



**EUREKAWORLD**  
*a world of learning*

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# Introduction

2020



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# Eureka World - Vision



**Eureka World** creates a human companionship in an enriched environment

**Eureka World** technology provides the opportunity for every student to maximize their potential and create a real life full of satisfaction, value and happiness.

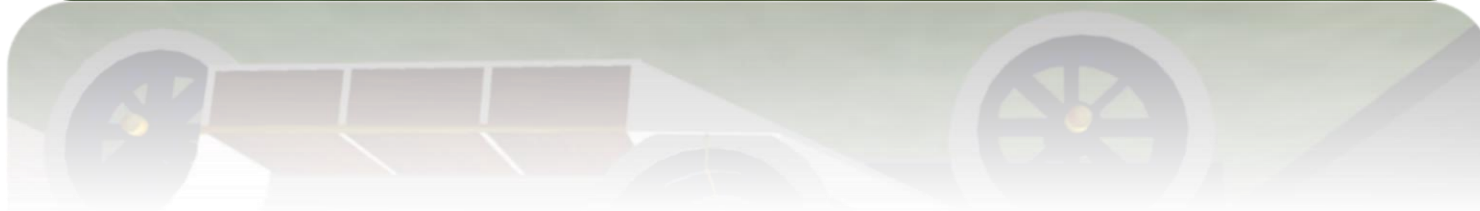
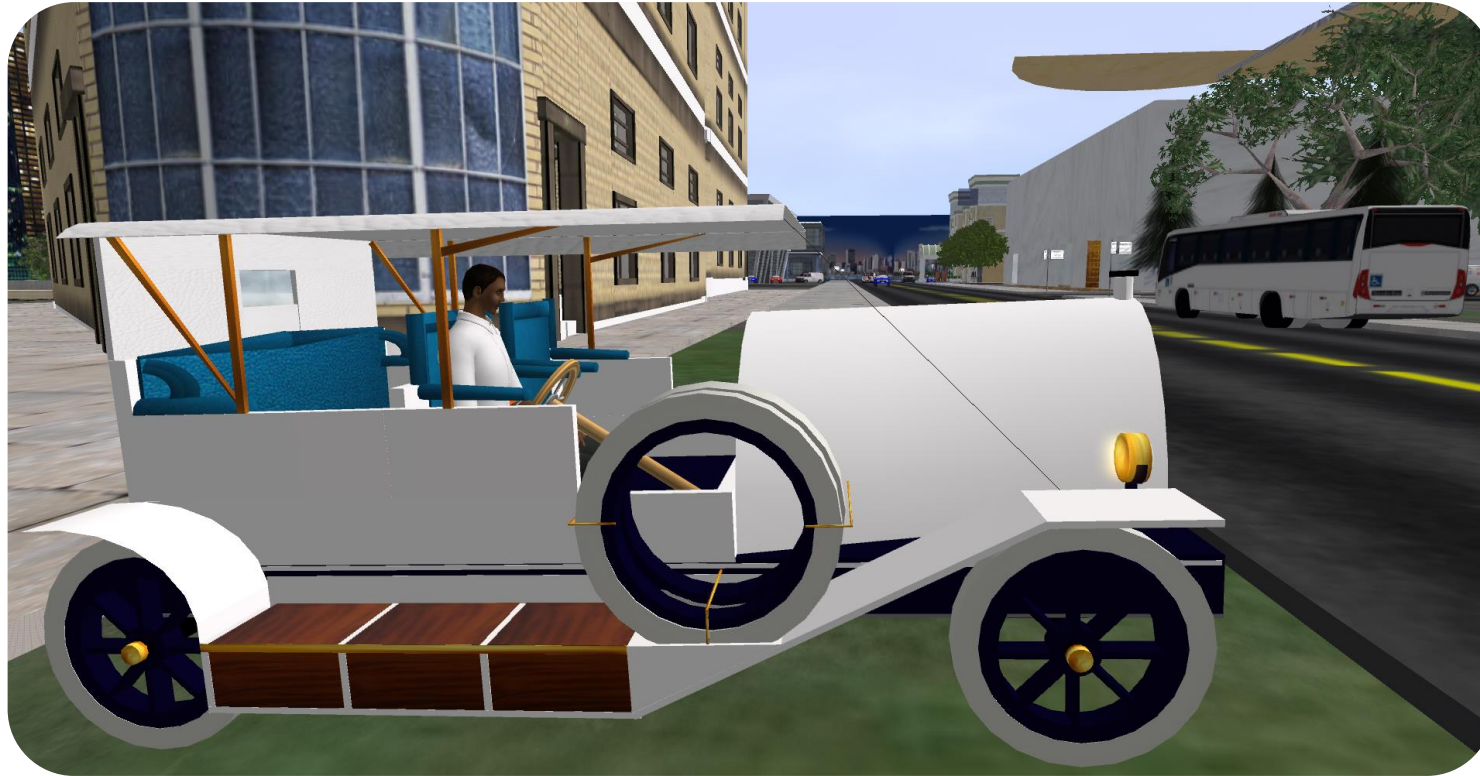
**Eureka World** provide a leverage to expand personal capabilities which lead to actualizing the student's potential.

**Values:** Professionalism, integrity, curiosity, open-mindedness, innovation.



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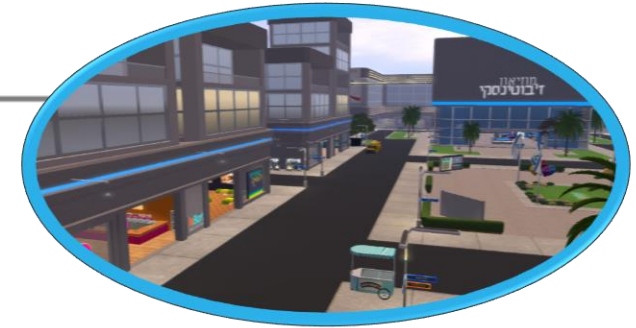
# Eureka World





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# Eureka World



**Eureka World** is a 3D open world for learning and training. Our platform combine Community activities, Creation Tools and Commerce rules. **Eureka World** platform invites you to create your own 3D environment with your students as part of their learning process or use the pre-defined content that our community have already created for you.



