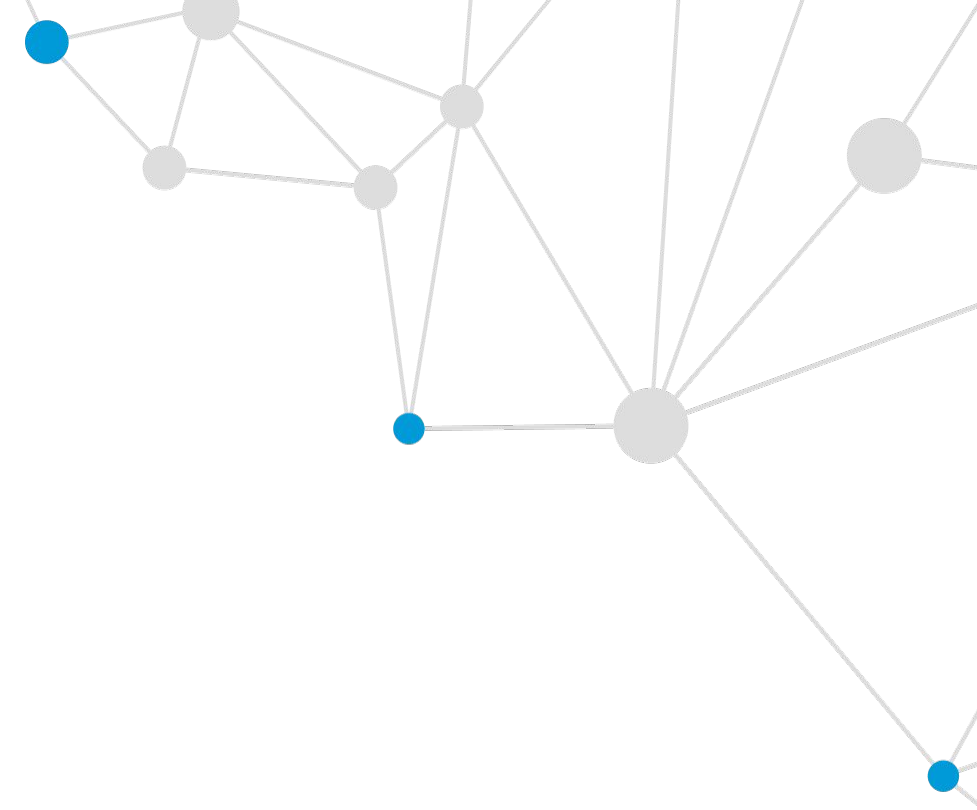




THE GLIMPSE GROUP
Nasdaq: VRAR

Corporate Presentation

January 2023



Safe Harbor Disclaimer

This presentation and other written or oral statements made from time to time by representatives of The Glimpse Group, Inc. contain “forward-looking statements” within the meaning of Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934. Forward-looking statements reflect the current view about future events. Statements that are not historical in nature, such as any forecasts, and which may be identified by the use of words like “expects,” “assumes,” “projects,” “anticipates,” “estimates,” “we believe,” “could be,” “future” or the negative of these terms and other words of similar meaning, are forward-looking statements. Such statements include, but are not limited to, statements contained in this presentation relating to our expected sales, cash flows and financial performance, business, business strategy, expansion, growth, products and services we may offer in the future and the timing of their development, sales and marketing strategy and capital outlook. Forward-looking statements are based on management’s current expectations and assumptions regarding our business, the economy and other future conditions and are subject to inherent risks, uncertainties and changes of circumstances that are difficult to predict and may cause actual results to differ materially from those contemplated or expressed. We caution you, therefore, against relying on any of these forward-looking statements.

Important factors that could cause actual results to differ materially from those in the forward looking statements include: a continued decline in general economic conditions nationally and internationally; decreased demand for our products and services. Market acceptance of our products; the ability to protect our intellectual property rights impact of any litigation or infringement actions brought against us competition from other providers and products risks in product development inability to raise capital to fund continuing operations changes in government regulation, the ability to complete customer transactions and capital raising transactions. Should one or more of these risks or uncertainties materialize, or should the underlying assumptions prove incorrect, actual results may differ significantly from those anticipated, believed, estimated, expected, intended or planned.

Factors or events that could cause actual results to differ may emerge from time to time, and it is not possible for us to predict all of them. We cannot guarantee future results, levels of activity, performance or achievements. Except as required by applicable law, including the securities laws of the United States, we do not intend to update any of the forward-looking statements to conform such statements to actual results. Furthermore, no representations or warranties are made as to the accuracy or reasonableness of such assumptions or the projections or forward-looking statements based thereon.

FORECASTS

All forecasts are provided by management in this presentation and are based on information available to us at this time and management expects that internal projections and expectations may change over time. In addition, the forecasts are entirely on management’s best estimate of our future financial performance given our current contracts, current backlog of opportunities and conversations with new and existing customers about our products.



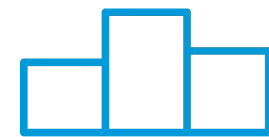
Overview

The Glimpse Group is an immersive technology company Comprised of Multiple Enterprise Focused Virtual and Augmented Reality (VR & AR) Software & Services companies.



Glimpse Structure

- IPO July 1, 2021; Nasdaq VRAR
- Fully own and operate multiple VR/AR subsidiary companies
- Each focused on a different industry vertical in a collaborative manner



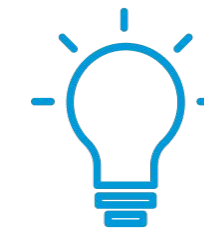
Scale & Capital Structure

- One of the largest independent SW & Services Immersive tech companies
- High and consistent revenue growth; approx. \$4MM Q1 FY '22 revenue vs. approx \$1MM for Q1 FY 21 (4X)
- Cash balance of approx. \$11MM as of 9/30/22 + committed to cash flow breakeven in CY '23
- Clean capital structure no material cash liabilities, no preferred equity issued, no outstanding debt



Unique Platform Strategy

- Experienced Management and dynamic ecosystem of VR/AR professionals with deep domain expertise
- Work collaboratively to address the many challenges faced by companies in an emerging industry
- Shared operational, financial and technological infrastructure

