



Let's not forget about FUN!

VR offers countless options for educational and fun activities, here are a few examples:

- Virtual Tour of Museums or Rainforests
- Exploring functions of the Human Body
- Paint in a three-dimensional space with virtual brush strokes.
- Creating life-sized structures
- Learn about and walkabout in different animal habitats with a group
- Job simulation where kids get a sense of what's it's like in the real world, such as an Office setting, Grocery Store, Kitchen, etc.

Play in a Virtual Arcade with your friends using Virtual Tokens

With this program, we offer an opportunity to engage with youth of all ages and introduce endless possibilities by means of virtual reality.



PERFORMANCE ASSESSMENT

After every session, a quick verbal quiz will be introduced to all participants to assess retention of information.

- Session highlights will be summarized to all participants after every lesson
- Monthly awards in the form of gift cards will be distributed to participants with the top 3 highest scores during a verbal Q & A.
- Certificates of participation will be distributed to all participants.
- Meet & Greet with the parents and all participants to gather feedback.
- Workshop Finale Party will be held for all participants
- Participants with the 3 highest quiz scores will be awarded a \$100.00 gift card.
- InHisName LIVE branded T-Shirts will be distributed to all participants

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**LEARNING
IMMERSIVE
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EXPERIENCE**

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Who we are What we do

Since 2016, InHisName United has had one mission in mind, to promote strength, unity, and independence by improving the quality of life for all members of the community: offering access to an assortment of programs, services, and resources for youth, adult, and seniors.

InHisName United has fostered long-standing relationships with many organizations, businesses, community leaders, and law enforcement to secure donations, mostly food, for the residents of the Dyckman Houses and surrounding communities.



InHisName LIVE

During the Covid-19 pandemic, our youth suffered the most by forced shutdowns. All over the world, children were starved of creativity, social interaction, and confined indoors with limited activity.

InHisName United, Inc. is excited to make available to all youth our latest program, InHisName LIVE

(Learning Immersive Virtual Experience).

This program provides children and young adults with an introduction to the world of Virtual Reality by engaging in meaningful activities in a safe and controlled group setting that are both fun and educational.



The ability to access computers and the internet has never been more important, specifically for our children and young adults. The digital divide between lower and higher income neighborhoods is great and growing further apart as every day goes by. Lower income communities suffer the most from the lack of these technologies. Children and young adults in underserved communities across the state have the least access to standard technologies, such as virtual reality.



What is VR and why it's important?

Virtual Reality (VR) is a computer-generated environment comprised of scenes and objects that appear to be real. This environment allows the user to feel completely immersed in their surroundings. Via the use of a virtual reality headsets, the experience of what's being viewed, feels quite real. One of the perks of this technology is providing the user the ability to experience events or places that are normally out of reach.



Finding innovative methods to keep students engaged, challenged, and motivated throughout all grade levels is key to setting up a solid foundation for a successful future. The benefits of VR technology when applied to learning include multi-sensory experiences, understanding abstract objects, amplified student engagement, contextualized learning, and improved teacher-student collaboration.



Program Targets

- Information Retention
- Demonstrating understanding of facts
- Applying knowledge to actual situations
- Breaking down objects or ideas into simpler parts
- Compiling ideas to formulate alternative solutions
- Decision-making skills and good judgement

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