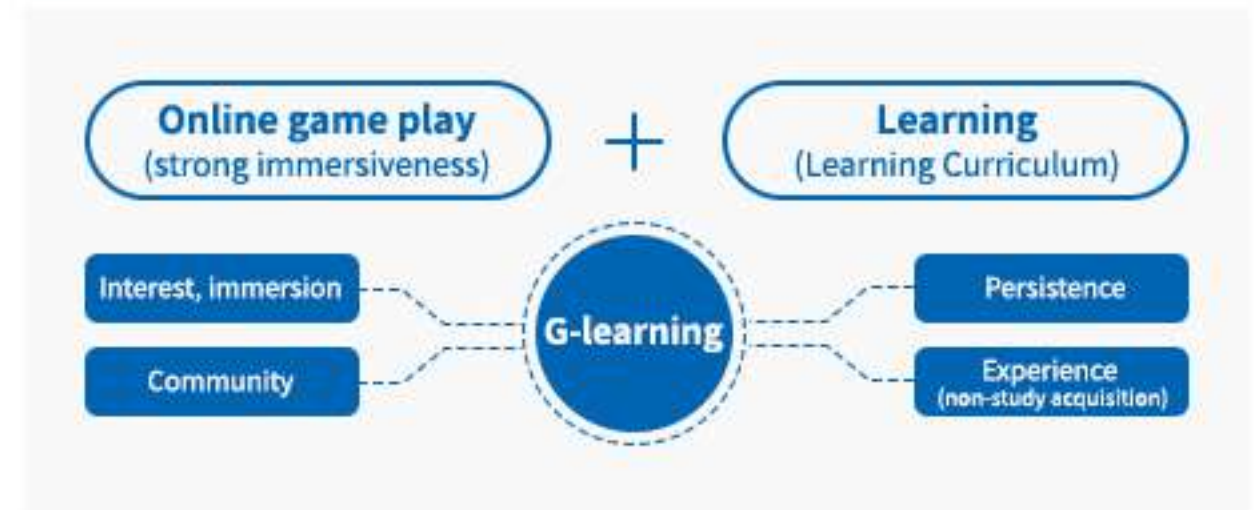# Virtual Sports System

Operational Virtual Sports System with G-Learning Content (ALK-55MR)

What is G-learning? Game-based Learning, game-based learning Learning device that utilizes motion-recognized content as a learning tool, the system can improve knowledge and cognitive skills as well as exercise functions.

Online game play (strong immersiveness) + Learning (Learning Curriculum)

Interest, immersion — G-learning — Persistence
Community — Experience (non-study acquisition)

Special Features

- Indoor sports optimization system not affected by weather and location
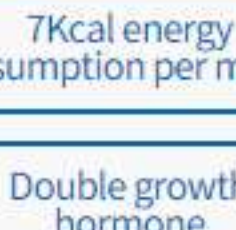- Experience fast and easy sports anytime, anywhere
- The Development of a Vigorating School Environment through the Enhancement of Physical Fitness
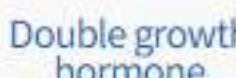- Effect of Interior Design on Space Creation in Physical Education Classroom
- Experience of various sports equipment safely at once

7Kcal energy consumption per minute
Double growth hormone
50% increase of serotonin

→ Weight control Physical strength improvement Depression reduction

Exercise effect

It has aerobic exercise effects that are more than fast walking, which excels at dieting and preventing obesity.

The data was tested by the National Center for Health and Human Resources Development by measuring heart rate, oxygen intake, energy consumption, and metabolic rate by performing 6 minutes, 6 minutes, and 60 minutes of virtual sports system for a total of 20 people in their 30s and 30s living in the Seoul metropolitan area respectively.

Product characteristics

· Hands-on learning tools: can be applied immediately after knowledge is acquired to see the results
· Interactional learning tools: Engagement-type classes can be conducted through natural interaction between teachers and students
· Creative learning tools: Ability to set up and analyze problems and solve problems at the same time
· Microsoft Develops High Quality Content
· Use various physical education and sensory activities with various motion recognition contents

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Software Description

28 sports, 58 fitness sports, 120 dance songs, 50 hands-on adventure experiences.

* 250+ internal content in total

Specification

Sortation		55" Virtual Sports System(ALK-55MR)
Features	Size	55"
	Ratio	16:09
	Resolution	1920x1080(FHD)
	Shell Color	Black
	Shell Size(mm)	With Stand: Undetermined Without Stand: Undetermined
	Contrast Ratio	1100:01:00
	Brightness(cd/m²)	450
	Response Time	9.4ms
	Viewing Angle	178
	Lifespan	50000H
	Sensor Type	Motion Sensing Sensor (KINECT)
	Controller	Stick, Pad, Button (2.4GHz Wireless)
	HDD	250GB
	ODD	DVD
Others	Input Voltage	AC100V~240V 50/60Hz