

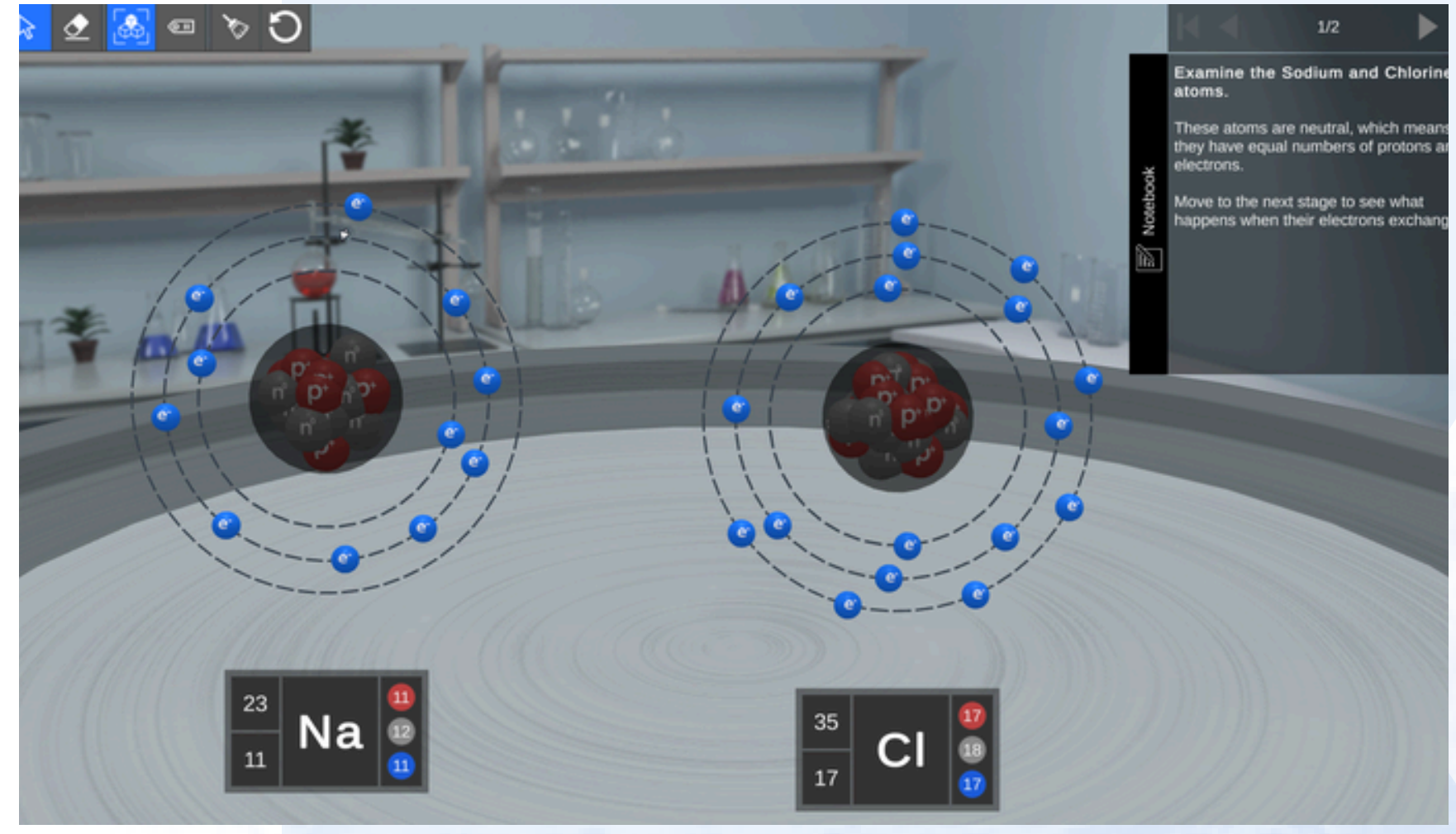
# KMAX STEAM VR Software

This software is an innovative educational software platform designed specifically for 3D devices. It targets **basic education**, allowing students to learn in a **spatial environment** where they can simulate real physics effects and perspectives, making it ideal for primary and secondary schools seeking modern, interactive, and personalized educational solutions to enhance students' academic performance and enthusiasm for learning.