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# The Team

**Eureka World** was created by an established team with vast experience in pedagogy, technology, finance and marketing:



**Ori Shapira:**  
**Founder, CEO**

High-tech entrepreneur with over 25 years of experience in educational technologies and 9 years of research and development of virtual worlds



**Shabtay Kaminer:**  
**Founder**

Entrepreneur, Director of leading television programs in Israel for 20 years, owner & director of "Shabluli Children Content" which develops content for preschoolers and elementary-school.



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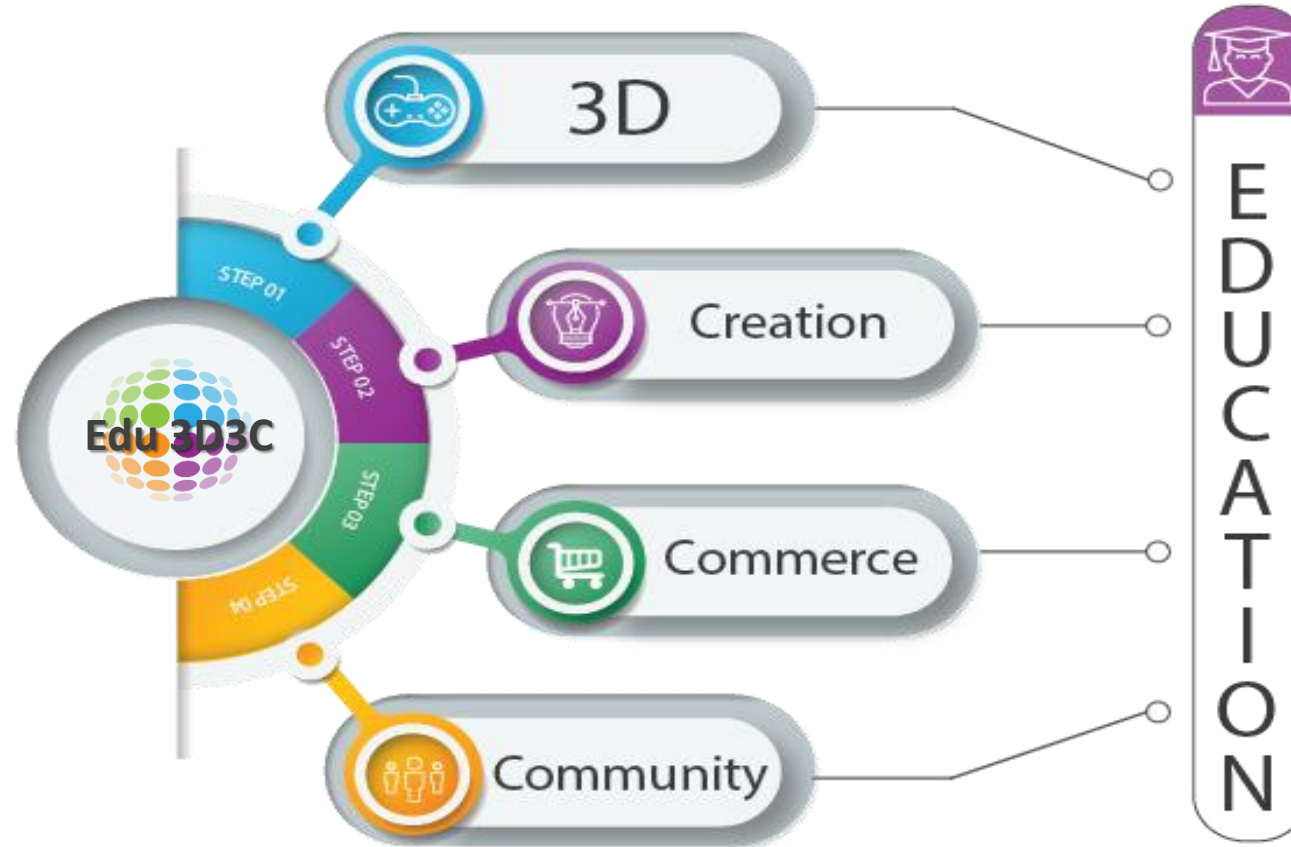
# Education 2020 – The problem





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# The Solution – 3D3C \* - Virtual Worlds

