N/A	up to 256 Gb
Battery	4000 mAh	2600 mAh	4000 mAh
Software	Daydream 2.0	Oculus mobile	Android 8.1
Weight	645 g	475 g	365 g
Certifications (US)	Yes	Yes	Yes
Certifications (Can)	Yes	Yes	Soon
Availability	Now	Now	Q2 2019

Common to all:

Fresnel lens, 5.5" screen, audio jack, microphone, WiFi, Bluetooth, 2560 × 1440 px (QHD) [1280x1440 per eye], controller for a variety of interactions within the VR