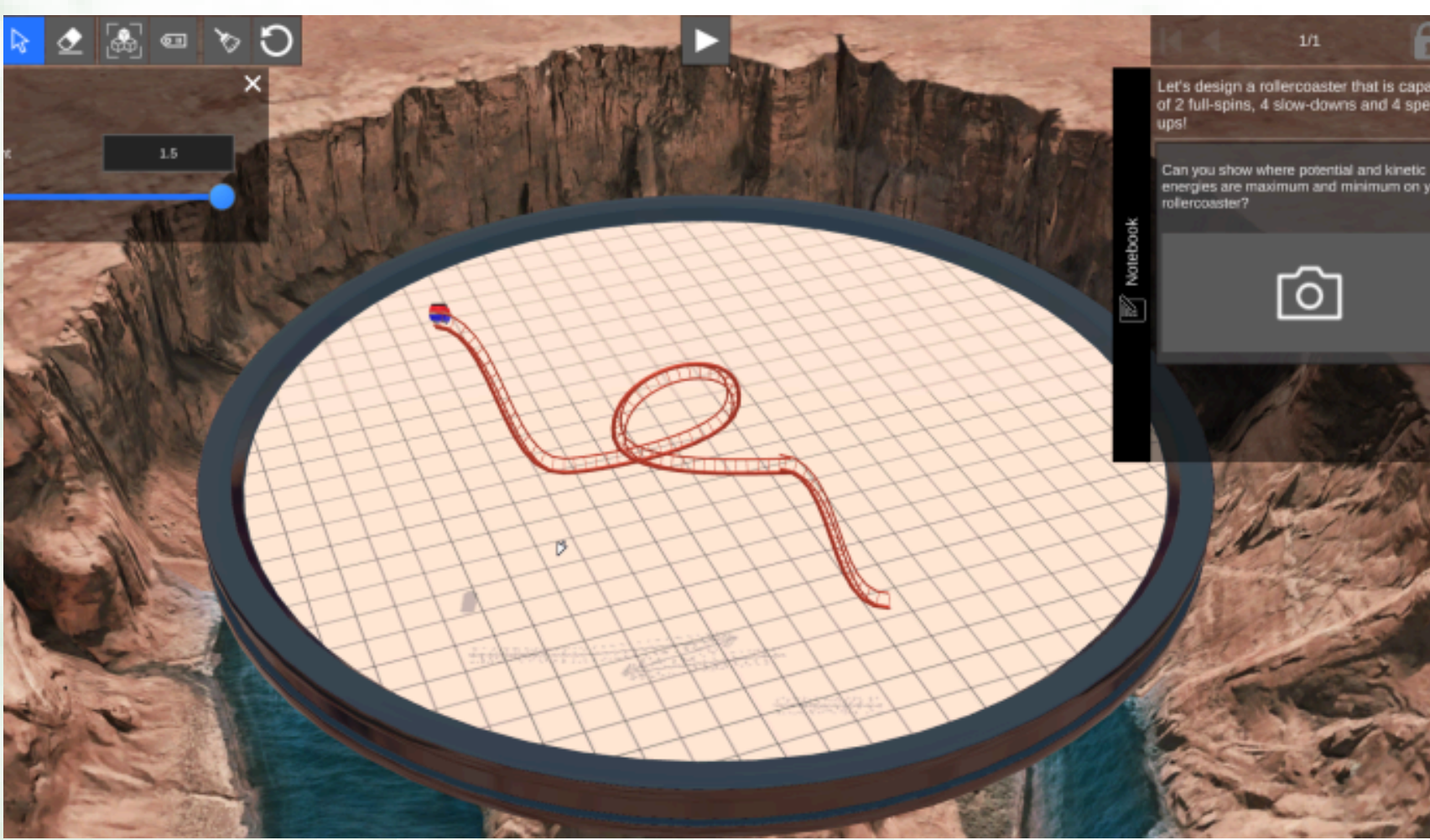
This software includes **over 200 activities** across **maths, physics, chemistry, biology, and geography**. Furthermore, it enables teachers to easily create their own learning units without any programming knowledge and design tests featuring multiple question and answer formats.



