

The logo for 'emerge' is displayed in a dark green, sans-serif font on a light green rectangular background. A diagonal line cuts through the letter 'e' from the top-left to the bottom-right.

**EXTENDED REALITY  
CAREER EXPLORATION  
EMPOWERING STUDENTS TO  
SHAPE THEIR FUTURE**





# OUR TEAM

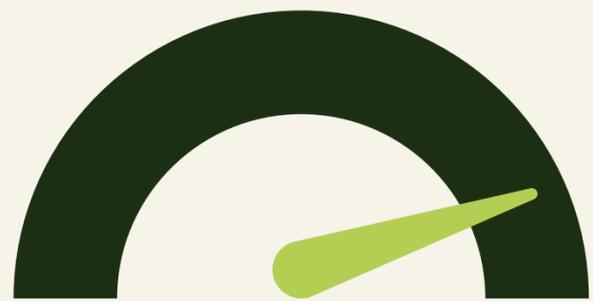


**Joe Bamberger**

Managing Partner of Emerge



# EMERGE WITH US



**~8000 Students**



**23 Counties Visited**



**60 School Visits Completed**  
**40+ Scheduled Remaining**  
**80+ Visits will take place post January 1**



# WHAT IS EXTENDED REALITY (XR)?

01

## VIRTUAL REALITY

VR creates a fully immersive digital environment that replaces the real world.

02

## AUGMENTED REALITY

AR overlays digital content (text, images, 3D objects) on the real world in real time.

03

## MIXED REALITY

MR is a hybrid of VR and AR, where digital objects interact with the real world in real time.



# WHEN IS EXTENDED REALITY MOST EFFECTIVE?



## Dangerous

Allows users to practice high-risk tasks like firefighting, surgery, or working with hazardous machinery in a safe, controlled environment.



## Impossible

Makes it possible to explore the surface of Mars, dive into the human bloodstream, or walk through ancient civilizations.



## Counterproductive

Enables users to make mistakes and refine skills without disrupting real-world operations, such as pilots practicing emergency landings.



## Expensive

Provides cost-effective training for industries like aerospace, healthcare, and manufacturing, where hands-on training is too costly or impractical.

# CURRENT UTILIZATION

## Career Exploration

Exploring careers  
in short 4-6 minute  
simulations

## Skills Development

Diving deeper into  
CTE skills and  
practicing work  
hands on

## STEM Education

Building  
educational  
fundamentals to  
support current  
learning objectives



# THE PROBLEM



**80%**

**OF COLLEGE STUDENTS IN THE UNITED STATES CHANGE THEIR MAJOR AT LEAST ONCE DURING THEIR COLLEGE TENURE.**



**60%**

**OF BACHELOR'S DEGREE STUDENTS TAKE LONGER THAN FOUR YEARS TO GRADUATE, INCREASING THEIR FINANCIAL BURDEN.**



**\$1.773 TRILLION**

**STUDENT LOAN DEBT IN THE UNITED STATES AS OF JANUARY 2025.**



**APPROXIMATELY 52% OF BACHELOR'S DEGREE HOLDERS ARE UNDEREMPLOYED ONE YEAR AFTER GRADUATION, WITH 45% REMAINING UNDEREMPLOYED A DECADE LATER.**



**WHILE 80% OF EDUCATORS BELIEVE THEIR INSTITUTIONS PRODUCE WORK-READY GRADUATES, ONLY 62% OF EMPLOYERS AGREE.**



## **Traditional Career Exploration Methods**

- **Career Assessments & Surveys:** Often generic and fail to provide real-world insights.
- **Job Shadowing & Internships:** Valuable but limited in availability, making it difficult for all students to participate.
- **Classroom-Based Career Counseling:** Typically lacks hands-on experiences and real-world context.



## Limitations of Traditional Methods

- **Limited Accessibility:** Not all students have access to internships, job shadows, or career mentors.
- **Lack of Immersion:** Reading about a job or watching a video does not equate to experiencing it.
- **Mismatch Between Expectation & Reality:** Students may pursue careers based on inaccurate perceptions, leading to dissatisfaction and career changes.