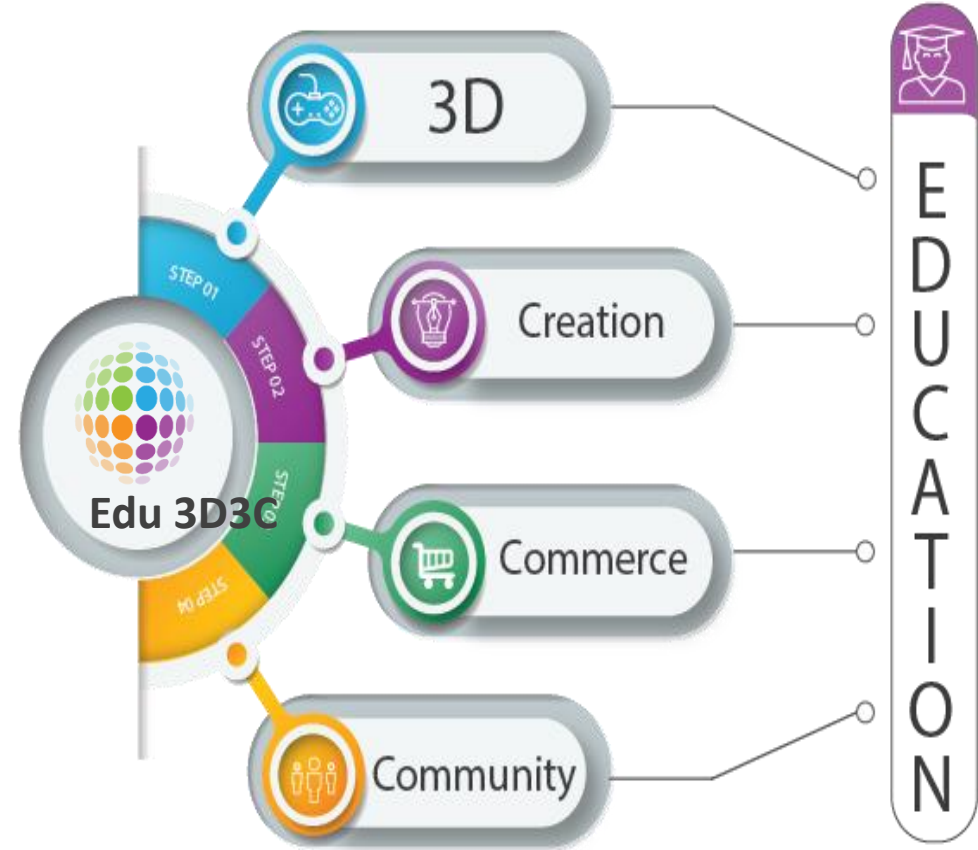


The 3D3C in education define an approach that combine the 3D games world with the idea of creation and give value to my creation.

\* Prof Yesha Sivan



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# Eureka Platform





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# Simple 3D design tools



\* Prof Yesha



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# Design your Avatar





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# Flexible & complete code environment

Write your code in blocks, scripts or C#

```
Script: Ipcha Map Board Script
File Edit Help
vector defaultdest=<128,128,23>;
1 string regionName;
2 default
3 {
4     state_entry()
5     {
6     }
7 }
8
9 touch_start(integer num_detected)
10 {
11     integer pNum=llDetectedLinkNumber(0);
12     string pName=llGetLinkName(pNum);
13     key av=llDetectedKey(0);
14     vector dest;
15
16     if(pName=="tp")
17     {
18         dest=(vector)llList2Vector(llGetLinkPrimitiveParams(pNum, [PRIM_DESC]),0);
19         regionName=llGetRegionName();
20     }
21 }
```

**FS2LSL: Flash Scratch to LSL** File Target: SL (LSL) Show Basic Show XML Hide LSL Hide Blocks

**Control Flow** Variables  
**Appearance** Avatar Control  
**Communication** Lists & Strings  
**External Communication** Animation & Collision  
**Expressions & Constants** Vehicles & Controls  
**Sensing** Miscellaneous  
**Position & Rotation** Functions  
**Object Manipulation** Prims & Particles  
**Object Movement**

Declare Global Variables  
create global var: gvar0 type: Type value: none

state default  
when I enter this state

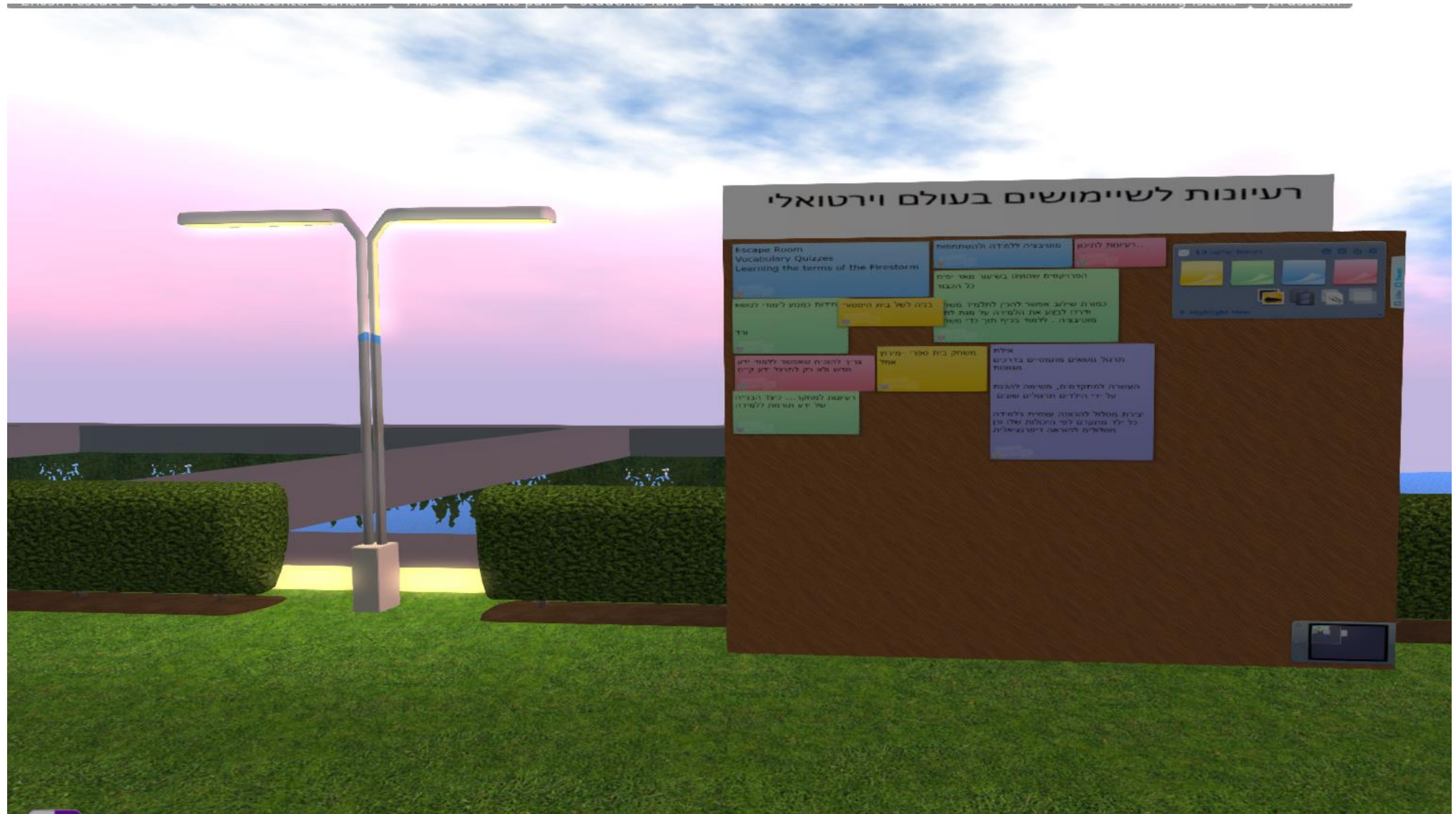
when I am touched  
repeat 10 times  
move Forward 1 meters  
wait 1 secs  
move Back 1 meters

