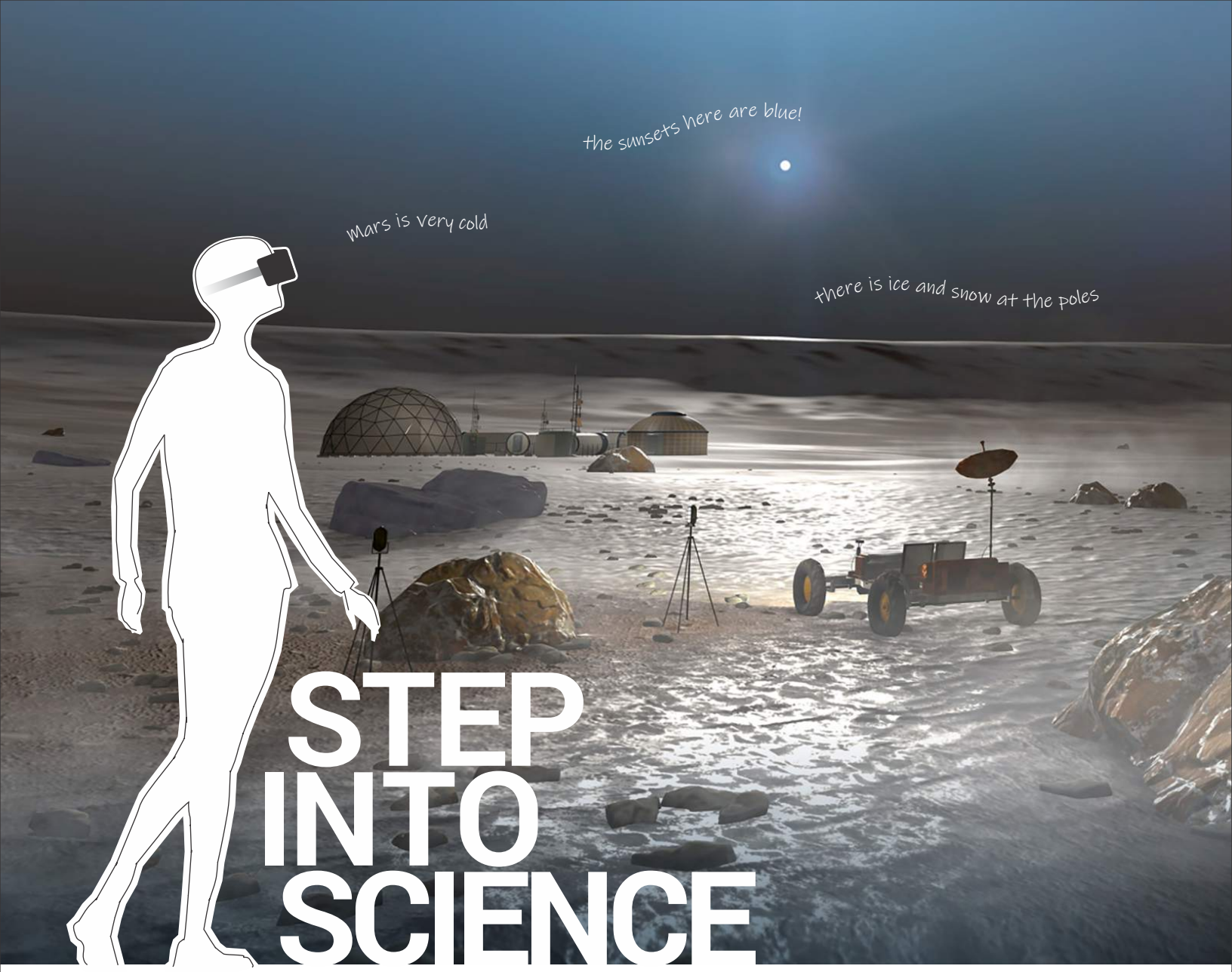


STEP INTO SCIENCE

Making it easy for science centers to integrate VR

1-800-456-3123 / info@stage2studios.com

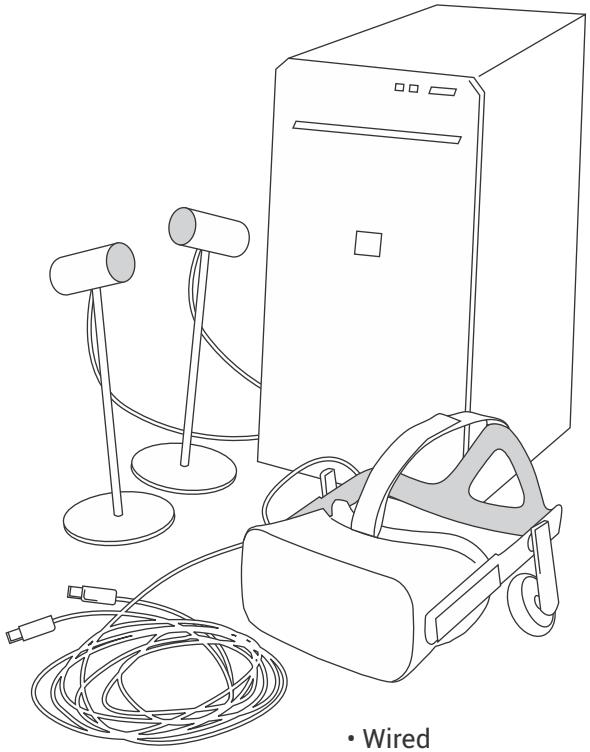
SCIENCE PLANET™
BY STAGE 2 STUDIOS

Let's get rid of the wires,

the set-up, the maintenance, and the high costs. Let's get engaging, high-quality VR science education content into museums large and small.

New technologies like virtual reality are often expensive, complex, and time-consuming to maintain. So a few years ago, a small group of former museum leaders and supporters began an effort to solve these issues.

