

SPORTS TECH
MEDIA GROUP

presents

SEER

AN EXPERIENTIAL LEARNING PLATFORM
CREATED BY ALTON GLASS & DONOVAN DE BOER

powered by





THE NEED

It is widely acknowledged that there is an urgent need for improving and increasing science, technology, engineering, arts and mathematics (STEAM) skills among our citizenry and underserved students to navigate the modern world and to prepare the technology innovators of the future.

Educators and students alike are seeking an ever-expanding immersive landscape, where students engage with teachers and each other in transformative learning experiences through a wide spectrum of interactive resources.

Within this landscape, VR technologies are poised to transform the way that educational content will be delivered and experienced by students.



- /Administration
- /Human Resource
- /Legal
- /Accounting
- /Finance
- /Marketing
- /Publicity
- /Production
- /Research
- /Business
- /Development
- /Engineering
- /Manufacturing
- /Planning



WITHOUT THE PAST, THERE IS NO FUTURE.

A DYNAMIC STEAM LEARNING EXPERIENCE
POWERED BY STORY & VR

S.E.E.R. - Spacetime Entanglement Event Replicator

PREMISE

The year is 2088, a man-made catastrophe has left the earth almost uninhabitable. Six NASA astronauts, together with their sentient AI, embark on a mission to return home to rebuild the world. Through the use of Virtual Reality, students join the astronauts as they race against the clock, and travel back and forth in time to retrieve knowledge and artifacts that will help them save the planet.

Through the S.E.E.R. learning framework, students enter a world that invites them to imagine themselves as Astronauts, Engineers, Pilots and more, with the ability to impact and design their own worlds. Thus giving them a unique way to experience HISTORY + SPECULATIVE DESIGN + WORLD BUILDING.

SEER

A VIRTUAL REALITY SERIES
CREATED BY ALTON GLASS & DONOVAN DE BOER





S.E.E.R EXPERIENTIAL LEARNING PLATFORM

WITHOUT THE PAST, THERE IS NO FUTURE.



SEEER EXPERIENTIAL LEARNING PLATFORM

The S.E.E.R Experiential Learning Platform weaves an immersive storyworld with Virtual Reality, world-building and design thinking practices. All of which activate a learning environment where students learn to be responsive and agile, while constructively responding to feedback through incremental and iterative work cadences.

The integration of story-driven game mechanics within the Experiential Learning Arc creates a game-like learning experience, where the learners gain a feeling of power, heroic purpose, and community.

WHO WE ARE

We create immersive, story-driven learning experiences that converge at the intersection of education, entertainment and emerging technology

OPPORTUNITY

Create and invest in emerging storytellers and developers at the forefront of content creation and education technology.

BUSINESS MODEL

SportsTechMedia Group is a newly formed company for the purpose of creating, developing and investing in diverse content creators and innovative technologies impacting the education and the experience economy.

MARKET

Educational, Experiential, Multicultural

CAPITAL SEEKING

\$15M



EXPERIENCE ARC RUNDOWN

STUDENTS PUT THE VR HEADSETS ON
& step inside the S.E.E.R. storyworld



STUDENTS EXPLORE THE WORLD
Meet & interact with the characters



A CALL TO ACTION ISSUED
Students are invited to assist on a mission



DESIGN CHALLENGE PRESENTED
Students introduced to design thinking and world building as tools for problem solving



EXPLORE THE CONTENT
Students have access to interactive and 2D Video tutorials



EXPLORE ENGINEERING & TECHNOLOGY
Concepts presented inside S.E.E.R.



CINEMATIC STORYTELLING
& VR 360 Filmmaking



EXPERIENCE HALL
Students present their virtual reality projects that are designed using STEAM practices and technology



THANK YOU!

GRX IMMERSIVE LABS
PRESENTED BY

SPORTS TECH
MEDIA GROUP

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