

Explorations in VR for HigherEd

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List of VR apps currently available at: [Georgian College library](#) Barrie campus

XR applications for experiential learning

1. Acupuncture: [AcuMap](#)
2. Agriculture: [Farming](#),
3. Architecture: [Agile Lens](#)
4. Architecture: [EyeCAD](#)
5. Architecture: [IrisVR](#)
6. Architecture: [Origami](#)
7. Architecture: [Revit](#) + [Enscape](#) + [Iris](#) (Costan Boiangiu from Architectural Technology)
8. Architecture: [Sentio VR](#) (Quest 2)
9. Architecture: [The Wild](#) collaborative space
10. Art: [BrushWork](#) WebXR
11. Art: [Gravity Sketch](#)
12. Art: [Tilt Brush copyright video](#), [Math in TB](#), [fashion](#), [Fashion video](#),
13. Art: [Quill VR](#) for artists and animators
14. Art: [ShapeLab](#)
15. Art: [The Museum of Other Realities](#) (PCVR)
16. Art: [MasterpieceVR](#) - Animation on PC for VR
17. Astronomy: [VR Spacewalk](#) by HTC Vive
18. Astronomy: [Buzz Aldrin: Cycling Pathways to Mars](#)
19. Astronomy: [HOME](#) by BBC, space walk
20. Astronomy: [SpaceVR](#) "Overview 1 uses eight 4K sensors to capture extremely immersive, high resolution 360° video from space"
21. Bartending: [Bartender VR Simulator video](#)
22. Biology: [Nanome article](#), [video](#),
23. Business: [AMP Creative](#)
24. Business: [Bodyswap](#)
25. Business: [InStage](#) simulation for soft skills
26. Business: [Mursion](#) Voice recognition and AI for interpersonal skills
27. Business: [OvationVR](#) public speaking (\$3,000 USD/yr unlimited accounts) [video](#)
28. Business: [Portico](#) for soft skills ([pricing](#) - out of our range)
29. Business: [pwc](#) soft skills
30. Business: [Quytech](#)

31. Business: [Serious Factory VTS](#) - soft skills training
32. Business: [STRIVR](#) business training solution
33. Business: [Talespin](#) teaches soft skills in VR, [article](#), [article](#)
34. Business: [The Glimpse Group](#)
35. Business: [Vantage Point](#) Sexual harassment training
36. Business: [STRIVER](#) founded by Jeremy Bailenson from Stanford
37. Business: [Vectre Perspectives](#)
38. Business: [Virjabi](#) solutions
39. Business: [Virtual Humans](#)
40. Business: [Virtual Speech](#)
41. Career: [CareerLabsVR](#) lets you explore career paths
42. Child & Youth Care: [Accenture video](#)
43. Coffee Barista: [Sentireal](#) uses AR to train baristas
44. Collaboration (see also Spatial Networks): [Matrix](#) (mostly for science collaboration)
45. Communications: [In-Stage](#) for practicing speeches in front of an audience
46. Communications: [911 Operator](#)
47. Communications: [Keep Talking and Nobody Explodes](#). Great for teams of 4
48. Communications: [Star Trek: Bridge Crew](#). Great for team building
49. Correction Services: [GTL](#) VR for prisoner rehab and training. [Article](#), [video](#), [video](#), [article](#), [article](#),
50. Correction Services:
51. Data Analytics: [Virtualitics](#), [Quest compatibility](#),
52. Data Analytics: [BadVR](#)
53. Data Analytics: [versabi](#)
54. Data Analytics: [Komorebi](#)
55. Data Analytics: [3data](#) Also called Virtual Command
56. Data Analytics: [Ulysses](#)
57. Dental:
58. Design: [Mindesk](#) for CAD collaboration
59. Design (Interior): [VRTisan](#), [video](#),
60. Disaster Management: [Adv Disaster Management](#)
61. Disaster Management: [Environmental Tectonics Corporation](#) Simulation Training Sys
62. Driving: [LogiTech G27 & HTC Vive Driver Sim](#)
63. Driving: VR Motion - [video](#) (contact Keith Maher: keith@vrmotioncorp.com)
64. Emergency Preparedness: [GTI](#)
65. Engineering - Civil: [Civil Virtual Reality Laboratory](#)
66. Environmental: [Beyond the Diorama: Caribou World](#) PCVR on Steam
67. Environmental: [Ocean Acidification article article2](#) - Stanford University
68. Environmental: [ecoMUVE](#)
69. Environmental: This is Climate Change - [article](#)
70. Environmental: [Pollinator Park](#) (website with link to webxr)
71. Environmental: [Tree](#)
72. Environmental: [The Crystal Reef](#)

