Title: Virtual reality systems to facilitate cognitive learning using kinesthetic memory

Abstract

This disclosure relates to an interactive learning and managing system to teach thinking skills and analyse student's perspective and individual progress report through in class purposeful play and virtual reality (VR) applications. The applications facilitate cognitive learning of the education concepts using kinesthetic memory. The application includes a learning record system that tracks student action and performance with reference to specific learning outcomes as dictated by pedagogic design. It also puts together individual student report to provide visibility to students, parents and teachers.

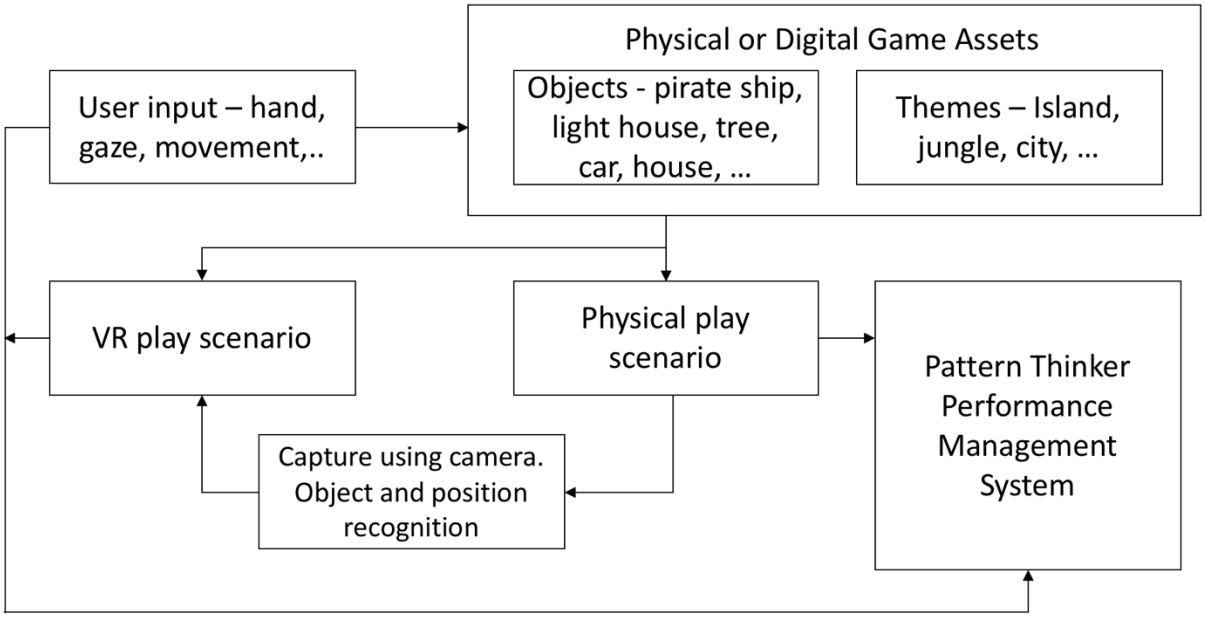


Figure 1: Treasure Island