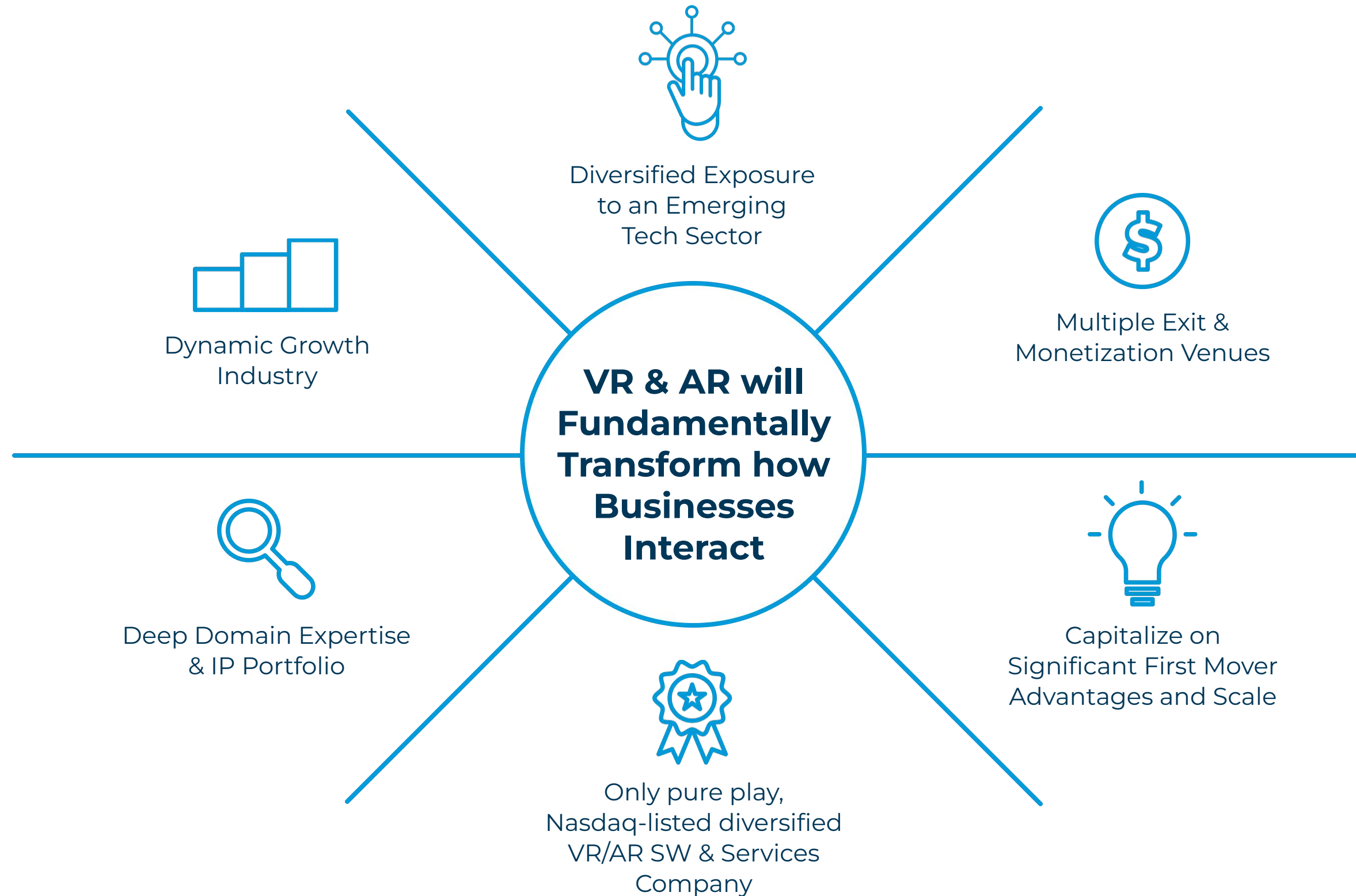


Intellectual Property

- 200+ full-time developers, engineers and 3D artists
- 10 issued patents + 3 active patent applications
- Direct tie-in to other emerging technologies: AI, Computer Vision, Big Data, Blockchain



Investment Thesis



VR/AR is Expected to Grow Rapidly...

Virtual Reality (VR)

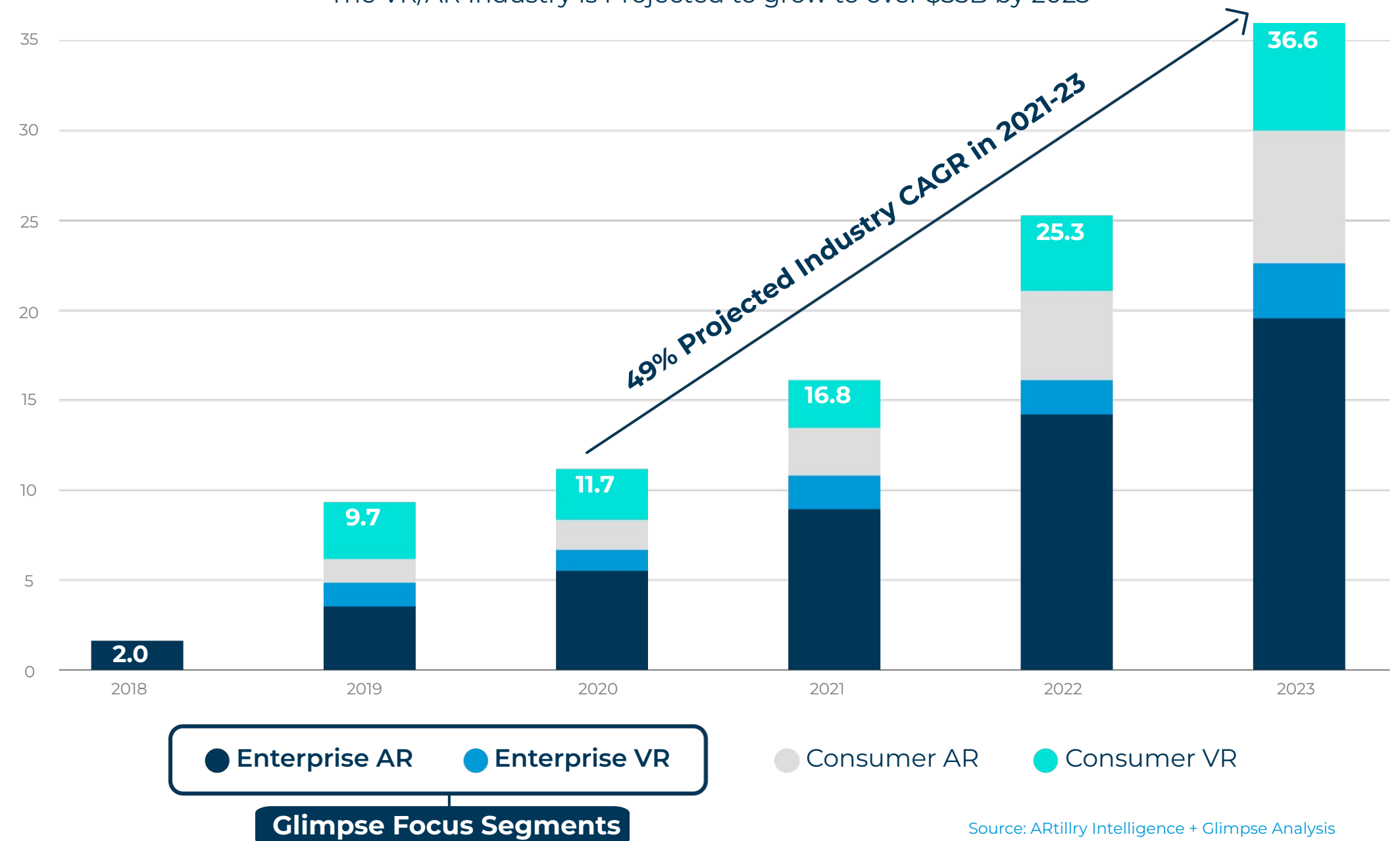
User enters and interacts with a fully immersive digital reality, away from their immediate physical world

Augmented Reality (AR)

Text, sound, graphics or video are superimposed within the user's immediate physical world

Global VR/AR Revenue Projection

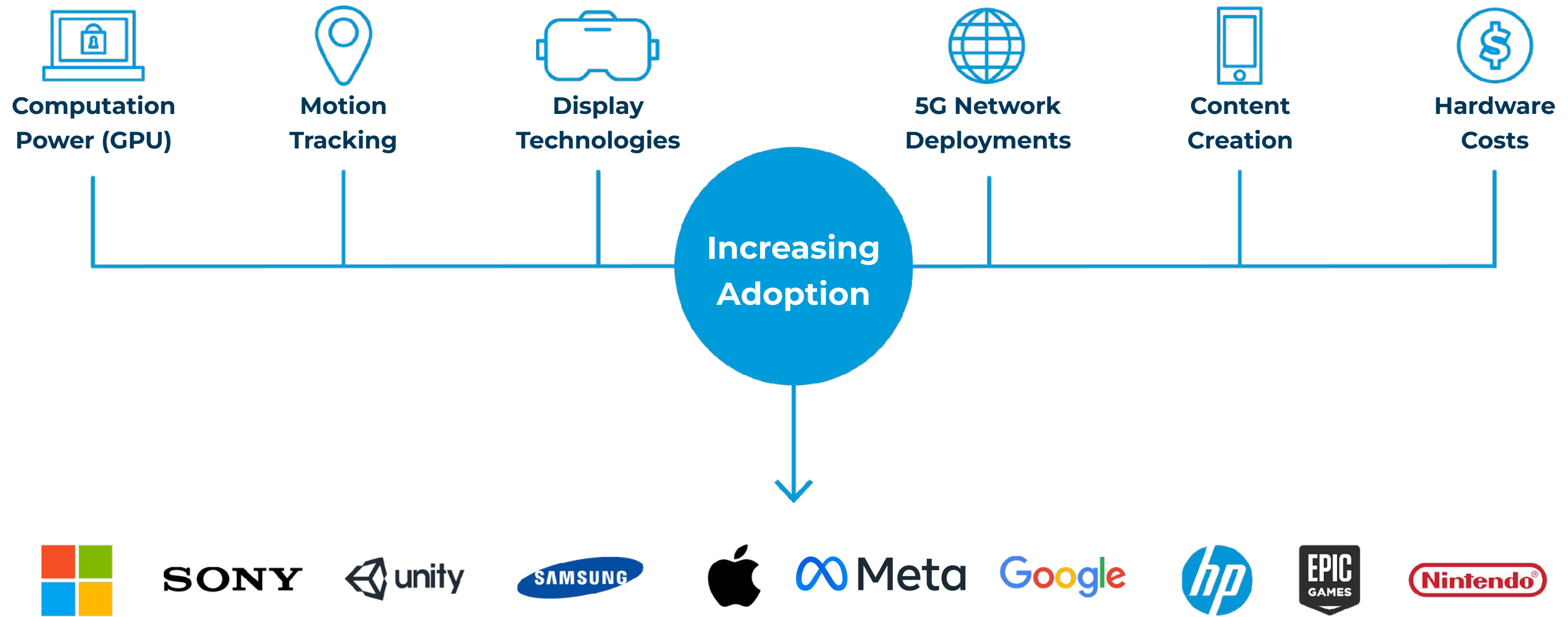
The VR/AR Industry is Projected to grow to over \$35B by 2023