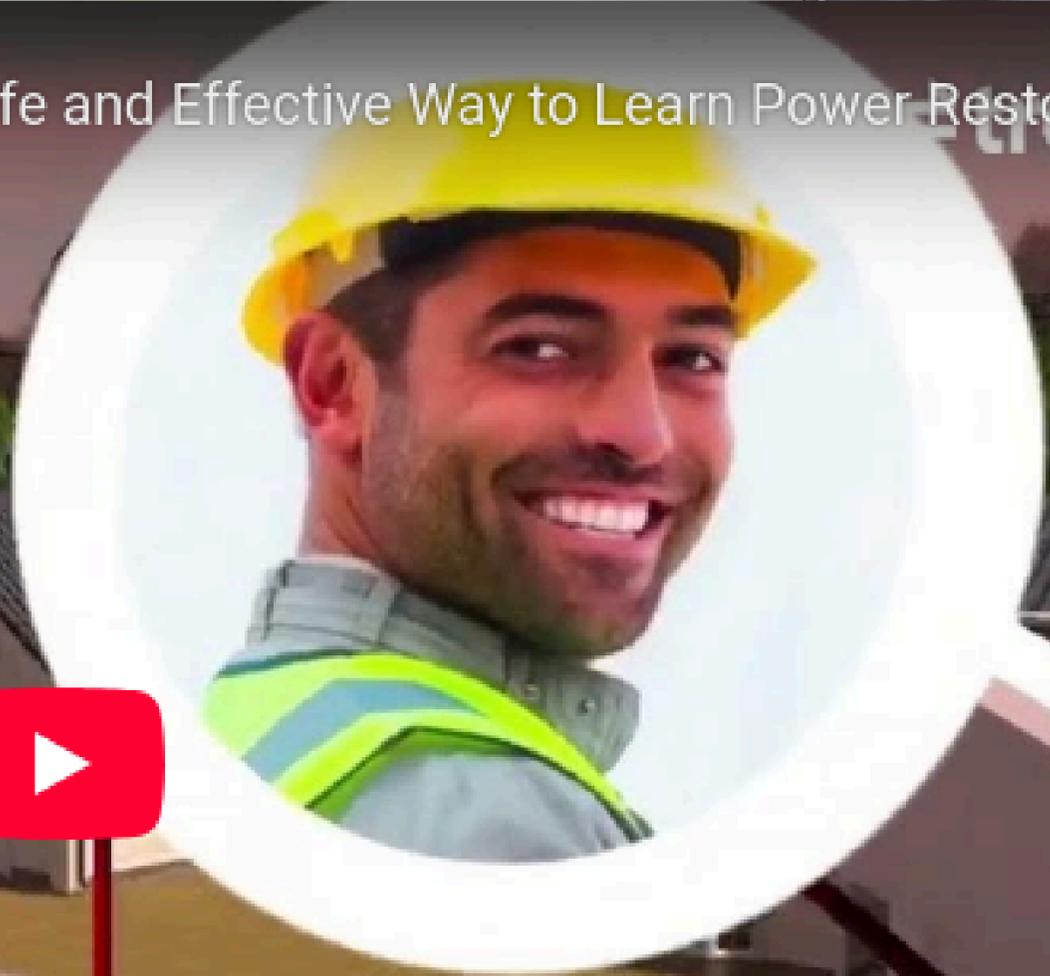
# CAREER EXPLORATION IN XR

- **Immersive Learning:** XR places students in simulated work environments, allowing them to experience job tasks firsthand.
- **Realistic Job Simulations:** Users can interact with virtual tools, scenarios, and challenges that mimic real-world experiences.
- **Diverse Career Exposure:** VR enables students to explore multiple careers in various industries without location or accessibility constraints.
- **Risk-Free Exploration:** Students can experiment with different careers in a safe, controlled environment before making real-world decisions.
- **Bridging the Skills Gap:** Hands-on XR experiences help students develop industry-specific skills, making them more prepared for future careers.





Restore Power to Neighborhood in VR: A Safe and Effective Way to Learn Power Restora...



# Architecture & Construction

Watch on  YouTube [Restore Power to Neighborhood](#)



Bodyswaps - Job Interview Simulator

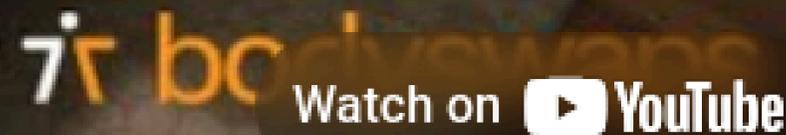
**VR Training**



Copy link

# JOB INTERVIEW SIMULATOR



 Watch on  YouTube



Reframe Trailer



Share

REF  EXR  
TRANSFORM ANY CLASSROOM INTO MIXED REALITY

Watch on  YouTube



## **Narrowing the Funnel**

- **Eliminating Unsuitable Career Options:** By experiencing job roles firsthand, students can identify what they do and do not enjoy, helping them avoid careers that are not a good fit.
- **Refining Career Interests:** XR allows students to explore multiple fields, narrowing their choices to align with their strengths and interests.
- **Pathway Planning:** Students gain insights into the education, skills, and certifications needed for careers they are interested in, helping them make informed decisions.

# STEPS TO INTEGRATE XR INTO THE CURRICULUM

Identify career-focused XR content that aligns with educational and workforce development goals.

Train teachers and counselors on how to use XR effectively for career exploration.

Incorporate XR modules into existing career readiness programs or electives.

# POTENTIAL CHALLENGES AND SOLUTIONS

## Cost

Schools can seek grants, partnerships, or shared resources with local institutions.

## Capacity

Utilizing centralized resources can be an effective solution.

## Content Limitations

Partnering with mobile XR solutions can solve many problems.

# QUESTIONS?



# emerge