73. Environmental: [The Stanford Ocean Acidification Experiment](#)
74. Environmental: [Being Coral and climate change](#)
75. Environmental: [Tree](#)
76. Fire: [Fire Safety Lab](#) (coming soon to Steam)
77. Fire: [FLAIM Trainer site](#), [FLAIM Training video](#), [Haptics to simulate heat](#), [Webinar](#)
78. Fire: [Guardian Airwaves](#)
79. Fire: [Mammoth XR](#), [P.A.S.S. training](#),
80. Fire: [One Bonsai](#) fire extinguisher training. [Video](#),
81. Fire: [Pixo VR video](#),
82. Fire: [NEXTGEN Interactions](#)
83. Fire: [RiVR](#) Arson investigation, [video](#),
84. Fire: [SmartFireFighter](#)
85. Fire: [Vobling](#)
86. Fitness: [Beat Saber](#), [Ohshape](#), [BoxVR](#), [Creed: Rise to Glory](#), [Thrill of the fight](#), [Dance Central Supernatural](#)
87. Flight Services: [AVIAR](#)
88. Flight Services: Flight Attendant [Training using Engage](#)
89. Flight Services: [Avietra video](#)
90. Flight Services: [TF](#) cabin crew training
91. Flight Training: [Visionary Training Resources](#) (VTR)
92. General: [Motive](#) Medical, First Responder, Trades
93. General: [Serious VR](#) trades
94. General: [The Glimpse Group](#)
95. General: [XRdigitech](#)
96. General: [Universive](#) for Gear VR, Oculus and Vive - [video](#)
97. General: [VEATIVE](#)
98. Health & Safety: [Digital Engineering and Magic video](#),
99. Health & Safety: [Elite VR](#)
100. Health & Safety: [3M](#), [video](#),
101. Health & Safety: [Mindglow](#) - Active shooter safety training. [video](#)
102. History: Hiroshima - [article](#)
103. History: [Lithodomos](#) VR & AR
104. Hospitality: [Passport To Success Myanmar](#) (360 video hotel training)
105. HR: [One Bonsai fire extinguisher training](#). [Evacuation](#)
106. Indigenous: [Cut Off](#) 360 degree video
107. Indigenous: [IM4 Media Lab](#)
108. Indigenous: [Ogoki VR Museum](#). Language Learning apps. [Native America App](#) (VR)
109. Indigenous: [Never Alone](#) - "an atmospheric puzzle platformer developed in collaboration with the Iñupiat, an Alaska Native people, drawn from a traditional story that has been shared across the generations." [Video](#)
110. Interior Design: [Chief Architecture](#) (Rift or Vive)
111. Interior Design: [IrisVR](#)
112. Interior Design: [Chief Architect](#) - [app](#)