Source: ARtillery Intelligence + Glimpse Analysis



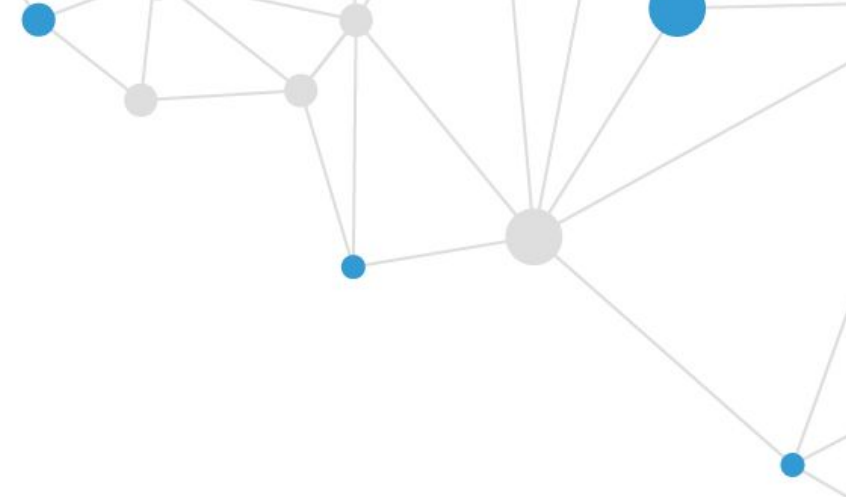
As Key Inflection Points have been Reached ...Major Industry Players Enter



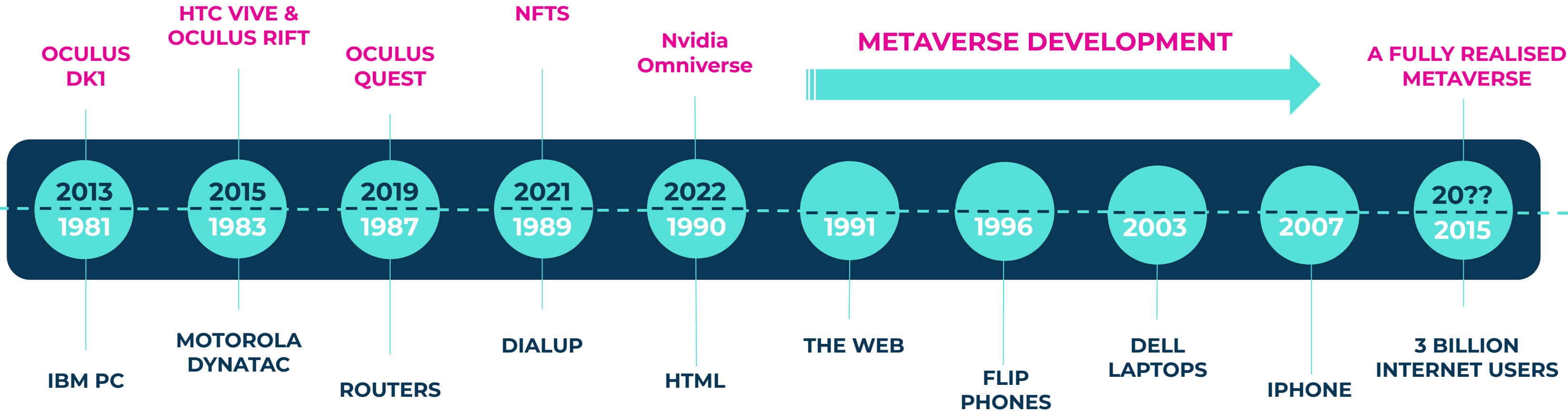
Glimpse has a Diverse Base of Top Tier Customers & Relationships, Across Multiple Industries

Tech Companies	Medical Institutions	International Food Company	Global Pharma	Global Brands	Advertising & Media	Education	Govt. Defence & Industrial
 	 	 	 	 	 	 	 
 	 	 	 	 	 	 	 
 	 	 	 	 	 	 	 
 						 	

The Metaverse Tech Cycle



□ ————— Digital to Immersive —————▶



□ ————— Analog to Digital —————▶



Glimpse Vision & Competitive Advantages

Become THE premier VR & AR software and services company, with a global footprint

Glimpse is the first Nasdaq-listed pure play, diversified VR & AR software and services company

Diversification and risk mitigation

Leverage position to accretively add VR / AR companies

Glimpse is already a significant player in the VR & AR software and services industry

Platform, scale and ecosystem



Innovative Platform Model

Strong Alignment of Interests Propel Value Creation



- Owns Each Subsidiary
- Robust VR / AR Ecosystem
 - Provides & Manages Resources and Infrastructure
- Efficient Access to Capital

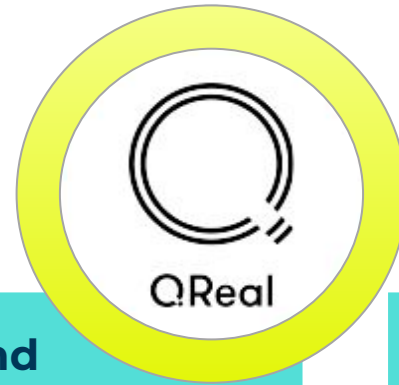
- Create Joint Synergies and Economies of Scale
- Minimize Redundancies /Optimize Costs
- Maximize Exit Opportunities
 - Incentivize Employees
 - Value Multiplier Effect

- Ownership in Parent Company
- Collaborates in Diverse VR / AR Environments
 - Responsible for Product & Business Development
 - Economic Interest in their Subsidiary

- Diversify Risk



Glimpse Subsidiary Companies



Creating world-class 3D and AR experiences

Using industry-leading scanning, modeling, and photogrammetry techniques, QReal provides our clients with sales lift, brand recognition and viral content.

Brands, Agencies & Retail



Immersive storytelling for the enterprise sector

Sector 5 Digital is an award-winning creative agency that combines brilliant storytelling with immersive technology for industry leading organizations.

Enterprise Visualization



Immersive Platforms, Deep Tech, and 5G

Brightline designs, builds and integrates immersive and interactive experiences, scenarios, and simulations for both government and commercial customers.

Corporate & Government Simulations



Accelerating adoption of VR in healthcare

Immersive Health Group (IHG) is a VR simulation platform company, leveraging deep experience in tech-enabled enterprise services to simplify the adoption of VR in healthcare.

Healthcare & Nurses Training



Training & upskilling immersive technology builders.

XR Terra is the leading US-based XR training & upskilling company, enabling top enterprises to scale up their virtual reality and Metaverse talent.

XR Training



Enhancing human interaction through Virtual Reality

Foretell Reality is a Virtual Reality (VR) platform that brings people together in three-dimensional spaces, opening up new ways to connect, learn and grow.

Therapy, Universities & Training



Using AR to enhance products & narratives

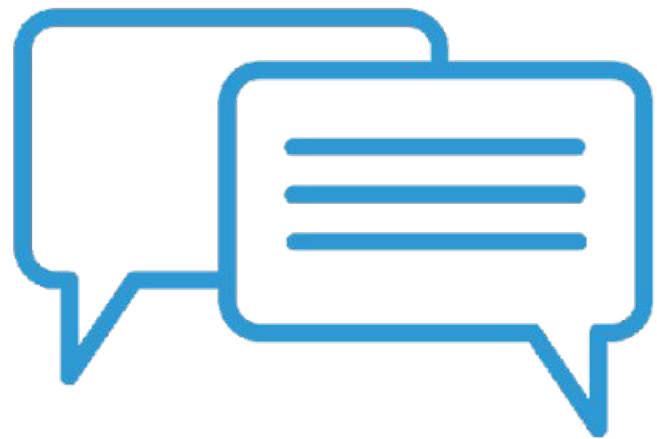
Post Reality develops AR applications and provides related services for clients to enhance their products and solutions by adding an engaging and useful layer of content to their existing assets.