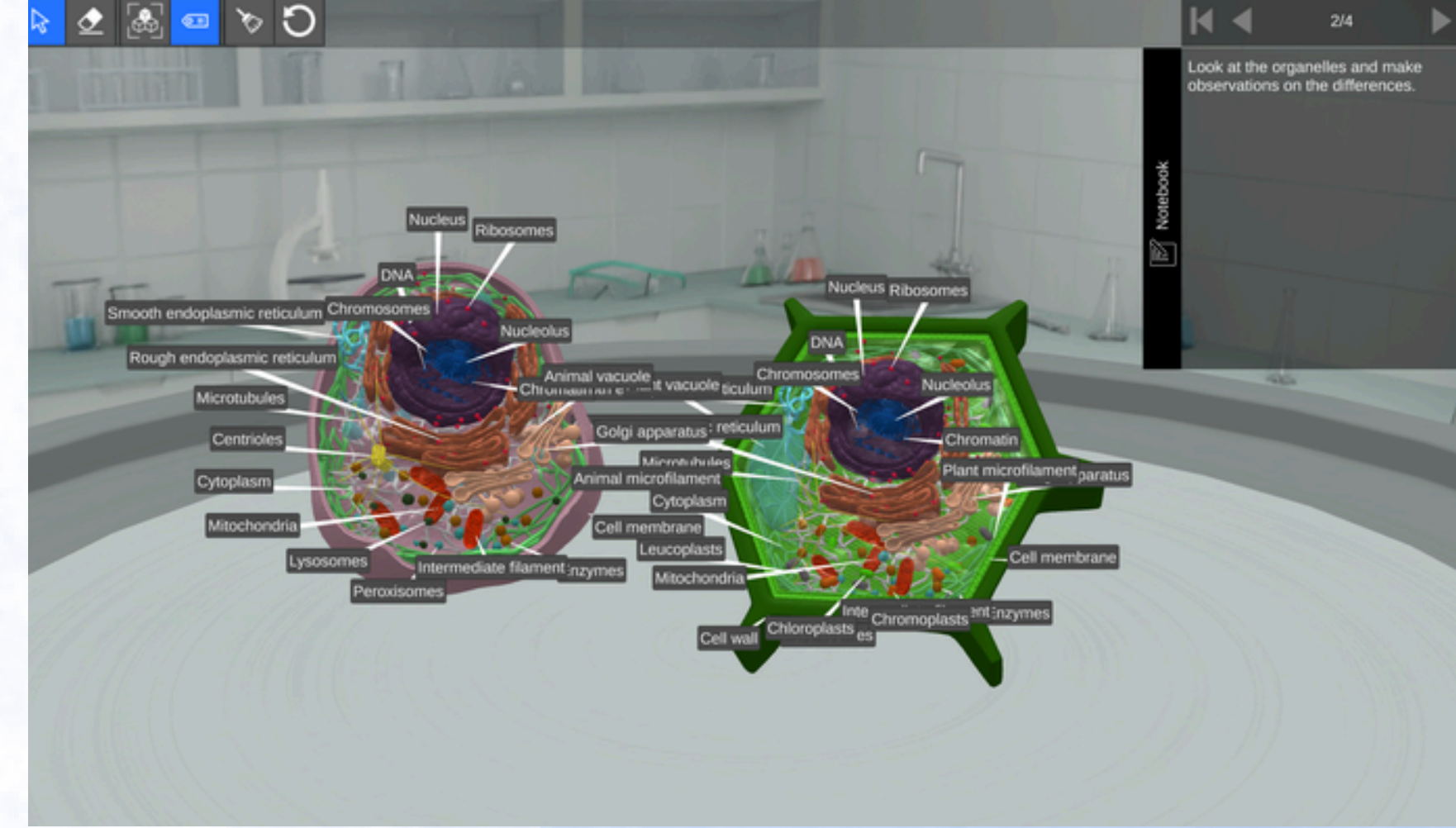
Numbers: The challenge of interconnecting quantity and value. In this exercise, students will design a Scherpinski triangle for a given ratio



Organic compounds: The mysterious exploration of water. In this activity, students will learn about the structure and properties of water molecules, and study the benefits of water adhesion on living organisms



Mechanical: Roller Coaster Design Challenge. In this activity, students design, construct, and analyze roller coasters, and observe the relationship between kinetic and potential energy



Cells: Exploring biological discoveries. In this activity, students observe two different cell structures and briefly analyze the similarities and differences between plant cells and animal cells

## Highlights

- Boosts **excitement** and **engagement**
- Improves **learning outcomes**
- Improves **communication** and **collaboration skills** among the team
- Enhances the understanding of complex and conceptual subjects, creating a more cohesive approach to learning
- Allows students to learn risky procedures within a **safe environment**
- Improves **memory retention** and **knowledge acquisition**
- Brings learning to life through **immersive experiences**

## Functionalities

### Modules

### Content

Mathematics

Focusing on core basic education content, cultivating digital skills and geometric cognition through practice. It connects to real-life scenarios to reinforce basic mathematical application skills.

Physics

Centers on basic mechanics and electricity. It explores mechanics concepts and electrical content. It builds the connection between basic physics concepts and engineering applications.

Chemistry

Takes atomic structure and basic organic chemistry as cores. It uses molecular modeling to connect to daily applications and consolidate basic chemical cognition.

Biology

Based on basic cell biology, grasp the structure of cell membranes and organelles, clarify the differences between plant and animal cells, and understand the functions of organelles.

Geography

Integrates basic physical and human geography. It covers physical elements and human applications, cultivating basic geographical cognition and spatial analysis abilities.