The result is **Science Planet VR,** a new collection of virtual reality content built for science museums and easy to integrate and maintain.



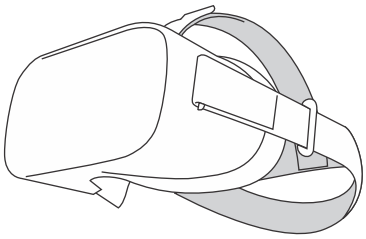
Old VR

$1,500+

- Wired
- Multiple Sensors
- PC Required
- Expensive

New VR

$199



- No Wires
- No PC
- No Phone
- Inexpensive

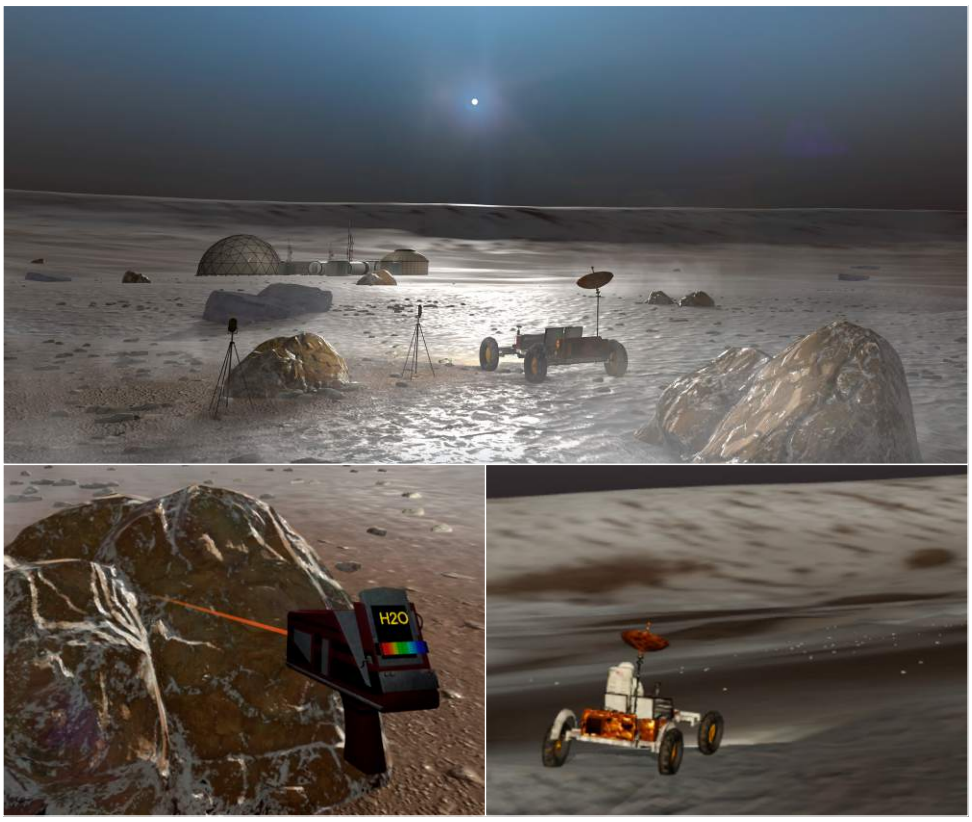
A Simple, Accessible Platform

Finally, the first truly wireless VR platforms are here. No PC. No wires. It just works. Starting at $199, these systems have low up-front costs and are easier to maintain in the long run.