113. Interior Design: [Oneiros](#)
114. Interior Design: [Studios](#)
115. Language: [Gaeltech](#) learning to speak Irish
116. Language: [Immerse](#)
117. Language: [ImmerseME](#) (browser based)
118. Language: [Mondly Languages](#)
119. Language: [Witly](#) - learn from native speakers from around the world
120. Language: [Wonda VR Spaces Specs video French Harvard Experience](#)
121. Language: [Virtro](#)
122. Liberal Arts: [Within](#) 360 video collection
123. Liberal Arts: [Allumette](#) (storytelling)
124. Liberal Arts: [Collose](#) (storytelling)
125. Liberal Arts: Public Speaking - [Virtual Orator](#)
126. Liberal Arts: Public Speaking - [Ovation](#), [video](#) \$250 USD/month unlimited accounts
127. Liberal Arts: [Emblematic](#) - storytelling in VR
128. Library: [Virtual Community Library](#) (Librarians who explore VR)
129. Marine: [Virtual Marine study](#)
130. Marine: [SQLearn](#)
131. Medical: Anatomy: [Sharecare YOU](#) (free)
132. Medical: Anatomy: [Organon video](#), [video](#),
133. Medical: Anatomy: [BodyMap](#) for Quest2 or Vive
134. Medical: Anatomy: [EducationXR](#)
135. Medical: [BioFlight VR](#)
136. Medical: [EasyAnatomy](#)
137. Medical: [Empathy platform](#)
138. Medical: [ER VR](#) by Immersive VR (the makers of Engage)
139. Medical: [Fetal Heart VR](#) (App Lab) fetal ultrasound training. [Article](#)
140. Medical: [Fundamental Surgery](#)
141. Medical: [Lifelique VR Museum](#) (free) - have some anatomy applications
142. Medical: [Luxonic](#), a Saskatchewan company
143. Medical: [Medical Realities](#) surgical simulation app. Free or \$15/month for full version
144. Medical: [Nurse's Escape](#) (Sepsis game from UNMC - on Sidequest)
145. Medical: [The Physiology of the Eye](#) (\$4.49)
146. Medical: The Physiology of the Ear
147. Medical: [Ultrasound in OBS using VR and HTC Vive](#)
148. Medical: [Ultrasound CAE Health Vimedix](#)
149. Medical: [Stroke assessment](#) using mixed reality
150. Medical: [Triage in a multi-casualty situation](#) - World of Rescue
151. Medical: [XVR](#) triage - this might be PC based
152. Medical: Virtual Heart from Stanford Children's - [video](#), [article](#)
153. Medical: [HVR Medical](#) Training [Dental](#), [birth](#), surgery
154. Medical: [Virtual Medicine](#)
155. Med Patient Sim: [Acadicus](#)

156. Med Patient Sim: [Augmented Training Systems](#). 1st responder training, [MCI](#), [Talk](#)
157. Med Patient Sim: [Avietra](#) First Responder training (triage)
158. Med Patient Sim: [Axon Park](#). The Virtual Campus for VR Medical Training e.g. PPE
159. Med Patient Sim: [BioFlight VR](#)
160. Med Patient Sim: [Collaborative Human Immersive Interaction Lab](#)
161. Med Patient Sim: [ConquerExperience](#) Nursing operating room training
162. Med Patient Sim: [Dynacor Media video](#)
163. Med Patient Sim: [Dual Good Health ACLS](#) (Rift, Vive, Oculus Go)
164. Med Patient Sim: [EmergeNYC](#)
165. Med Patient Sim: [Exonicus Trauma Simulator](#) - used by U.S. military
166. Med Patient Sim: [FundamentalVR](#) mixed reality surgical experiences
167. Med Patient Sim: [Health Scholars 7 ways... ACLS](#) (HOSP) [video EMS](#)
168. Med Patient Sim: [ICOM Productions](#), [sample](#),
169. Med Patient Sim: [i3Simulation VR](#)
170. Med Patient Sim: [iciteVR](#) for Nurse Practitioner
171. Med Patient Sim: [Lucid Reality Labs](#)
172. Med Patient Sim: [Medic Rescue](#) - triage from [Live Motion Games](#) \$17.49 CAD
173. Med Patient Sim: [Oxford Medical Simulation](#) (Oculus Rift) Dr Jack Pottle
174. Med Patient Sim: [Patient Communication Simulators Spark](#)
175. Med Patient Sim: [PerSim](#) (AR patient sim)
176. Med Patient Sim: [Real Response](#) triage app (Vive), [video](#),
177. Med Patient Sim: [Ractive](#) (CPR)
178. Med Patient Sim: [RCSI Medical Training](#) (Oculus)
179. Med Patient Sim: [Surgical Theater](#)
180. Med Patient Sim: Triage by [Dr Brennen Mills](#), [Edith Cowan University](#)
181. Med Patient Sim: [Reanimation](#)
182. Med Patient Sim: [simvana](#) Anaesthesiology simulation
183. Med Patient Sim: [SimX](#) - [video](#) Dr Tyler Andre (co-founder)
184. Med Patient Sim: [Shift Bias](#) covid19 PPE training [video](#), [video](#)
185. Med Patient Sim: [TacMed](#) Emergesim VR MCI Triage [video](#),
186. Med Patient Sim: [UbiSim](#) Nursing simulation for VR
187. Med Patient Sim: [VR CPR](#)
188. Med Patient Sim: [VRPatients](#) (Ferno)
189. Med Patient Sim: [Virtro video](#)
190. Med Patient Sim: [Wholearth](#)
191. Med Patient Sim: [World of Rescue](#)
192. Med Patient Sim: [XVR Simulation](#) Triage
193. Mental Health: [Axon VR](#) - crisis intervention
194. Mental Health: [BehaVR](#)
195. Mental health: [Guided Meditation](#) VR [video](#)
196. Mental Health: [MentallyVR](#)
197. Mental Health: [Nature Treks](#)
198. Mental Health: [Relax VR](#) (Oculus)