Declare Global Variables  
create global var: gvar type: Type value: none  
create local var: lvar type: Type value: none  
set varname = 0  
varname as a Type  
variable var as a boolean  
var += inc  
int ++  
int --  
gvar0



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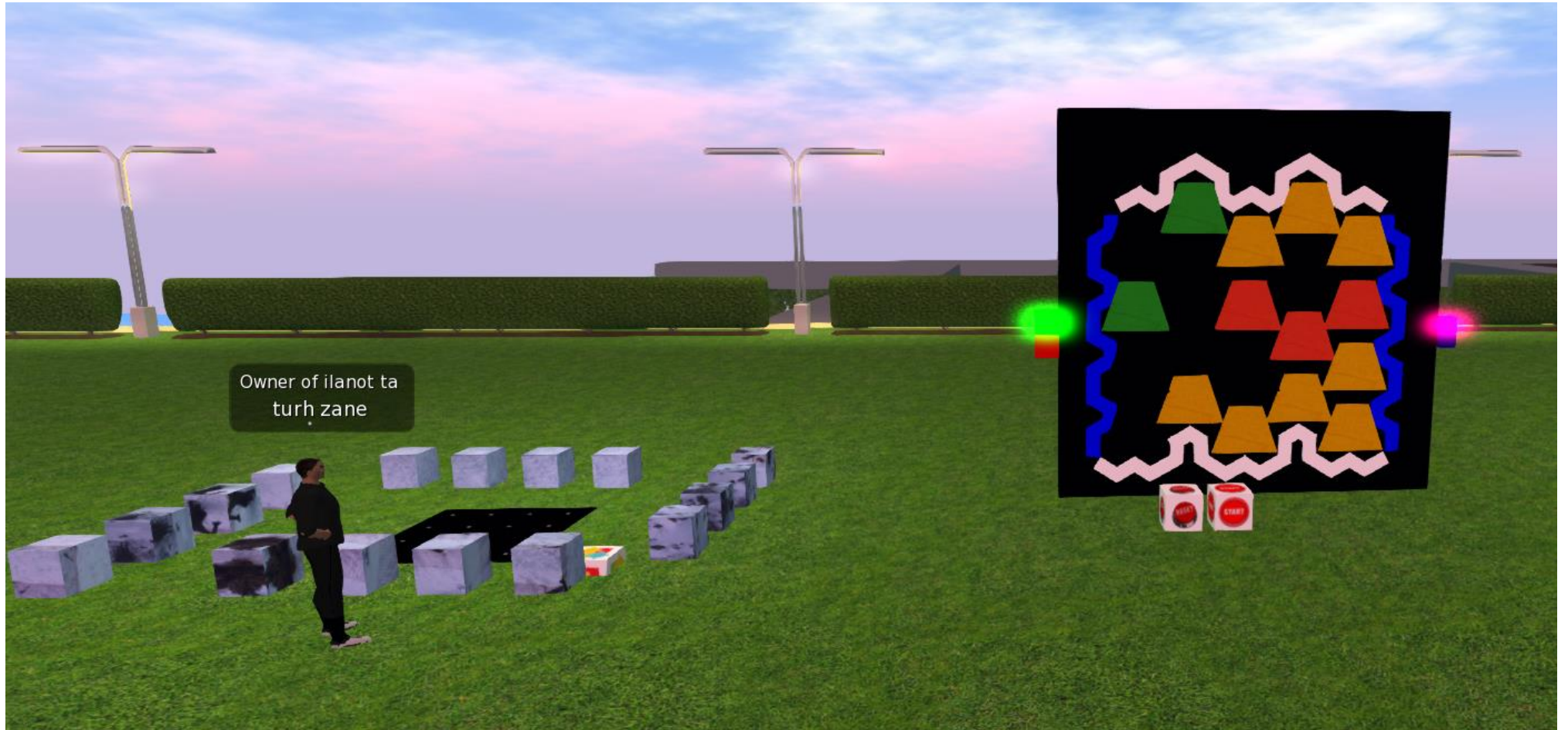
# Integration of Web pages in-world





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# Game engines for education