Education, AEC & Universities



XR Utilization

Marketing



Learning



Visualization

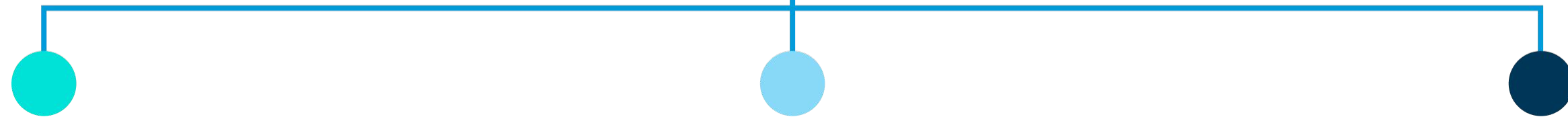


Metaverse



Expanding IP & Technology Platform

Virtual & Augmented Reality IP and Innovation Across Industries and Companies



Glimpse's Ecosystem provides a key competitive advantage in IP development, access and leverage across all subsidiary companies.

Substantial IP concepts can be captured in VR/AR, creating significant potential value as the industry matures.

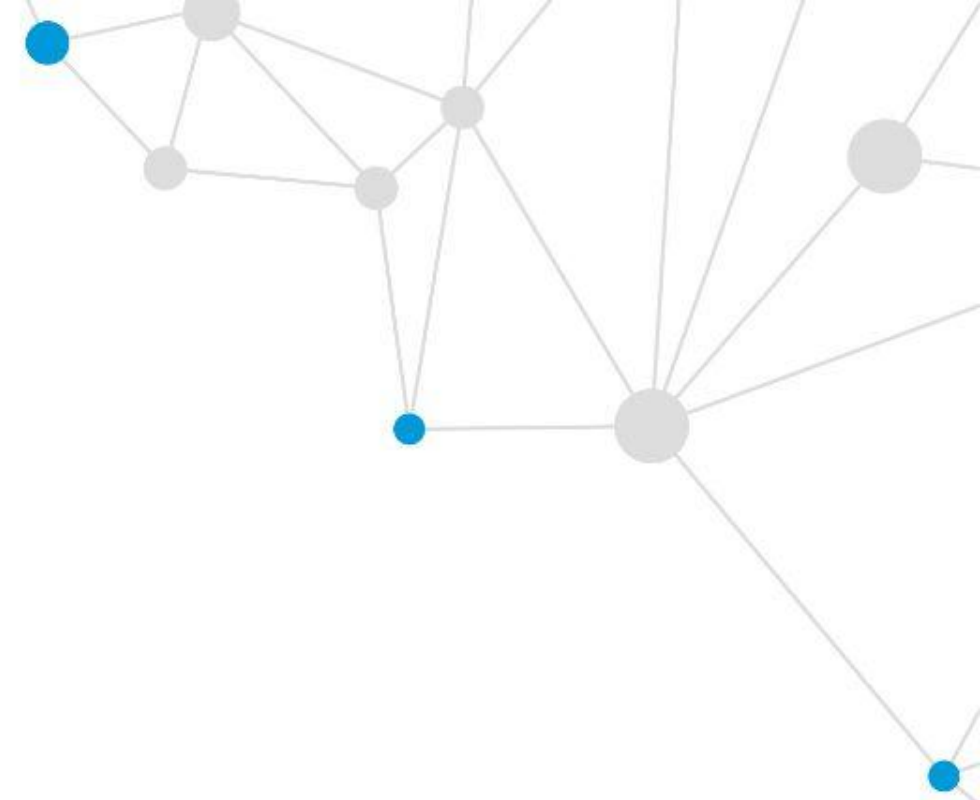
Over time, we expect to file patent applications for many of Glimpse's subsidiary companies.

10 Issued Patents

3 Active Patent Applications

In aggregate, Glimpse has a robust and diversified portfolio of filed and issued patents





Revenue Growth

**Recognized Revenue (\$MM)
FY Ending June 30**



Financial Overview

Cash Position

\$11MM cash position (+ \$2MM S5D acq escrow) as of 9/30/22

Profitability/Loss

Committed to reaching cash flow neutrality from existing operations in CY '23

Clean Capital Structure

No material liabilities, no preferred stock issued, no outstanding convertible debt

Revenue Growth

Approximately \$4MM revenue in Q1 FY '23 vs. approximately \$1MM in Q1 FY '21, or 4X growth

Capital Raised

Nasdaq IPO July 1, 2021
Raised \$38MM from inception, primarily in common stock (approx. \$29MM IPO+)

Ownership

High insider ownership 40% (founders, management, board, employees)

THE GLIMPSE GROUP Nasdaq: VRAR

Share Price¹	\$3.40
Shares Outstanding²	13.6MM
Market Cap¹	\$46.2MM
Cash³	\$11MM
Debt³	\$0.0
EV¹	\$45.2MM
Q1 FY '23 Revenue³	\$3.95MM
EBITDA Q1 FY '23³	(\$1.1)MM
Headquarters	New York, NY

1. As of January 9, 2023
2. As of November 14, 2022
3. As of September 30, 2022



Executive Team



Lyron Bentovim
President & CEO

25 years of executive leadership experience. Led numerous tech start-ups & public companies. Yale, MBA.



Maydan Rothblum
CFO & COO

20 years of finance/ops leadership experience. Managing Director of a Tech PE Fund. Columbia Business School, MBA.



Jeff Meisner
CRO

25+ years of executive leadership experience. Founder and General Manager of Sector 5 Digital. University of Waterloo, BS Engineering.



James Watson
CMO

20+ years of marketing leadership experience. Founder of XR Tech Marketing & co-chair of VRAR Association. University of Essex, BA (Hons) Economics & Politics.



DJ Smith
CCO

VR/AR expert, Organizer of NYVR Meetup. Penn State, BS Civil Engineering.

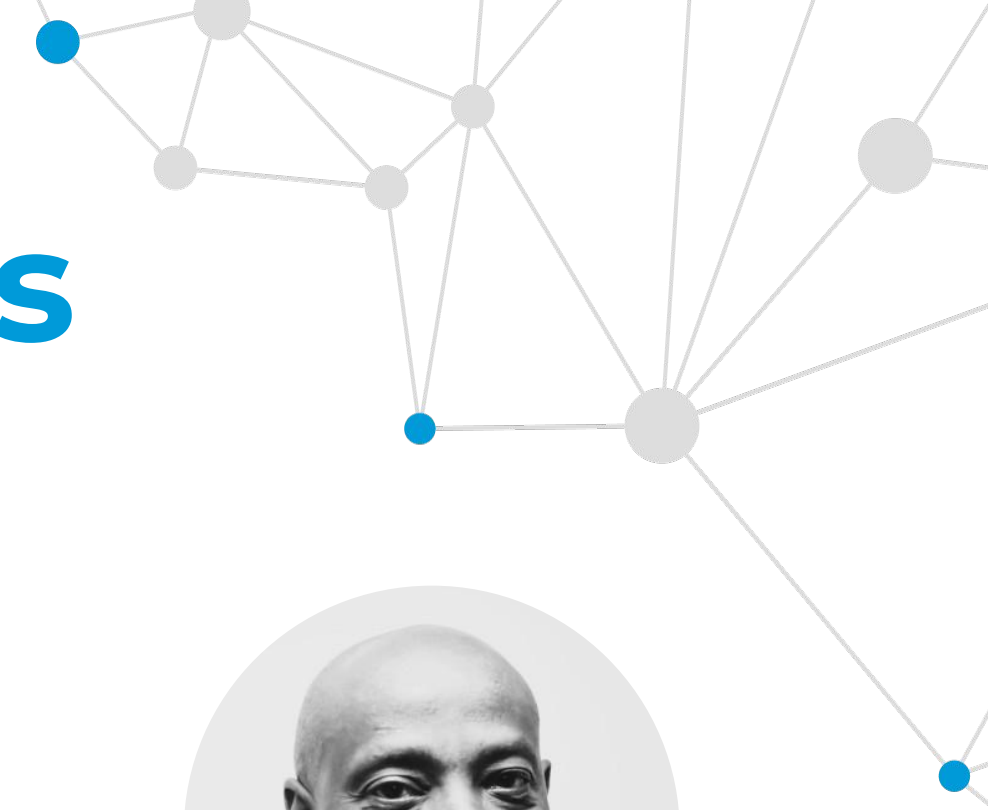


Tyler Gates
Chief Futurist

Founder and General Manager of Brightline Interactive, VRARA DC Chapter President. Lenoir-Rhyne University, BS Communications & Interpersonal Psychology.



