

Why is there a new platform?

Starting in 2014, we produced World War One Augmented Reality Resource, and following up with many others. We've got about 20 apps on the App Store now, between us; ranging across history, the Maya - BETT Award winning Maya, being a standout resource I think as well. Ancient Egypt and across other subject areas as well. But also in virtual reality, too. So quite groundbreaking I think, was Space Adventures, where we worked very closely together and we were able to gain from that experience. It was quite unique at the time in virtual reality and introduced a little bit of jeopardy.

So those sources are still there, you can still access those resources. But technology is changing, and we want to bring the benefits of that change into the classroom. So we've developed a new platform called Sandbox. And through this platform, you'll still have access to immersive content across a wide range of subjects, but crucially, you'll be able to create your own immersive scenarios as well.