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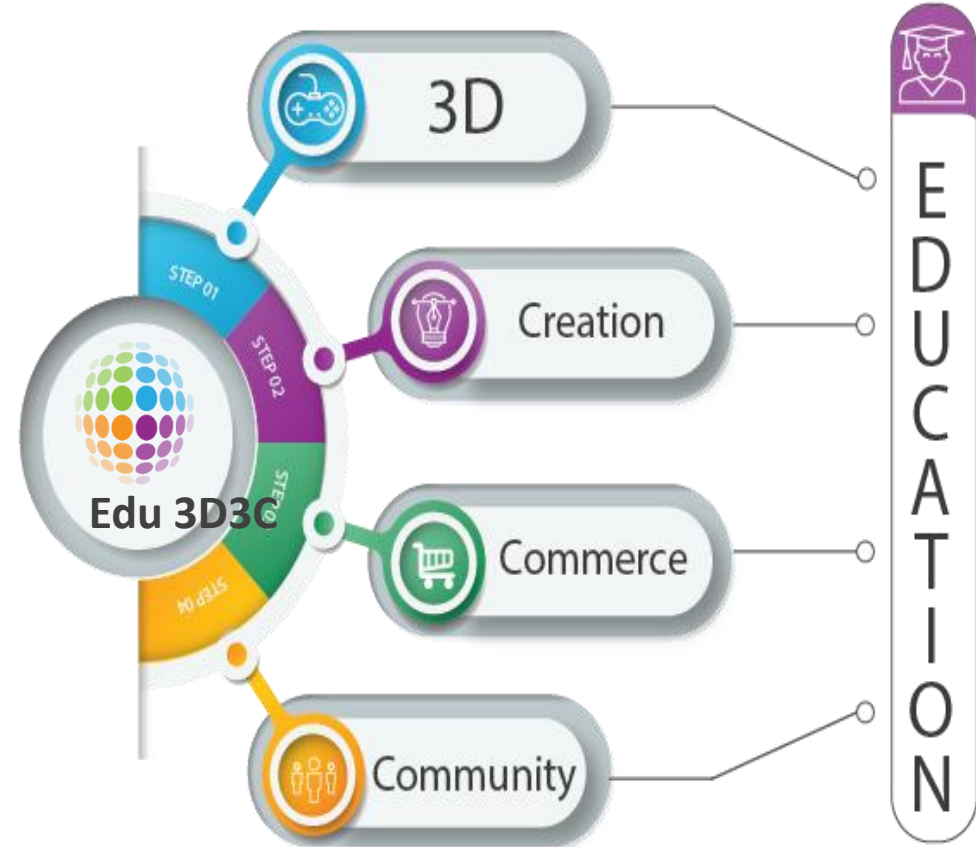
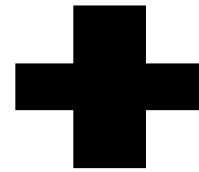
# Team Work





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# Digital Making



**Additional examples:**

<https://www.eurekaworld.co.il>



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# Jerusalem Game

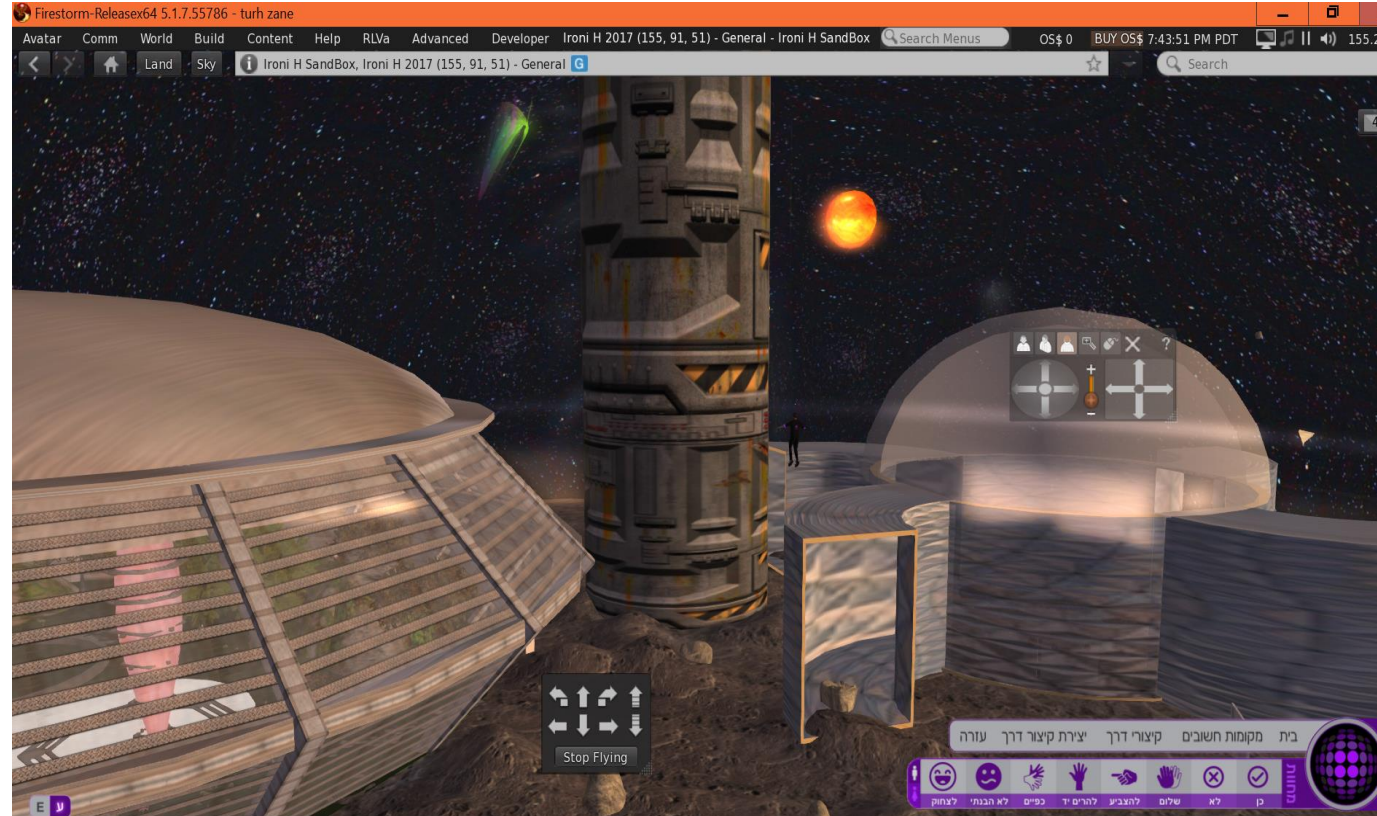






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# Escape from Mars



Science project for 7<sup>th</sup> grade



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# Survive under water



Science project for 6-8th grade - Students create a new underwater civilization



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# The Solution... Physical Devices & making