Independent Board of Directors



Sharon Rowlands

20+ years of executive leadership experience as CEO & Director of larger public companies & tech start-ups. University of London, MS.



Alexander Ruckdaeschel

20+ years of international experience in the financial, investment and tech industries as a co-founder, partner and senior exec. Significant experience in technology company operations.



Jeff Enslin

20+ years as senior executive and portfolio manager at global hedge fund, Director of several early-stage tech companies.



Ian Charles

25+ years executive leadership in tech, operations, finance, and acquisitions; CFO of numerous SaaS, tech finance, and digital media companies. USF School of Management, MBA.

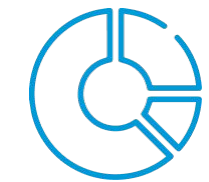
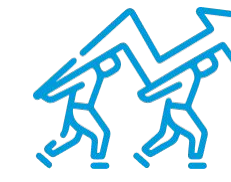
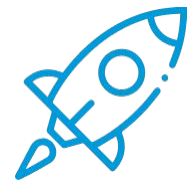
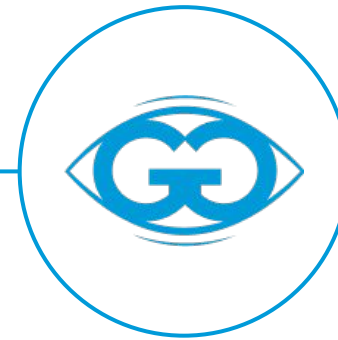


Lemuel Amen

25+ years as senior operating and investment exec, Led global business units at multinational companies, Director of several companies. Northwestern University, MS Engineering.



Key Takeaways



Intellectual Property

- Substantial VR/AR IP portfolio
- Wide IP concepts can be captured in an emerging industry
- 200+ software engineers, developers and 3D artists
- Top Tier IP Counsel

Emerging Growth Industry

- VR/AR has significant growth potential
- Potential to fundamentally impact how people and businesses interact
- Direct tie-in to other emerging technologies (AI, Computer Vision, Big Data, Blockchain)

Immersive Technology Platform Company

Only Nasdaq-listed pure play, diversified, VR/AR publicly trading company

- Industry Leader with SW & Services Enterprise Focus
- Own and operate multiple subsidiary companies, growing organically and via acquisition
- Led by experienced and well-rounded Management and Board
- Tier 1 customer base
- Strong revenue growth & Significant IP
- Clean capital structure

Robust Ecosystem

- Dynamic, collaborative, with deep domain expertise
- Entrepreneurs focus on their core strengths
- Shared operational, financial and IP infrastructure
- Shorter time to market, higher quality products, reduced development costs
- Key competitive advantage

Highly Diversified

- Wholly owned portfolio of VR/AR companies
- Numerous large industries targeted
- No single point of failure.
- Mitigate “0-1” binary risk in a nascent industry
- Potential for significant cash returns as companies are divested (in addition to the value of Glimpse)



Thank You!

General Inquiries

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President & CEO
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Lyron@TheGlimpseGroup.com

Investor Inquiries

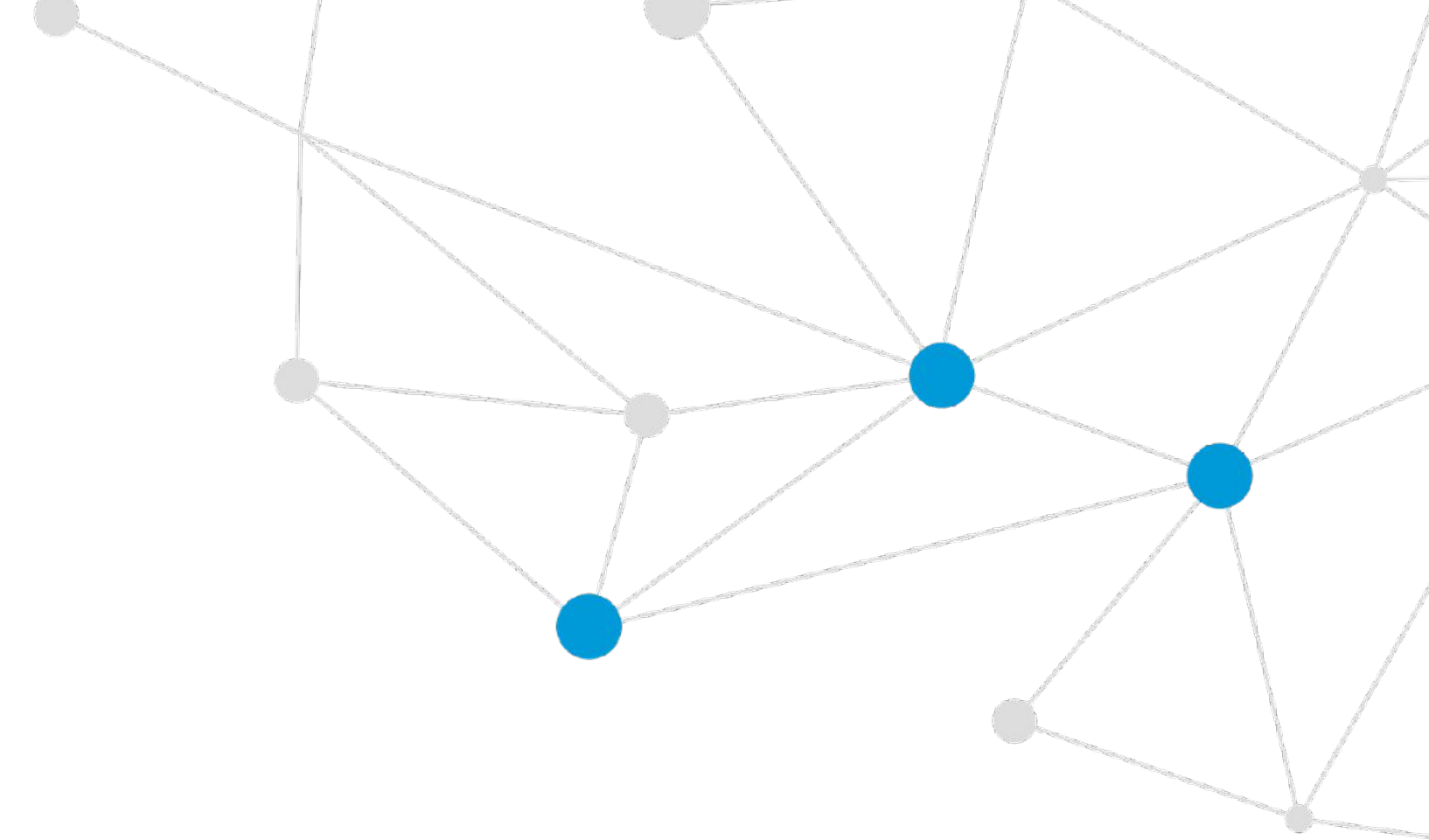
Maydan Rothblum
CFO & COO
Mobile: 917-292-2685
Maydan@TheGlimpseGroup.com



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Nasdaq: VRAR



Appendix



THE GLIMPSE GROUP
Nasdaq: VRAR



Executive Biographies (I)

Lyron Bentovim - President & CEO, Chairman of the Board

Mr. Bentovim has over 25 years of experience in executive management, technology investing and entrepreneurship. Prior to co-founding the Glimpse Group in 2016, between 2008-2016, Mr. Bentovim served as CFO and COO for several technology companies: Top Image Systems (TISA; a SAAS software company), NIT Health (a healthcare IT company) and Sunrise Telecom, Inc (SRTI; a test and measurement solutions for telecom, wireless and cable networks). He also founded DarklightPartners, a strategic advisory to small and mid-cap companies. Between 2002 and 2008, Mr. Bentovim was a co-founder and Managing Director of Skiritai Capital LLC, a San Francisco based hedge fund focused on small cap technology investing. Prior to this, Mr. Bentovim was an entrepreneur, as co-founder and President/COO of Webrix, Inc. Additionally, Mr. Bentovim has held positions as a Senior Engagement Manager with strategy consultancies: USWeb/CKS, the Mitchell Madison Group LLC and McKinsey & Company Inc. He has also serves on the board of directors for multiple public and private companies. Mr. Bentovim holds an MBA from Yale School of Management and a Law degree from the Hebrew University.