199. Mental Health: [Remind VR](#)
200. Mental Health: [Tripp VR](#)
201. Mental Health: [VR Pottery](#)
202. Mental health: Mindfulness: [WiseMind](#)
203. Mining: [NORCAT](#)
204. Museums & Galleries: [7 VR Wonders](#) (Rift/S)
205. Museums & Galleries: [Dreams of Dali](#) (Rift/s)
206. Museums & Galleries: [Hold The World](#) (Rift/s)
207. Museums & Galleries: [Boulevard](#) (Rift/s)
208. Museums & Galleries: [Masterworks: Journey Through History](#) (Rift/s)
209. Museums & Galleries: [Musee d'Orsay, Paris](#) (WebXR)
210. Museums & Galleries: [Museum of Other Realities](#) (Rift/s) [website](#)
211. Museums & Galleries: [Native American App](#) (Rift/s)
212. Museums & Galleries: [Nefertari](#) (Rift/s)
213. Museums & Galleries: [Pompeii](#) (Rift/s)
214. Museums & Galleries: [Rome Reborn: The Pantheon](#) (Rift/s)
215. Museums & Galleries: [The Grand Museum VR](#) (Rift/s)
216. Museums & Galleries: [The Kremer Museum VR Museum](#) (Rift, Go)
217. Museums & Galleries: [The Rougeau Gallery](#) (Rift/s)
218. Museums & Galleries: [The OmniGallery](#) (Rift/s)
219. Museums & Galleries: [VR Museum: Art Through Time](#) (Rift/s)
220. Music: [Grand Reality](#) learn to play piano
221. Opticianry: [Physiology of the Eye](#)
222. OTA-PTA: [Neuro Rehab VR](#) (therapy)
223. Pharmacology: [article](#), [article](#), [Kaegi Pharm Museum](#),
224. Police: [Apex Officer](#) crisis intervention & active shooter
225. Police: [Axon VR](#) - crisis intervention
226. Police: BCIT [BCIT Forensic Investigator Simulator](#)
227. Police: [Black Marble Ltd article](#),
228. Police: [Fight training](#)
229. Police: [Jigsaw](#) deescalation training. Article re "[Trainer](#)", [article](#)
230. Police: [LEVRS](#) 360 video (does not look like an interactive simulation)
231. Police: [MobiC](#) mobile training vehicle for police in Singapore
232. Police: [NSENA](#) Virtual Training De escalation techniques
233. Police: Crime scene investigation - [article](#)
234. Police: Wrap around video virtual training - [article & video](#)
235. Police: [Milo Range](#) (cave style simulation)
236. Police: [Police Enforcement](#) VR (Stream)
237. Police: [RCMP training](#), [article/video](#), Active shooter scenario
238. Police: [Street Smarts VR](#)
239. Police: [surviVR](#)
240. Police: [Tactical AR](#)
241. Police: [V-Armed article/video](#), \$1 million