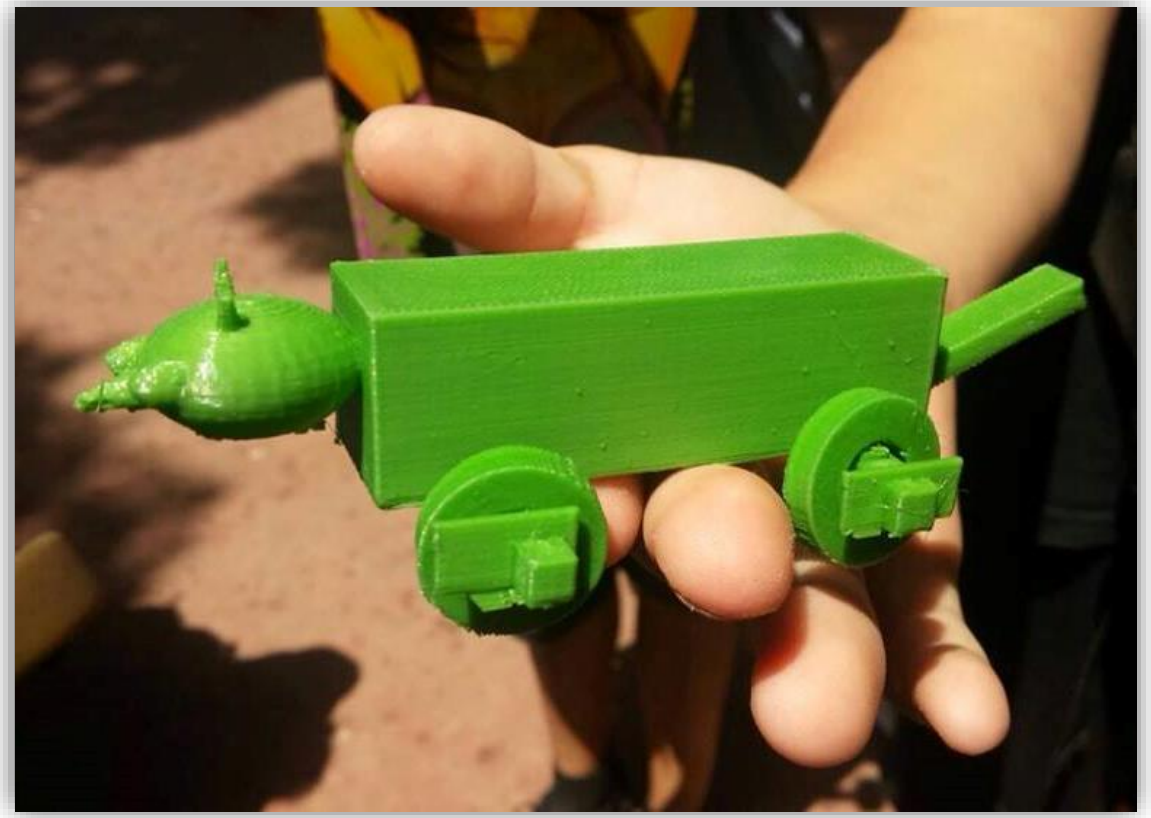


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# 3D Printing



**Combine working in-world and in the real life with 3D printing**





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# Eureka World & Arduino

Air balloon experiment combine 3D3C world and Arduino





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# Eureka World & Arduino

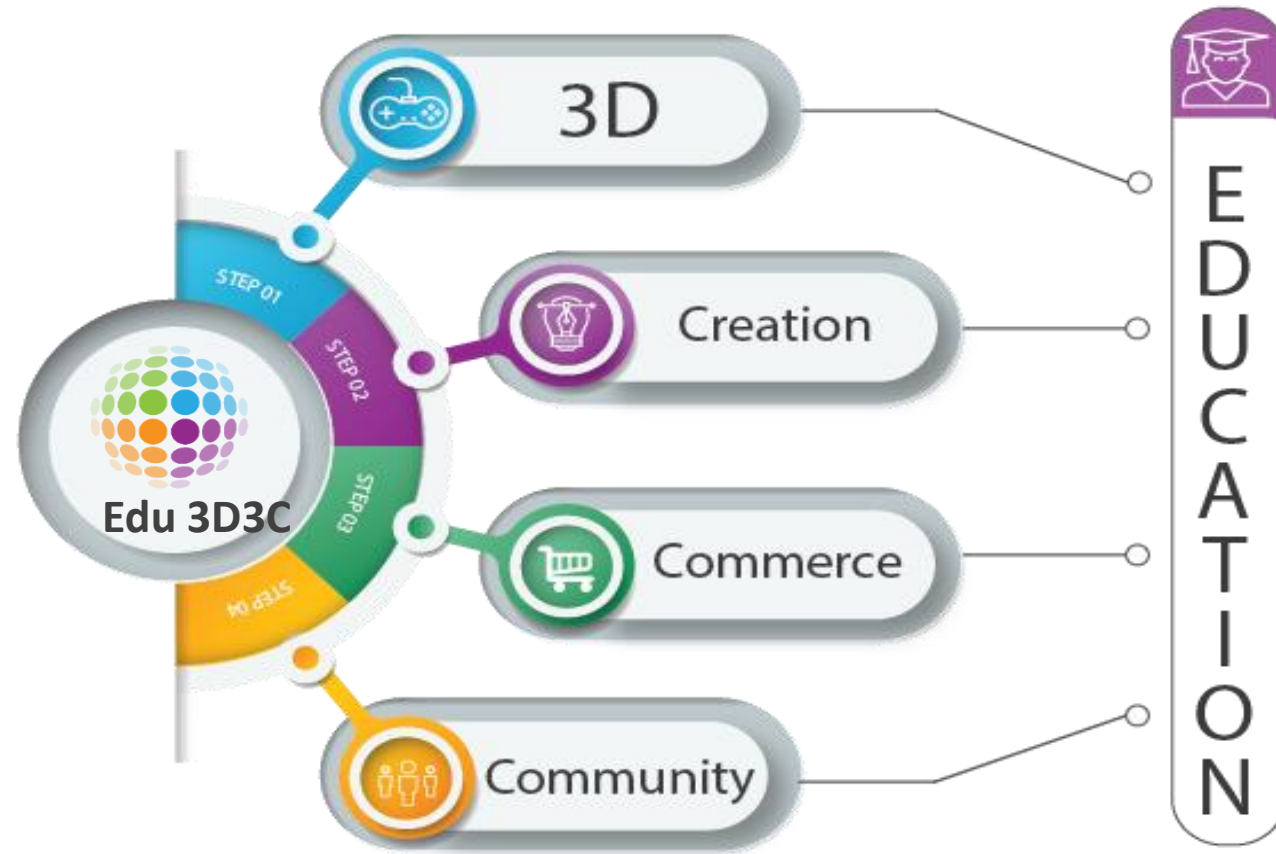
The students build a wind vane, connect it to EurekaWorld and experience sailing boat race, based on the real world wind outside of class.