D.J. Smith - Chief Creative Officer, Board Member

Mr. Smith is the Organizer of the 2nd Largest Virtual Reality Meetup in the world called NYVR, founded in 2013. Mr. Smith has extensive domain expertise and knowledge of virtual and augmented reality hardware, software and content creation. In addition, his role as NYVR Organizer provides a deep understanding of the virtual reality industry, a real-time access to current industry developments, as well as a direct connection to virtual reality entrepreneurs and startups. In parallel with NYVR, Mr. Smith founded VRTech Consulting, Inc. whose purpose was to educate businesses in the field of virtual reality and assist in procuring virtual reality services. Mr. Smith holds a BS in Civil Engineering from Pennsylvania State University and brings 18 years of project management in construction and real estate development.

Maydan Rothblum - CFO & COO, Board Member, Board Secretary, Treasurer

Mr. Rothblum has 25 years of experience in finance, operations, business development and M&A. From 2004-2016, he was co-founder, Managing Director and COO of Sigma Capital Partners, a middle-market private investment firm, where he sourced, structured and led negotiated investments into publicly traded and private companies, primarily in the technology and business services sectors. Additionally, he oversaw the Fund's portfolio, held board positions and managed the fund's day-to-day operations, including financial statement preparation, cash flow management, audit, portfolio valuation and financial reporting. Prior to Sigma, Mr. Rothblum held positions at Apex Partners, a global private equity fund and Booz, Allen & Hamilton, a global strategic consultancy. Mr. Rothblum served as an engineer in the Israeli Defense Forces, where he focused on designing and implementing large logistics, information technology and inventory management projects. Mr. Rothblum holds an MBA from Columbia Business School and a BS in Industrial Engineering and Management from the Technion - Israel Institute of Technology.



Executive Biographies (II)

Jeff Meisner - Chief Revenue Officer, Board Member

Mr. Meisner has spent over a decade as a visionary for immersive technology, spatial computing, and the exploration of the human experience in the virtual world. He is the General Manager at Brightline Interactive, an award-winning creative technology agency. He is a visionary for the applications of VR/AR technology for enterprise, branding and government solutions and an expert in transforming client needs into tangible concepts and ideas through the use of VR/AR technology. Mr. Meisner is dedicated to growing the use of VR and AR technology through thought-leadership, speaking worldwide and hosting the VR/AR Association's (VRARA) podcast, "Everything VR/AR", as well as the President of the DC Chapter of VRARA. He is an active member of the National Defense Industrial Association (NDIA). Additionally, he served on various subcommittees for the Interservice/Industry, Training, Simulation, and Education Conference (I/ITSEC), sponsored by the National Training and Simulation Association (NTSA), an affiliate of NDIA since 2019.

James Watson - Chief Marketing Officer

Mr. Watson launched his career at a travel tech start-up in Sydney over 20 years ago. From there he went on to work for globally renowned advertising agency Ogilvy, leading marketing programmes for clients including Cisco and Philips. Over the past 10 years he has built up substantial marketing experience in the immersive technology sector (VR,AR and MR), advising a range of organisations from start-ups through to Fortune 500 companies. More recently, as Chief Marketing Officer for Immerse, he helped them to become the market leader in enterprise VR, winning numerous industry awards along the way. He has since established XR Tech Marketing, a company that specialises in providing marketing services for the immersive technology sector.

Tyler Gates - Chief Futurist

Mr. Gates has spent over a decade as a visionary for immersive technology, spatial computing, and the exploration of the human experience in the virtual world. He is the General Manager at Brightline Interactive, an award-winning creative technology agency. He is a visionary for the applications of VR/AR technology for enterprise, branding and government solutions and an expert in transforming client needs into tangible concepts and ideas through the use of VR/AR technology. Mr. Gates is dedicated to growing the use of VR and AR technology through thought-leadership, speaking worldwide and hosting the VR/AR Association's (VRARA) podcast, "Everything VR/AR", as well as the President of the DC Chapter of VRARA. He is an active member of the National Defense Industrial Association (NDIA). Additionally, he served on various subcommittees for the Interservice/Industry, Training, Simulation, and Education Conference (I/ITSEC), sponsored by the National Training and Simulation Association (NTSA), an affiliate of NDIA since 2019.



Independent Board of Directors

Sharon Rowlands - Independent Board Member

Ms. Sharon Rowlands has over 20 years of experience leading multi-billion-dollar companies serving small and medium-sized businesses, financial markets and enterprise customers. Since January 2019, she has been the CEO of Newfold Digital (previously Web.com). Prior to that, she was the CEO of ReachLocal, Inc. (previously Nasdaq: RLOC, acquired by Gannett Co., Inc [NYSE: GCI] in August 2016) and the president of the USA TODAY's Network Marketing Solutions business. Prior to ReachLocal, she served as CEO of Penton Business Media Holdings, Inc., CEO of Altegrity, LLC and CEO of Thomson Financial. Underscoring her leadership expertise, Ms. Rowlands was named Customer Focused CEO of the Year in the 2016 CEO World Awards, won the Gold Stevie Award for Female Executive of the Year in 2016, and was also named Female CEO of the Year in the 2016 One Planet Awards. In addition to Glimpse, Ms. Rowlands currently serves as a director of PegaSystems, Inc. (Nasdaq: PEGA). Previously, she was a director of Constant Contact (Nasdaq: CTCT) and Automatic Data Processing, Inc. (Nasdaq: ADP). Ms. Rowlands earned her Postgraduate Certificate in Education from the University of London and her B.A. in History from Newcastle University.

Jeff Enslin - Independent Board Member

For over 20 years, Mr. Enslin worked as Global Macro/Emerging Market portfolio manager and Partner at Caxton Associates LP - a leading macro focused hedge fund. Mr. Enslin was also actively involved in the management of the firm. Prior to Caxton, Mr. Enslin worked at Kiloran Corporation, a macro focused hedge fund. He also worked as a commercial lender, managing banking relationships with middle market companies, while at Maryland National Bank (now part of Bank of America). Since 2010, Mr. Enslin has served on both the Investment Committees at Lehigh University (\$1B+ Endowment) and the Peddie School (Chair - \$300mm+ Endowment). For the last several years, Mr. Enslin has been actively involved as an angel investor across a wide spectrum of start-up businesses. Mr. Enslin received a B.S. in Finance from Lehigh University and an MBA in Finance and International Business from New York University's Stern School of Business.

Lemuel Amen - Independent Board Member

Mr. Lemuel Amen is the Founder and Chairman of Altius Manufacturing Group, LLC., an equity growth management firm, and has held senior executive positions for Electronic Data Systems (EDS) and 3M. He has served as a board director for a private technology firm, AbeTech Inc. since 2009, and on the board of advisors of private industrial firm, Diversified Chemical Technology, Inc., since 2018. Mr. Amen is an experienced board member serving technology, industrial services, and application software firms, including: Chairman of Viking Engineering and Development Inc (2011-2017); Bauer Welding & Metal Fabricators, Inc., (2013-2016); lead director for HighJump Software, Inc.(2005-2008). He served as Chairman for the Federal Reserve Bank of Minneapolis, Ninth District Advisory Council (2012-2015). Additional board director posts include: University of Michigan=Dearborn College of Business, Board of Advisors (2019-present); State of Minnesota Governor's Workforce Development Council (2016-2019); Ordway Center for the Performing Arts (2015-2018); Junior Achievement Worldwide Inc., Global Board of Directors (2003-2008); Northwestern University McCormick School of Engineering & Computer Science, Industrial Advisory Board (2000-2006). Mr. Amen earned his M.S. in Civil and Environmental Engineering from Northwestern University, and his B.S. in Mechanical Engineering at California State University-Northridge.

Alexander Ruckdaeschel - Independent Board Member

Alexander Ruckdaeschel has worked in the financial industry for over 20 years in the U.S. and Europe as a co-founder, partner and senior executive. Since 2012 and until recently, he served on the Board of Directors of Vuzix, a leading supplier of smart glasses and AR technology products and services and was the Chairman of Vuzix's Compensation Committee. Mr. Ruckdaeschel co-founded Herakles Capital Management and AMK Capital Advisors in 2008. He was also a partner with Alpha Plus Advisors and Nanostart AG, where he was the head of their U.S. group. Mr. Ruckdaeschel has significant experience in startup operations as the manager of DAC Nanotech-Fund and Biotech-Fund, and sits on several boards. Following service in the German military, Mr. Ruckdaeschel was a research assistant at Dunmore Management focusing on intrinsic value and identifying firms that were undervalued and had global scale potential.