Did you know sunsets on Mars are **blue?**

And that it snows near the poles? Designed with help

from NASA scientists at the Space Science Institute, the Mars Colonial Scout VR experience takes users to an unfamiliar side of Mars.



We think of Mars as red and desert-like. In reality, Mars is very cold, and, yes, it even snows near the poles!

The Mars Colonial Scout VR experience introduces audiences to exciting destinations on a planet humans are likely to explore—and maybe colonize—in the coming decades.

Use your spectrometer to look for water ice at the south polar region. What other rocks and minerals will you find?

Explore the surface and take in the strange *Angustus Labyrinthus* region of Mars, generated from NASA data.

More to explore

Discovering a blue Mars is just the beginning. We're

rolling out fresh new science content every quarter to the *Science Planet* platform. Innovative and exciting, each module will immerse the user in unique experiences.

Before the dinosaurs, weird and wonderful creatures ruled the Earth. Get up close with the boomerang-headed *Diploceraspis,* and meet other *Coal-Age Monsters!*

Experience a Hurricane like never before. Go inside hurricane Maria as it slams into Puerto Rico. Go behind the science of big storms and how they are impacted by climate change.

Explore the massive Valles Marineris canyon on Mars. Five times longer and four times deeper than the Grand Canyon, this epic location is rendered from actual NASA terrain data. What will you discover?

Reasonable pricing terms and options

Other VR solutions cost tens of thousands of dollars, putting them out of reach of many education budgets. *Science Planet* interactives are reasonably and simply priced.

NEW CONTENT EVERY QUARTER

License a single app or get regular access to new interactives.

NO ROYALTY OR SURCHARGE REQUIRED

You can add a visitor surcharge or not. Either way, you don't pay anything extra.

CUSTOMIZED CONTENT OPTIONS

We can customize VR modules to add content relevant to your audience.

Quantity	Single App	All Apps
1-4 Seats	$79/month per seat	$149/month per seat
5-10 Seats	$59/month per seat	$129/month per seat
10+ Seats	$49/month per seat	$119/month per seat

VR hardware rental and purchase options also available (VR headsets start at $199).

Additional pricing and quantity options available.

Let's create, together

A new generation of VR has arrived, making it easier than ever to create custom science interactives. Want to build a VR experience about the natural history in your state? How about a virtual field trip? We can make it happen for less than you'd expect.

A bit like a fish with legs, *Greererpeton* was one of the fascinating animals that lived before the dinosaurs. Working together, we can build even more exciting science interactives.

STAGE 2 STUDIOS

The Science Planet VR project is lead by Stage 2 Studios based near Seattle. We share your vision for expanding access to innovative science education. It's all we do.

Why VR? Because science is *doing*...

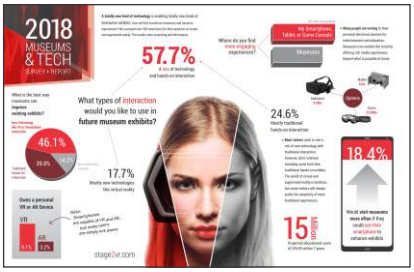
Science is a process, an activity, an adventure. Artifacts and exhibits can be wonderful, but actually *"going there," doing science* is the next level of science education—the spark that ignites understanding.

Engaging and Immersive

VR headsets are small, but the experiences are huge. In short, the magic of VR is the ability to recreate any location on Earth or across the universe as if you are truly there. This is an extremely powerful platform for teaching science.

Common Misconceptions

Don't be fooled by the small screens—VR headsets fill each eye with a 3D simulated environment—essentially replacing the user's vision in every direction. Standing at the edge of a Martian canyon truly feels like standing at the edge of a 4-mile-tall cliff!



Ask for a free copy of our annual report on museums and technology to get the data behind tech-based exhibits and interactives.