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# Virtual Gathering





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# Virtual Gathering

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Video example:

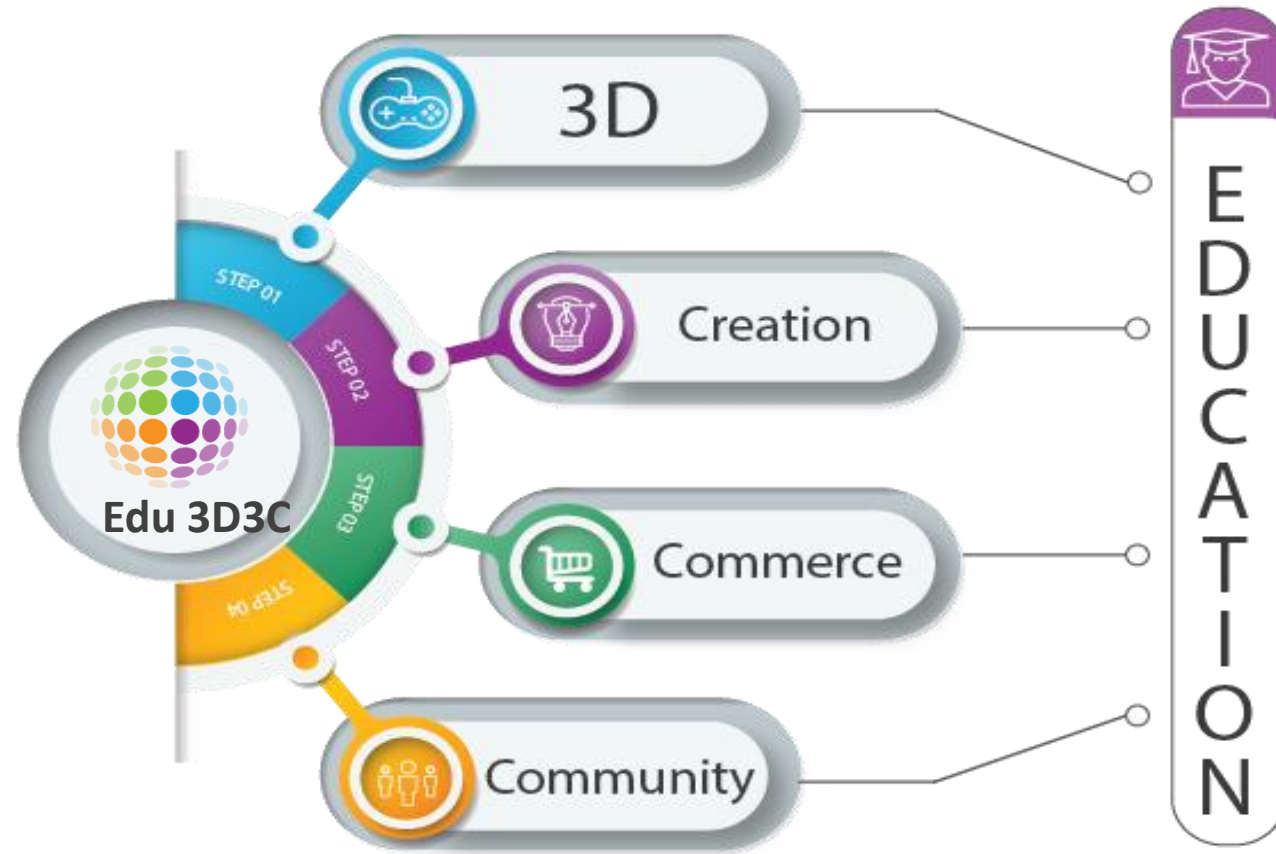
<https://youtu.be/HrKTTaq9Xf8>





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# Learning by playing – games created by teachers