Ian Charles - Independent Board Member

Ian Charles is a veteran CFO with over 25 years of executive leadership experience in technology, public markets, mergers and acquisitions, and multinational operations. He currently serves as the CFO of Filevine, a leading provider of SaaS legal solutions, and has previously served as CFO at a wide range of SaaS, finance, technology, and digital media companies, including: Flexe (2021); Scoop Technologies, Inc. (2019-2021); Planful (2014-2019); The Brenner Group (2012-2015); and RMG Networks (2010-2012). Mr. Charles co-founded and formerly served as the CFO of Unison (2003-2009), a real estate equity investment firm. His years of experience as a tech-oriented CFO across a variety of sectors has equipped him with substantial expertise in finance and operational infrastructure. Mr. Charles earned his MBA in Finance from the USF School of Management, and his BA in Political Science from University of Colorado Boulder.



Subsidiary Companies (I)



Brightline

Brightline Interactive provides VR, AR, 5G integration, spatial computing, and deep tech software and service solutions

Designs, builds, and installs immersive and interactive experiences, training scenarios, and simulations

Supports events, permanent display areas, and simulation environments for both government and commercial customers

<https://brightlineinteractive.com/>



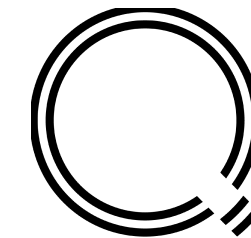
Sector 5 Digital

Sector 5 Digital creates VR and AR solutions for marketing, communications, sales, entertainment, and more

Combines brilliant storytelling with emerging technology for industry leading organizations

Full-service partner that elevates brands with innovative digital content

<https://www.sector5digital.com/>



QReal

QReal

QReal provides photorealistic, lifelike 3D models and experiences

Content is optimized, distributed and managed for AR, VR, Web, Mobile and Social Media

Virtual and Augmented Reality experiences to support brands, retail and agencies

<https://www.qreal.io/>



Subsidiary Companies (II)



Post Reality

Post Reality's tools help users rapidly and easily create, edit and deploy targeted, personalized AR presentations

SaaS Solutions provide drag & drop web/mobile AR creation tool and usage data analytics

Current industries targeted include: Education, Events, Scientific Research, CPG and Real Estate

<https://www.postreality.io/>



XR Terra

XR Terra provides XR bootcamps for software engineers, graphic designers, 3D modelers, and artists

Industry-driven training program with the goal of graduating market-competitive XR talent

Real-world experience, Unity authorized training, career services, small class sizes

<https://www.xrterra.com/>



Foretell Reality

Foretell Reality provides VR multi-person spaces for collaboration, Corporate Training and eLearning

Enhance productivity and human communications that overcome geographic and physical constraints

Secure platform, suitable for sensitive and/or confidential meetings

<https://foretellreality.com/>



Immersive Health Group

Immersive Health Group (IHG) provides outcome-driven VR & AR solutions for the healthcare and nursing industry

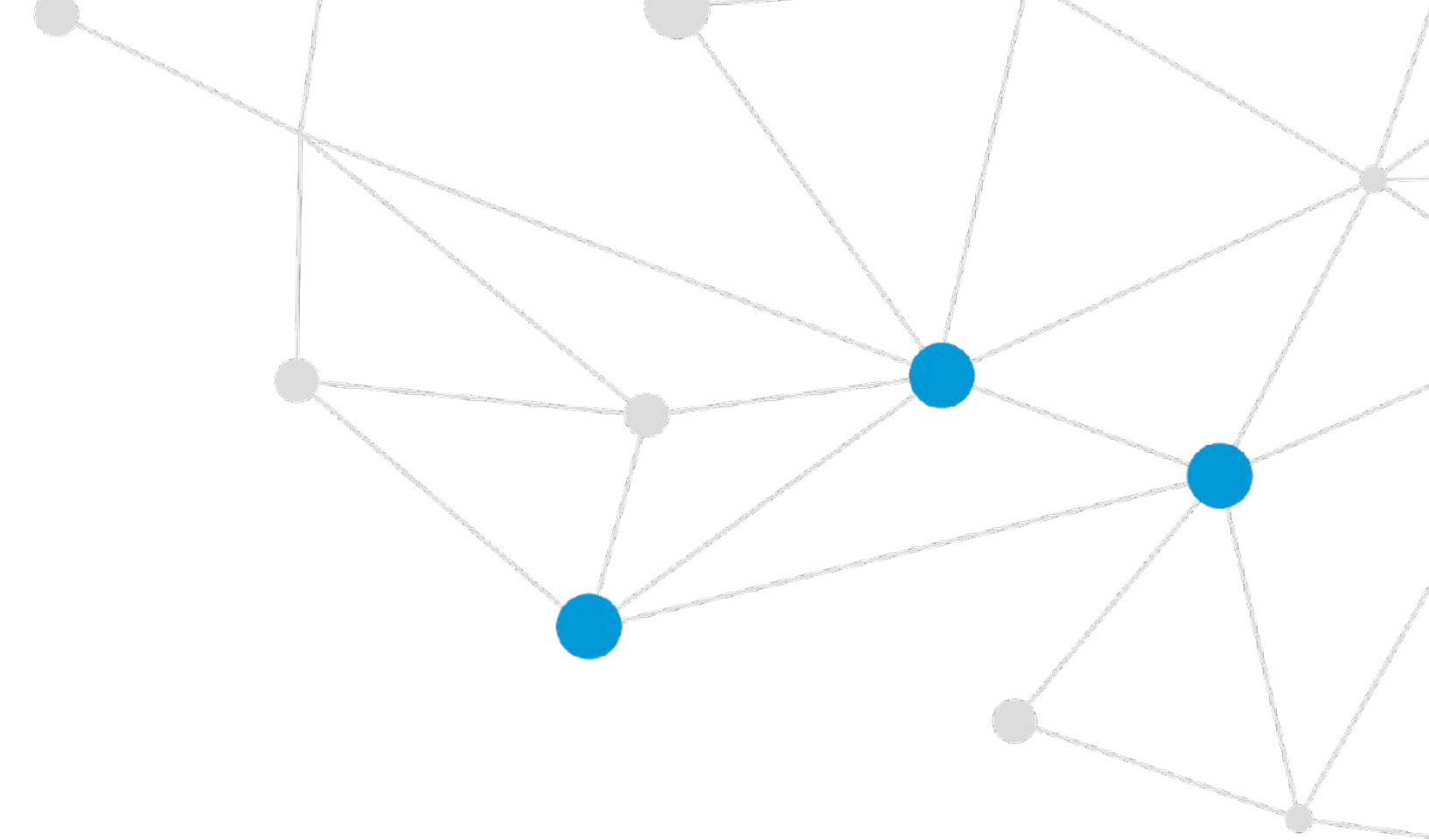
Utilize VR/AR technologies to measurably improve the patient's user-experience and health outcomes

Increased access to care, optimized care delivery, cost-effectively educate and train clinicians and practitioners

<https://immersivehealthgroup.com/>



Use Cases



THE GLIMPSE GROUP
Nasdaq: VRAR



Snapchat AR Filters

Trusted as an official Snapchat partner, QReal's lifelike AR content brings any brand to life

Increased social media engagement results in higher reshares, in-app purchases, brand awareness, and brand recognition

Video: <https://vimeo.com/555498845/d490bcb7ca>



Warehouse Inventory Accounting

AdeptXR created a VR simulation that brings a virtual warehouse to students containing interactive boxes needing to be accounted for

Students are given a set of 12 randomly placed boxes they need to locate and record the condition of

This VR simulation compliments NSU's Sophomore Accounting 5010 class while emphasizing the learning objects of the class

Video: <https://vimeo.com/652139668>



VR For Financial Research

D6 VR's 18-screen virtual display space allows users to absorb research in a faster, more effective and easily remembered manner

With D6 multi-dimensional charting, users can immediately explore and interact with a coverage space

Analysts can connect with clients 'face-to-face' in VR either as avatars or using live-streaming 3D video

Video: <https://vimeo.com/555498934/4088ab2fe4>



Continuum XR (BU)

Boston University was looking to find innovative ways to train new social workers on how to conduct difficult conversations

ContinuumXR simulated various situations and responses that are common to social work in a hospital

The platform connects to a custom analytics panel, allowing the BU staff to review the performance of the student social workers after completing the experience

Video: <https://vimeo.com/555498934/4088ab2fe4>

**BOSTON
UNIVERSITY**

Tablet Instructions

Please fill out the survey using the tablet. The Physician/PA will conduct the interview.

Pick up and hold the tablet by using the grip trigger button.

Push the joystick forward to make a pointing gesture.