242. Police: [VR Police](#) Training (video), crime scene investigation
243. Robotics: [VRobot](#) allows you to learn how to build robots in VR (Vive, Rift)
244. Simulation: [SixSense](#) - health, trades, etc
245. Simulation: [Tecknotrove](#) Nuclear plant, Air, driving, mining, defense
246. Social Studies: [Becoming Homeless app article](#) - Stanford University
247. Social Studies: A 1,000 Cut Journey - [article](#), [article](#),
248. Social Studies: [The Enemy](#)
249. Social Studies: [UTURN](#) Gender equity
250. Sports: [StriVR](#)
251. STEM: [Breaking Boundaries](#)
252. STEM: [Gadgeteer](#) (Physics)
253. STEM: [Hold The World](#) (Rift, WMR)
254. STEM: [Immerse](#)
255. STEM: [Inspirit VR](#)
256. STEM: [Lume VR](#) cell microscopy
257. STEM: [maroon](#) Web based
258. STEM: [Nano Symbox iMD article](#),
259. STEM: [Nanome](#)
260. STEM: [Neotrie](#) - math-geometry
261. STEM: [PNX Labs](#)
262. STEM: [ScienceVR](#)
263. STEM: [VictoryVR](#)
264. STEM: [VRlabacademy](#)
265. STEM: [Xennialdigital](#) K-12 sciences
266. STEM-chemistry: [Hololab Champions](#) (Vive, Rift) [Video](#)
267. STEM-chemistry: [HoloLABchampions video](#),
268. STEM-chemistry: [Qualium Systems video](#),
269. STEM-chemistry: [MEL Chemistry VR](#), [Website](#)
270. STEM-chemistry: [SuperChem VR](#), [Video](#),
271. STEM-chemistry: [Labster](#) - [VR Lab simulation](#), [VR introduction to the lab](#), [TED](#)
272. STEM-chemistry: [SuperChem](#), [Website](#)
273. STEM-chemistry: [Chemistry Lab VR](#)
274. STEM-chemistry: [Chemistry for VR](#) (Oculus)
275. STEM-chemistry: [VR Chemistry Lab](#)
276. STEM-physics: Physics games: [Gadgeteer](#) by Metanaut
277. Subscriptions: [SIMA Classroom](#)
278. Teacher Training: VRsatility, [article](#)
279. Training General: [Strivr](#)
280. Trades: [3M](#) working at heights. [video](#)
281. Trades: [Avatar Partners](#) Mechanics
282. Trades: [Brightline Interactive](#) construction VR apps
283. Trades: [Digital Engineering and Magic](#) - Electrical Power Stations
284. Trades: [Drill Press](#) training

285. Trades: [Dynacor Media demo](#) (Canada) they also do medical sim
286. Trades: [Flint](#) mixed reality training e.g. cranes
287. Trades: [Elevate](#) Training in Fall Protection, Confined Spaces, & Lockout Tagout.
288. Trades: [Forklift simulator](#)
289. Trades: [Hinton Scaffold Solutions video](#)
290. Trades: [immerse](#)
291. Trades: [Insilico](#)
292. Trades: [Interplay Learning](#)
293. Trades: [IVRY Technologies](#), [electrical](#),
294. Trades: [Ludus](#) (\$18,720 CAD/headset/year for unlimited use - PCVR)
295. Trades: [Make Real](#)
296. Trades: [Mimbus](#)
297. Trades: [Modest Tree Xplorer](#) (Canada)
298. Trades: [MultVR](#)
299. Trades: [Norcat](#) (Canada) Mine Rescue in VR
300. Trades: [One Bonsai fire extinguisher training](#). [Lock out tag out](#) (LOTO), [Evacuation](#)
301. Trades: [PixoVR Video](#)
302. Trades: [Propel VR](#) (Canada)
303. Trades: [RealityWorks](#) Welding mixed reality training (no HMD) \$7,000 USD
304. Trades: [Serious Labs](#) MR experience. Crane operation, fork lift, [article](#), [article](#)
305. Trades: [Shinybox](#)
306. Trades: [Short Circuit VR](#), [Stream](#) (free) Electronics
307. Trades: [UP360](#) (Canada)
308. Trades: [VRKshop](#) carpentry
309. Trades: [VRSafety](#) (360 video)
310. Trades: [Worksite VR Simulator](#)
311. Trades: [Wrench" video](#) Mechanic
312. Trades: [Wrench Engine Building Demo](#) (Rift/Vive) [Steam](#) (\$22.79) [Oculus video](#)
313. Training General: [Job Simulator](#)
314. Travel & Tourism: [Amazon Odyssey app](#)
315. Travel & Tourism: [The Kremer Museum](#)
316. Travel & Tourism: [Atlas Obscura](#)
317. Travel & Tourism: [Hoppin'](#) multi player viewing of 360 videos
318. Travel & Tourism: [Oneiric Masterpieces Paris](#)
319. Travel & Tourism: [VR Museum of Fine Arts](#) - Steam
320. Travel & Tourism: [Acute Art VR Art Museum](#)
321. Travel & Tourism: [Nefertari:Journey to Eternity](#) - [Video](#)
322. Travel & Tourism: [Lithodomos](#) Ancient sites
323. Travel & Tourism: [National Geographic](#)
324. Travel & Tourism: [Palace Of Versailles](#)
325. Travel & Tourism: [Wander](#) (Oculus Rift, Quest or Go)
326. Veterinary: Llama Zoo [JetsonVR](#)
327. Veterinary: [Think Digital article](#), [video](#), [Dr. Mani Carr](#), University of Adelaide

