



# Headset Comparison

## ClassVR & Avantis World (CVR-255-64)

## RedboxVR (Pico G2 4K)

Content		
Number of educational resources	1000+	500+
Content chargeable	Annually	App-based
360 Photos & Videos	Yes	Yes
Augmented Reality	Yes	No
Explorable VR scenes	Yes	No
Subjects supported	Cross-curricular	Virtual field trips (via Expeditions Pro, free app) Chemistry & Physics (available from MEL Science at an additional cost)
Curriculum-aligned lesson plans	Yes	No
Curriculum-aligned worksheets	Yes	No
Upload user-generated 360-degree videos and images	Yes	Yes
Upload purchased 360-degree videos and images	Yes	Yes
Upload user generated 3D models for use in AR	Yes	No
Integrations with third-party content providers (e.g. ThingLink and CoSpaces)	Yes (directly from ClassVR Portal)	Yes (via apps from Store)
Teacher Controls		
Control all headsets simultaneously	Yes	Yes (via ShowtimeVR available at additional cost)
Browser-based teacher portal	Yes (accessible on existing PC or laptop)	No (Android tablet-based, provided in cost of kits)
Focus tracking	Yes	Yes (Via ArborXR, available at additional cost)
Real-time multiple headset view	Yes	No
Custom playlist creation	Yes	Yes (via Expeditions Pro)
Save and share playlists with other teachers	Yes	Yes (via Expeditions Pro)
Community of user-generated content	Yes	Yes (via Expeditions Pro)
Dynamic points of interest	Yes	No
Collaborative VR experiences (Multiple students in one scene)	Yes	No
Administration Functions		
Central device monitoring (Wi-fi, battery level, status, connectivity)	Yes	Yes (via ArborXR, available at an additional cost)
Lockable interface	Yes	Yes (via ArborXR)
Simple student menu system	Yes	Yes (via ArborXR)
Cache content remotely	Yes	Yes (via ArborXR)



# Headset Comparison

continued

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**RedboxVR  
(Pico G2 4K)**

Hardware	ClassVR & Avantis World (CVR-255-64)	RedboxVR (Pico G2 4K)
Standalone headset	Yes	Yes
Front facing camera	Yes	No
Adjustable straps	Yes	Yes
Display	5.5" 2560 x 1440px	2160 x 1920px
Battery lifetime	> 4 hours continuous	< 3 hours continuous
Processor	Octa-Core Qualcomm Snapdragon XR1 CPU	Qualcomm Snapdragon 835
Audio	Yes	Yes
Onboard storage	4GB RAM & 64GB internal storage	4GB RAM & 64GB internal storage
Wifi connectivity	Yes	Yes
USB-C connector	Yes	Yes
Hand controller	Yes	Yes






ClassVR, voted the number 1 VR & AR system for schools, provides everything teachers need to implement virtual & augmented reality into the classroom. ClassVR is education-led, meaning our standalone headsets, inclusive teacher tools and curriculum-aligned resources are designed specifically for students and teachers.

With our ClassVR headsets, teachers can share VR & AR resources and control headsets at the click of a button, providing total device management without the need for a third-party software solution. Teachers can ensure they are always in control of the lesson using the simple-to-use teacher tools in the ClassVR Portal, accessible directly from your own laptop or PC.

Our content libraries are updated monthly and cover virtual trips and beyond, supporting almost every subject in the curriculum, without the need to download individual apps for each VR experience or topic. Teachers can download access curriculum-aligned lessons plans and worksheets to structure the lesson and then allow students to walk, discover and explore VR scenes individually, in groups or as a whole class for a collaborative learning experience.