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# Athena

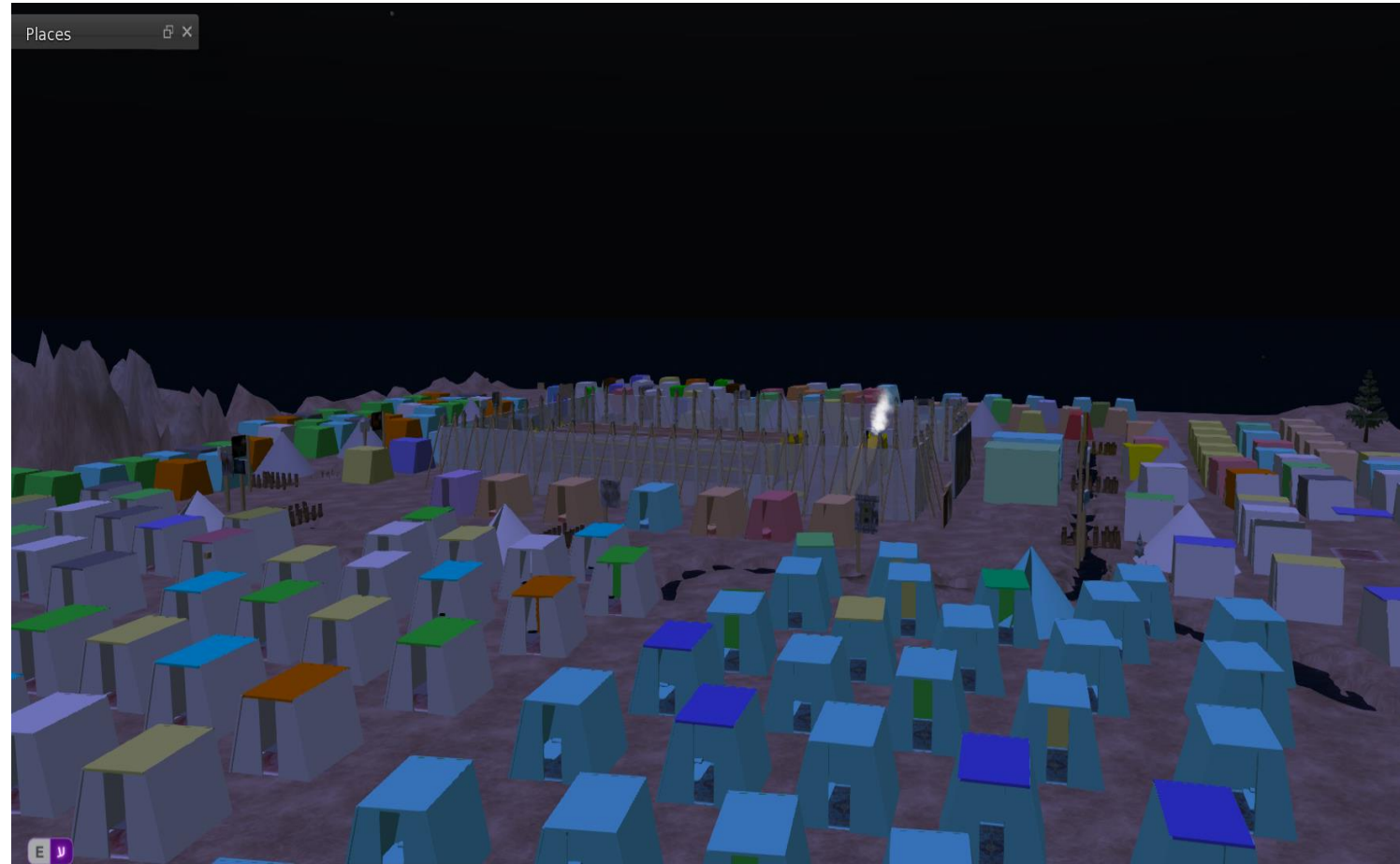


Ancient Greece for 6-7th grade



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# Treasure Hunt



“Tabernacle in the desert” treasure hunt game



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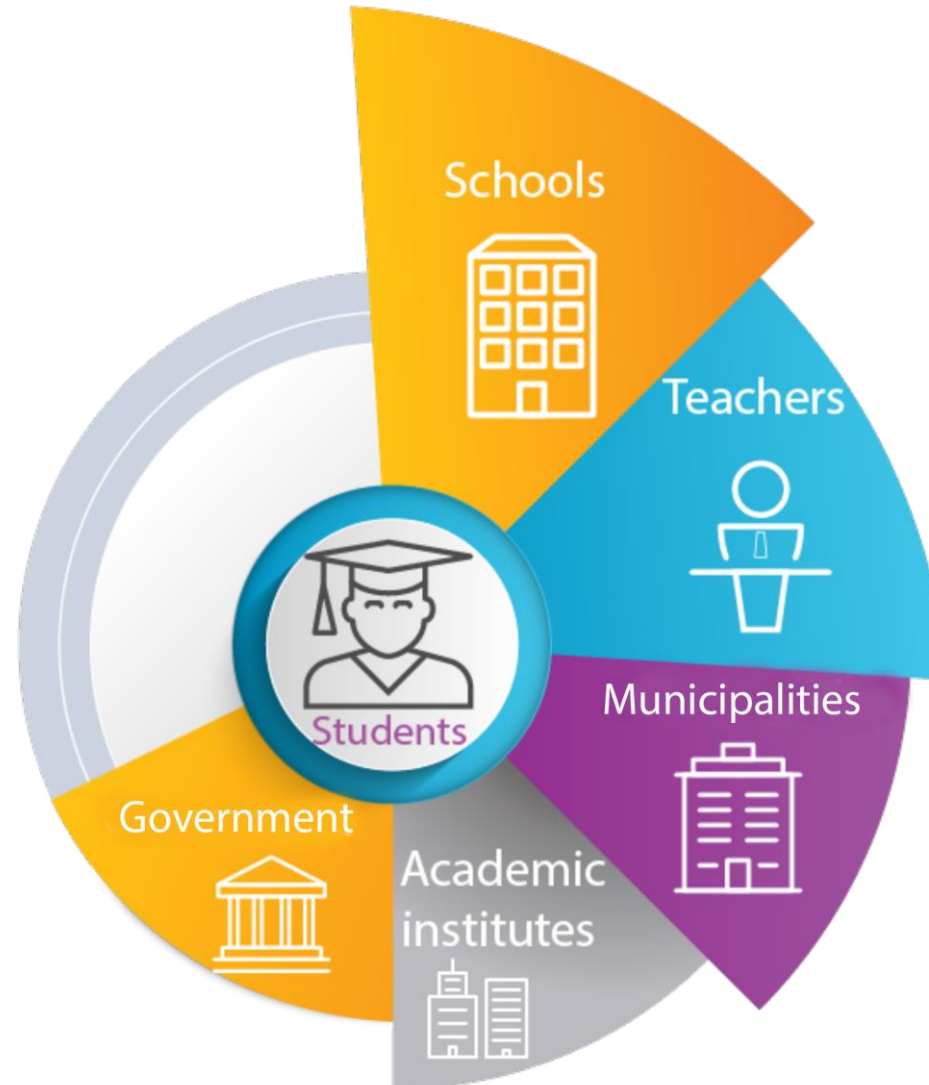
# 3D3C Management System





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# The Solution – Ecosystem





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# What We Do

Pedagogical methods










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## Eureka World - Numbers

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-  **Over 100 customers**
-  **1000 different student projects**
-  **16,000 students registered in the system**
-  **1900 unique students and teachers per month**
-  **330 Trained teachers that teach in Eureka World**



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# Eureka World

Over 100 schools are already working with us







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# Thank You

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