328. Veterinary: [VictoryXR subscription](#) - e.g. [Pig Dissection](#)
329. Veterinary: [Virginia Tech](#), [Video APK file to sideload to Quest](#)
330. Welding: [Lincoln Electric](#)

Empathy

1. [1,000 Cut Journey](#)
2. [3-Fold Games](#) Elderly: "Before I Forget"
3. [After Life](#) - "tragic death of a loved one - family struggles to mend their frayed bonds"
4. A Mile In My Shoes [article](#),
5. [An Autistic Journey](#) \$5.69 PCVR (Vive)
6. [Autism TMI video](#)
7. [A walk through dementia](#):
8. [Axon](#) Policing and empathy, mental health. [Article](#),
9. [Bodyswaps](#)
10. [Becoming Homeless: A Human Experience](#) - [video research presentation](#)
11. [Coral Compus: Fighting Climate Change](#) environment
12. [DebiasVR](#) (evidence-based testing and inclusion behavior training)
13. [Dementia](#) Free. Rift
14. [Embodied Labs](#) being elderly, interviews, [article](#)
15. [Embodied Labs](#) Palliative care
16. [Equal Equality](#)
17. [Homeless: A Los Angeles Story](#)
18. [How to create empathy in VR](#) by Jeremy Bailenson
19. [IAm A Man](#) African- American Civil Rights Movement
20. [Mursion](#) "soft skills"
21. [Out of Exile](#): LGBTQ+ [Description](#)
22. [Perspectives](#) Diversity & inclusion [article](#)
23. [Play an Aspie Life](#) autism free PCVR (Vive)
24. Podcast: [Voice of VR #695](#),
25. [Praxis Labs](#)
26. [Project Empathy](#)
27. [Pure Equality](#): VR Diversity and Inclusion Training

28. [Regatta VR](#), [article](#) Sexual Harassment
29. [Shift Bias](#)
30. [SIMA](#) “soft skills”
31. Stanford Virtual Human Interaction Lab - [empathy programs](#)
32. [Social Workers Learn About Child Abuse Through A Child’s Eyes](#) - article
33. Stanford VHIL: [Downloadable apps](#) (requires PCVR)
34. [The Autism Simulator](#) [article](#)
35. [The Book of Distance](#) Canada’s racism toward the Japanese ([article](#))
36. [The Crystal Reef](#)
37. [The Enemy](#) Social Studies
38. [The Party: A Virtual Experience of Autism](#)
39. [The Stanford Ocean Acidification Experiment](#)
40. [Travelling while Black](#), [trailer](#),
41. [UNVR](#) Syrian refugee crisis
42. [Vantage Point](#) Equity, diversion and inclusion training
43. VRsatility, [article](#) - Not yet available as far as I can tell
44. [We are Alfred](#) - [Embodied Labs](#) (learning empathy for the elderly)
45. [Virtual Bodyworks](#) domestic violence, self conversation
46. [Why practicing empathy is important and how VR can help](#)
47. [“Women in Tech”](#)