Integration options

Science Planet VR is flexible and extremely versatile.

License content for a couple headsets, or invest in a marque exhibit space—we offer solutions that fit any budget.

Classroom presentations

Portable VR headsets running Science Planet VR are perfect for use in classrooms on or off-site. And because the hardware costs are low (under $200/unit), these solutions can scale to fit your needs.

Standalone exhibit option

Science Planet VR is available as a stand-alone exhibit kiosk. Ask about our fully scalable and customizable display options.

Enhance your current exhibits

Because Science Planet VR apps work with wireless headsets, they can be used to complement existing exhibits like Science on a Sphere. Now you can show visitors the Martian south pole... and then take them there!

STAGE 2 STUDIOS

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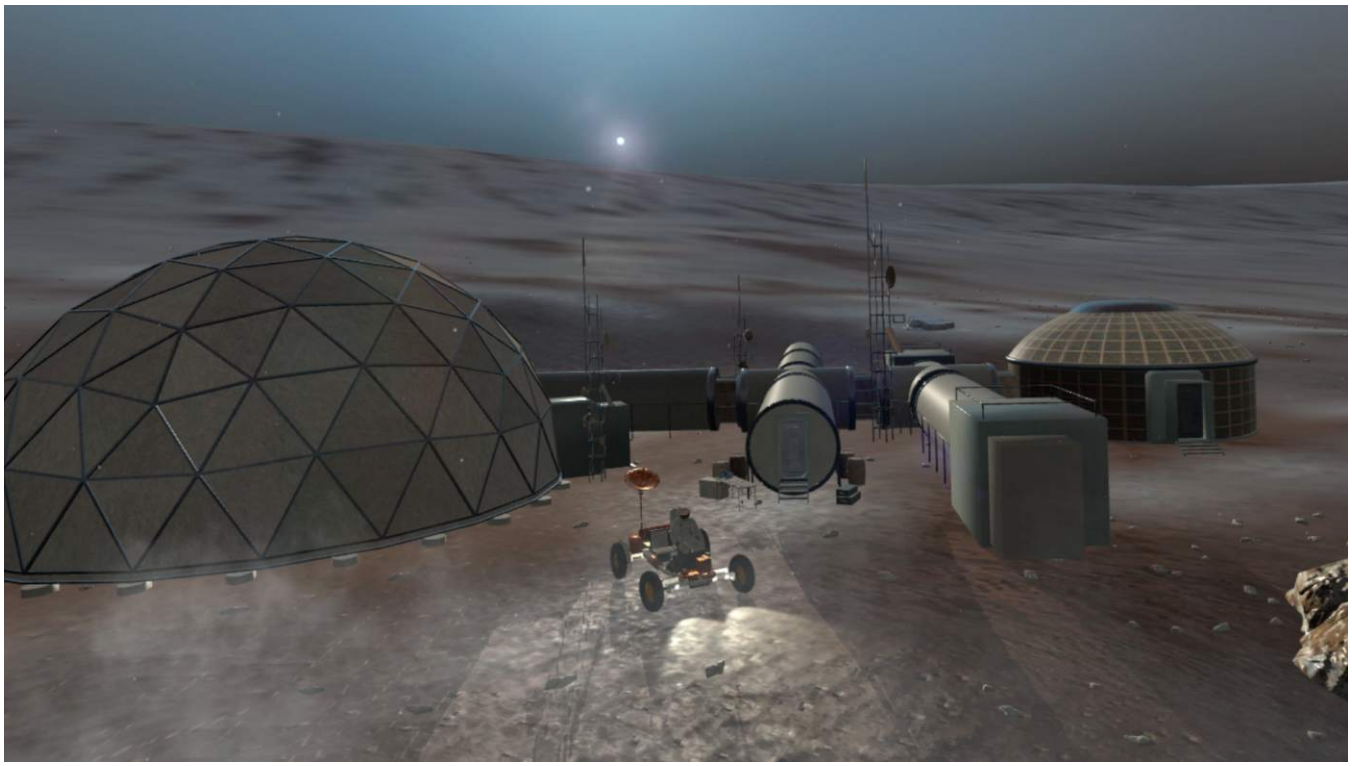
Want an easy way to add VR science content? Let's talk!

If you're looking for technology based exhibit ideas that are easy to integrate and maintain, we'd love to help.



SciencePlanet.com

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