



Innovation Marketplace

UNIVERSITY OF CONCEPCION

SNAPSHOT

The Company

The University of Concepcion is a Higher Education institution organized as a Private Corporation, which includes a wide range of companies with a high level of development and committed to the community

The Technology

The technology is a platform Interactive Visualization that integrates content in physics, mathematics and chemistry for Elementary and High School, using graphic and web software as well as haptic technology for implementing high interactive 2D and 3D animations oriented to teach integrate science education

The Opportunity

This technology can be sold in different entities around the world for educational purposes: publishing companies, universities, schools and companies that produce educational contents

The Goal

600,000 in private funding to be used for building the final product for product marketing

The proliferation of video game consoles that provide instant tactile feedback has generated a massive interest in interaction with virtual elements. Dr. Ricardo Sanchez and his team at University of Concepcion developed a software platform that provides the same tactile feedback oriented to education.

Their Interactive Visualization, which integrates content in Physics, Mathematics and Chemistry for Elementary and High school, uses graphic and web software as well as haptic technology for implementing high interactive 2D and 3D animations oriented to teaching science education. The platform consists of the following software products: 3DScience-Companies and 3DScience-Haptic-Laboratory. 3DScience-Companies are of interest to publishing companies interested in complementing their high school physics textbooks, as well as software development companies. 3D Science-Haptic-Laboratory can be developed for setting a Science Virtual Laboratory in primary and secondary schools.

“Our technology is currently in prototype stage, but has been tested on 10 different schools in Chile with excellent results,” said Dr. Sanchez, Titular Professor, University of Concepcion. “Our software has the potential to transition elementary and high school science labs globally with interactive multi-dimensional animations. Educational laboratories using our novel technology will engage and motivate students’ learning like never before.”

The main characteristic of the technology is the combination of touch technology and computer visualization to develop educational content and achieve a faster learning and fun for students. The cost of the equipment is \$20,000 USD.

The project was funded by the Chile government through FONDECYT (El Fondo Nacional de Desarrollo Científico y Tecnológico), from May 1, 2007 until March 1, 2009 with a contribution of \$450,000 USD. This team is interested in securing \$600,000 a year for research.

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