Spatial Networks for Teaching synchronously online - VR

1. [3D WebWorldz](#) (WebXR)
2. [Adaptika](#)
3. [AfterNow](#)
4. [Altspace VR](#) - [video](#), [video](#), [example](#)
5. [AnyLand](#)
6. [Artgate](#) is both an art gallery and spatial network
7. [Arthur](#)
8. [BigScreen Cinema](#)
9. [CMCviewR](#) collaboration and experiential platform
10. [Couch Live](#) WebXR [article](#)
11. [Cybalounge](#) - not clear is this is a PC or immersive VR platform
12. [EngageVR](#) [video](#), [video](#), [FAQs](#), [e.g. class](#), [conference](#) - Best platform, best features
13. [Garou](#) - high fidelity via PCVR. Attempting to be a Metaverse
14. [High Fidelity](#) (Vive, Rift, WMR, Gear)

15. [Hoppin'](#) multi player viewing of 360 videos
16. [Immersed](#)
17. [iSee](#)
18. [LearnBrite](#)
19. [MeetingRoom](#) (free for 8 people)
20. [Mindshow](#) or on [Stream](#)
21. [mootup](#) (same as Learnbrite?)
22. [Mozilla Spokes](#) for world building
23. [Neos VR](#)
24. [Oculus Rooms](#)
25. [Pagoni VR Chimera](#)
26. [Pluto VR](#)
27. [rumii](#) online platform for educators and businesses (20 users for free)
28. [Sansar](#) is the creator beta version of Second Life for VR
29. [Sinespace](#) - an impressive Metaverse
30. [Somnium Space](#)
31. [Spaces](#) converts webconference tools into VR e.g. Zoom, Skype, etc
32. [Spatial](#)
33. [Tivoli Cloud VR](#) Open source WebXR for VR, PC, Mac, Linux
34. [VirBELA](#) (look at the video on the site)
35. [vTime](#) (4 users per space)
36. [VRChat](#) (Vive, Rift) or download on [Stream](#)
37. [VREDDO](#) classroom in VR [video](#),
38. [DecentraLand](#)
39. [Tivoli Cloud VR](#), [video](#),
40. [UtopiaVR](#) (British Columbia)
41. [Virtual Presentation Space](#) [video](#), This is more of a screencasting tool.
42. [Vive Synch](#)
43. [Whiteboard VR](#) [App](#) WebVR (this is not a downloadable app)
44. [XRspace](#)

360 Videos

1. [WITHIN](#) - source for great 360 video content
2. Art: Reuben Margolin - [Waves](#) Available via VR app Quill Theater (free)

3. Climate: [Melting Ice](#)
4. Climate: [Feast](#)
5. Climate: [Famine](#)
6. Climate: [Fire](#)
7. Climate: [Bring Water To The Thar Desert](#)
8. Climate: [Homeless: A Los Angeles story](#) Available via VR app Quill Theater (free)
9. Conservation: "[As it is](#)" the Grand Canyon
10. Cosmology: [The day the Asteroid Struck](#)
11. Covid: [Inside Covid19](#), regular [video](#)
12. Documentary: [The Sun Ladies](#) - "The Sun Ladies VR takes the viewer on an intimate journey to the lives of a group of Yazidi women fighting ISIS in Iraq" Available via VR app Quill Theater (free)
13. Documentary: [The wings of Mosul](#) Available via VR app Quill Theater (free)
14. Documentary: [Women Fighting Terrorism](#)
15. Emergency: [Car crash](#)
16. Emergency: [VR Flood](#)
17. Empathy: Space/Climate: [The overview effect](#) Available via VR app Quill Theater (free)
18. Empathy: [I am Rohingya](#)
19. Empathy: [Clouds Over Sidra](#)
20. Tourism: [Cave paintings](#) in Spain. Available via VR app Quill Theater (free)

Videos about XR

Aircraft Maintenance: [Using the Hololens](#)

[Sense of presence - What is virtual reality](#)

[Turning our minds inside out](#)

[Virtual reality takeover](#)

[Altering human behaviour](#)

[Peter Ruben explains the difference between VR and AR](#)

[A.I. Solve medical training](#) (Oculus)

[Patient simulation](#) - Immersive Education (HTC Vive)

