Educators

Bring Learning to Life

MERGE enables active learning by enabling students to learn and create in entirely new ways while giving teachers simple AR/VR tools that increase student engagement, intellectual curiosity and classroom achievement.

Microsoft Partner | Education Specialist

Microsoft

At the core is the MERGE Cube – a mixed reality school supply that extends learning beyond the limitations of device screens by giving students the ability to interact with virtual objects.

American Association of School Librarians — AASL BEST APPS FOR TEACHING AND LEARNING 2019

THE EDTECH AWARDS — COOL TOOL FINALIST 2019

TECH & LEARNING BEST of SHOW AT ISTE 2019 WINNER

TECH & LEARNING BEST of SHOW AT TCEA CONVENTION & EXPOSITION WINNER 2019

WINNER 2018 AWARDS of EXCELLENCE TECH & LEARNING
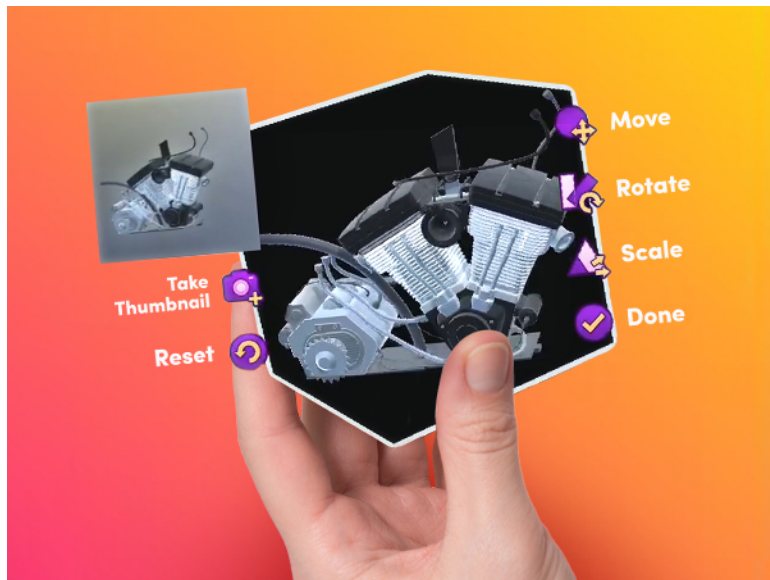
Multiple Ways to Transform Learning

Classroom

Bring Lesson Plans to Life

Use MERGE Cube to teach lessons or create activities

Convert 3D files to digital objects to illustrate complex concepts

Replace worn out Google Cardboard with MERGE Headsets

Lab

Bring Lab Experiments to Life

Use MERGE Cube to explore STEM concepts in AR

Turn 3D models into virtual objects that illustrate complex systems

MERGE allows students to "experience" history and science

Library

Beyond Books: Immersive Discovery

MERGE Headsets for student check-out to take home

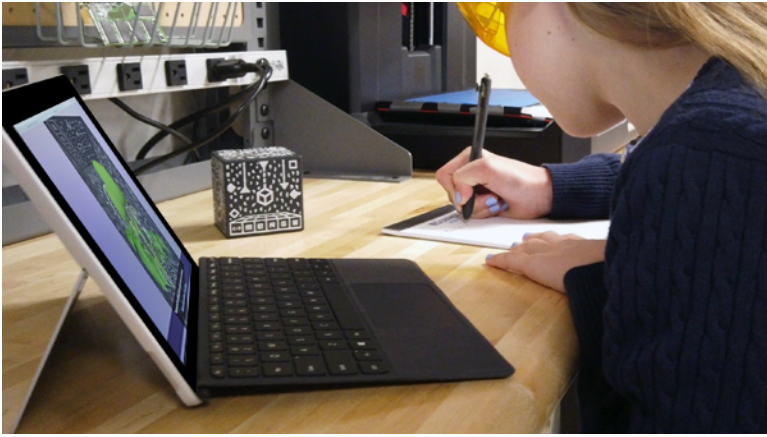MERGE Headsets for teacher check-out for classroom learning

Makerspace

Bring Coding & Design to Life

Convert Paint 3D and Tinkercad designs into virtual objects

Code in CoSpaces Edu and hold creations as virtual objects

MERGE Cubes Work in Any Device Situation

Bringing Active Learning into Your School is Easy

One-to-One Devices

Got iPads or Surface devices on every desk? Awesome, now all you need is a MERGE Cube on every desk to bring learning to life. Use the MERGE EDU platform and a site or district license to transform STEM learning and discovery.

Limited Device Access

Only have a few iPads, smartphones or Surface devices in your classroom or lab? Set up learning stations with MERGE Cubes + MERGE Headsets and allow students to learn and create in small groups.

Single Device Access

Lacking device support in your classroom? No problem. You can still get started by using your own device and broadcast MERGE Cube apps onto your dry erase board or digital whiteboard. Inspire your principal to fund MERGE in your school.

Real Educator Stories

Re-imagining Learning with MERGE

01.

Math with MERGE Cube

Mr. Haydu incorporates VR and AR products into his classes to bring 2D content to life, and help students further understand content by letting them create their very own 3D models!

Math with MERGE Cube

Gabe Haydu
Singapore American School

Ask an expert

Contact our EDU Sales Team to determine the solution you need.

Inquire

Get Started Here

MERGE Teaching Resources

Explore activity plans written by educators around the world, download product sheets for the MERGE Cube and MERGE AR/VR Headset, and find helpful links to get started using MERGE Cube with software like CoSpaces EDU and Tinkercad.

Discover

facebook

Connect and share ideas with over 3,000 educators around the world. Many of your favorite educator influencers are there – including 50 of our MERGE Ambassadors.

Join now

From the Community

StudioImNetz
October 29

RT @StudioImNetz Das VR-System @MergeVR erhält ebenfalls einen #Medienpreis19. Der #MergeCube wird mit Apps zum Leben erweckt. Aus Texas kommt ein Videogruß von Isabella Gipson aus dem #MergeVR-Team. https://t.co/ZtLwBHdWI

maudamohamed
October 29

RT @maudamohamed Training EGEGEGanthor school in my city in Egypt about @MergeVR & @CoSpaces_Edu by using merge expolor app @mergeedu @Steph_Lyons_ @Franklin_IRL @EdTechnocation @AnthonySalcito

MTL_TechHeredia
October 29

RT @MTL_TechHeredia Great real life story to share with my Ss about the unforgettable @MergeVR cube explosion in all the WalMarts to connect to our supply & demand discussion. Then we tested our skills w/the @BizKidsTV Dollar A

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