Touch the white square boxes to add a check mark to select your answers.



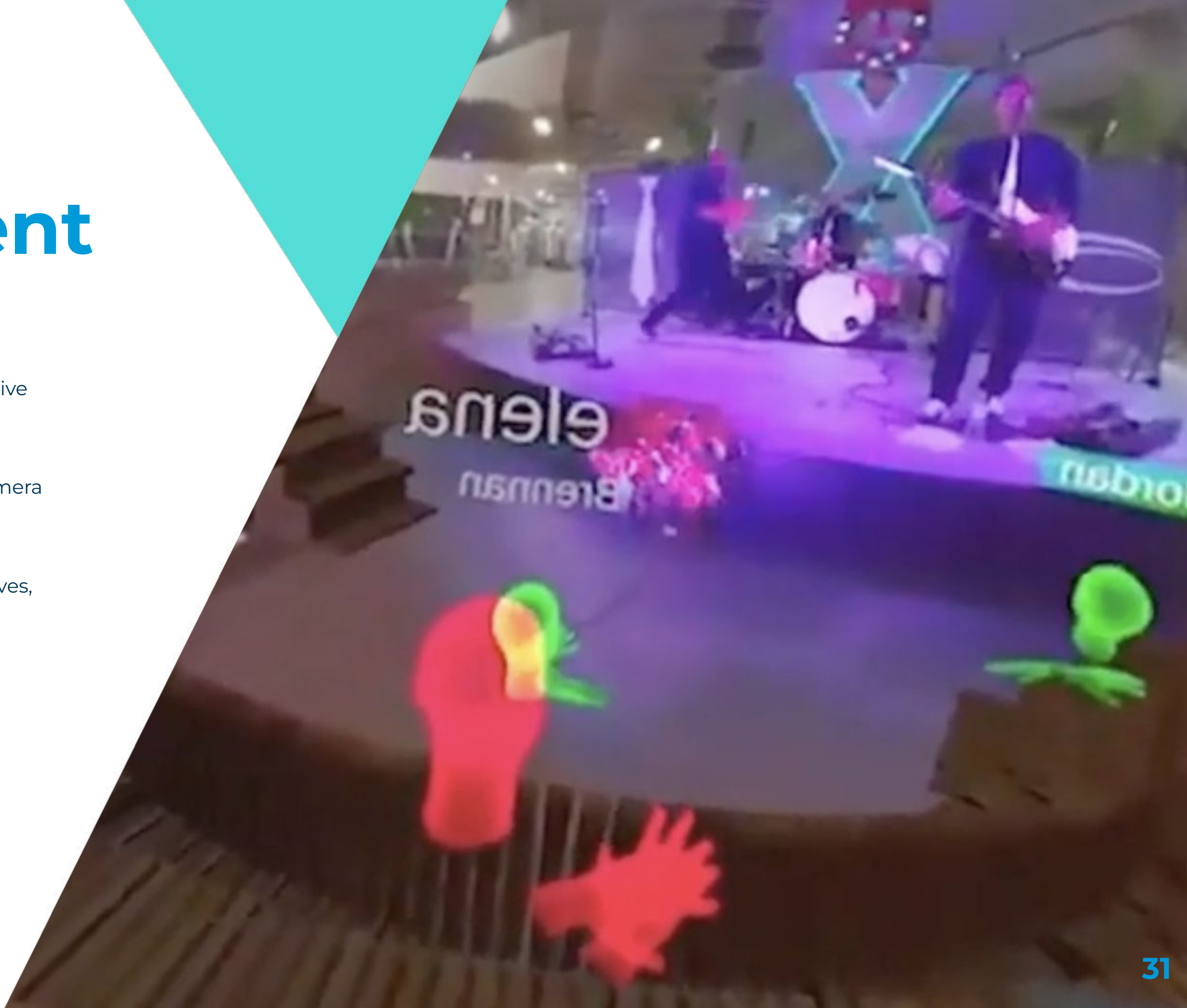
Chimera Entertainment

Chimera Entertainment combines a virtual environment with the ability to stream multiple live broadcasts

Chimera Entertainment allows entertainers to stream their shows live using an off-the-shelf camera to multiple VR headsets worn by audience members

As the way audiences consume live content evolves, venues and entertainers alike are exploring integrating this technology into their shows to expand accessibility and reach more fans

Video: <https://vimeo.com/555499007/f49f87c56e>



VR Enterprise Training

Adept XR worked with Takeda, a leading pharmaceutical company, to create a virtual reality training experience outlining the Chromaflow process, a series of steps that result in a batch of pharmaceutical product

The project included 3D modeling an entire Chromaflow room and all of the necessary equipment and interactions

The training solution was measured for effectiveness and resulted in a significant decrease in risk for onboarding new employees

Video: <https://vimeo.com/555499049/3c7c5f2eab>



AR Social Media For Bolle

QReal launched a novel “Try-out” AR marketing Campaign for Bolle’s Chronoshield Goggles

The Instagram lens allowed users to “Try-on” the goggles to see how they look when wearing them. Then, by switching to the “world view”, it allowed users to “Try-out” the goggles and see how the actual goggle lenses would filter out real-world light glare

The activation was widely popular generating 3 million views on Instagram in the first 3 weeks of the launch

Video: <https://vimeo.com/555499087/bcb56ffd31>

bolle



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Event Activation Colgate CES

Colgate-Palmolive wanted to stand out from competitive booths at CES

Mezmos collaborated with Colgate to create an AR experience that super-imposed a digital set of teeth over a sculpture so the user could learn more about how Colgate Total helps improve oral health

The experience ended with a game similar to “whack-a-mole” which increased foot traffic to the booth and caught the attention of leaders in the emerging tech space

Video: <https://vimeo.com/manage/videos/652173928>

The Colgate logo is displayed in white text on a red rectangular background.

AR Poster For Allergan

PostReality and Allergan worked together to create an AR promotion of their new liver medicine

The activation featured hyper-realistic, 3D renders of livers in various degrees of liver disease

The application was shared at numerous events and Allergan continues to collaborate with PostReality on updating the application with additional anatomical 3D models

Video: <https://vimeo.com/555499144/429a6c3cf5>



Support Groups For XR Health

Foretell has partnered with XR Health to host support groups in virtual reality

Foretell Reality's platform allows users to participate in support groups anonymously as well as remotely

Administrators can schedule sessions and create breakout sessions if further privacy is required

Video: <https://vimeo.com/658694020>



AR Visualization for AEC

Auggd visualizes design intent to all stakeholders throughout the construction project lifecycle, reducing the costs associated with rework

ADCO Construction Pty Ltd, a top 100 private Australian company with approximately \$1B in revenues, used the Auggd platform to bring projects to life for its clients during the proposal phase, and engaged with stakeholders during project delivery

Most recently, full size, 1:1 scale visualizations of upcoming projects have allowed ADCO to visualize developments for its stakeholders in a uniquely engaging way; its users only need an iPad to view and explore a project on the actual site

Video: <https://player.vimeo.com/video/586889339?h=21bde86413>




XR Training

XR Terra's Unity-authorized training and career services prepare graduates with real-world experience in their desired field.

XR Terra's industry-driven training program created by XR experts, enterprise partners, and academic institutions allows users to graduate with market-competitive XR talent.

Users enrolled in XR Terra's outcome-focused courses for AR and VR will create a professional portfolio in engineering, design for XR applications, or programming.

Video: <https://player.vimeo.com/video/618400041>



Level 3
Get To: Shelf



Galderma Interactive Anatomy VR

Galderma partnered with Sector 5 Digital to create an immersive motion-based VR experience to take their anatomy training to the next level in order to teach doctors and injectors who are non-physicians how to inject safely and effectively for optimal patient results.

The immersion makes for a memorable experience, helping the trainee apply what they've learned much quicker than previous training methods and retaining the information afterwards.

Based on the positive results they saw, Galderma plans on deploying this program to the thousands of aesthetics partners worldwide to improve their anatomy-based education.

Video: <https://vimeo.com/412458172>



AR Interactive Displays

In collaboration with AT&T 5G, Brightline Interactive created The Virtual Layer, a shared, location-based AR experience. Using their 5G-connected device, users can interact with virtual content strategically positioned throughout the AT&T Experience store.

The first two deployments were branded AR experiences which brought Looney Tunes and Wonder Woman 1984 content packs to life at the AT&T Dallas Discovery District flagship store.

The Virtual Layer is scalable and adaptable, able to easily integrate new intellectual properties and content packs on top of the base platform within any physical location.

Video: <https://vimeo.com/734736530>

