

VR Education Holdings PLC

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VR Education up as it launches Titanic VR gaming experience

VR Education Holdings PLC (LON:VRE) saw its shares rise on Thursday after the group said it will launch its Titanic VR experience on PC, Oculus Rift, HTC Vive and Windows Mixed Reality at 2pm today.

The AIM-listed firm, which uses virtual reality (VR) technology to develop educational products, said the game would allow users to experience the sinking of the famous ship through the eyes of a survivor, while also being able to explore a re-creation of the shipwreck on the ocean floor.

READ: VR Education confident in the prospects for its ENGAGE platform
The wreck dive segment of the game will feature a total of eight dive missions and seven lab missions in total.

The release follows VR Education's Apollo 11 experience, which allowed players to experience the moon landing from the point of view of Neil Armstrong, that was selected for the launch collection of the Oculus Go headset in May.

David Whelan, chief executive of VR Education, said the Titanic game would serve as "a valuable resource for discovering more about the stricken ship through a realistic exploration experience, using detailed maps and 3D models of the historic wreck site".

He added that the experience had been developed using motion tracking, face-scanning technology, and professional voice actors in order to "immerse users in the story".

The company also said it would release its interim results for the half-year on 18 September 2018.

In mid-morning trading, VR Education shares were 7.6% higher at 17.75p.

-- Adds share price --

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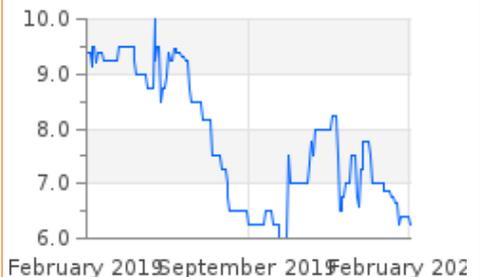
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Price: 6.05

Market Cap: £11.68 m

1 Year Share Price Graph



Share Information

Code: VRE

Listing: AIM

52 week High Low
12.9589 5.5

Sector: Software & services

Website: immersivereeducation.com

Company Synopsis:

We are a virtual/augmented reality software company dedicated to transforming how educational content is delivered and consumed globally by providing educators and corporate trainers the tools they need to create their own content using virtual classrooms or virtual training environments.

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