



For immediate release

Fun and effective learning brought together in a high-tech adventurous learning platform

CoVince Learning platform combines psychology, technology and experience, enabling users to learn and grow by multi-sensory experiences.

Utrecht, The Netherlands, 20 December 2018 - Today, CoVince announces the launch of its award nominated Adventurous Learning platform for learning social and practical skills. It's the One-Stop-Shop for experiencing, creating and sharing learning journeys based on the EVA-brain model: Experiencing Emotions, Valorizing Visualizations and Activating Associations. Providing the newest technologies like VR/AI/AR accessible for creators and learners, to make learning more effective and fun: www.covince.com

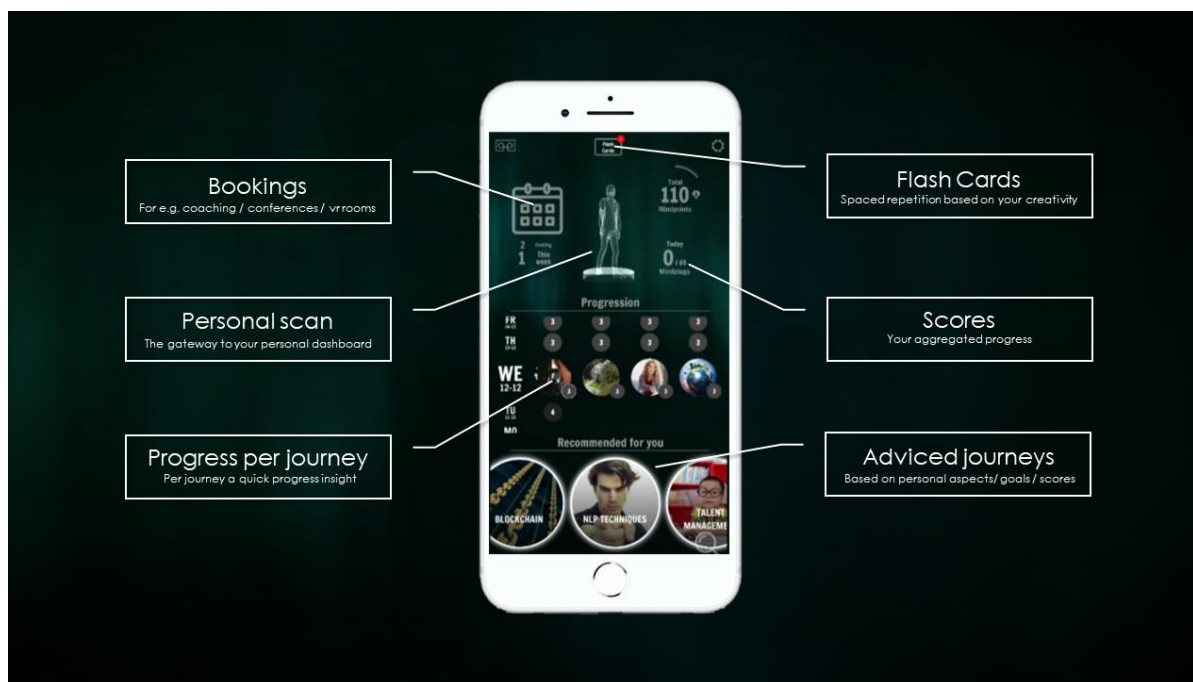
CoVince will be demonstrating its new platform during the CES show in Las Vegas (booth 51726, Tech West, Sands Expo, Level 1, Hall G and Venetian, Level 1).



Lifelong Learning

We are all born with an adventurous spirit— we learn and grow by experience. From today adventurous learners, educational parties and tech companies can make use of this unique platform which combines psychology, technology and experience in one accessible place.

- **For Learners:** Turning boring studying in personalized, adventurous and effective journeys; more fun when doing a training and retain the knowledge better. A unique combination of theory, (simulated) practice, personal measurements and objective feedback. Powerful tools from (life) purpose to fulfilment all in one place. From learning presentation skills to welding.
- **For Educational Parties:** No big investments to use the newest tech (VR/AR/AI/Smart Sensoring) through our easy to use journey builder and sell training journeys across the world in our one-stop-shop and benefit from increasing revenue and scalability.
- **For Tech Companies:** Making difficult-to-find point solutions, scalable and profitable by adding them to training journeys and share revenue.



Seamless Journeys

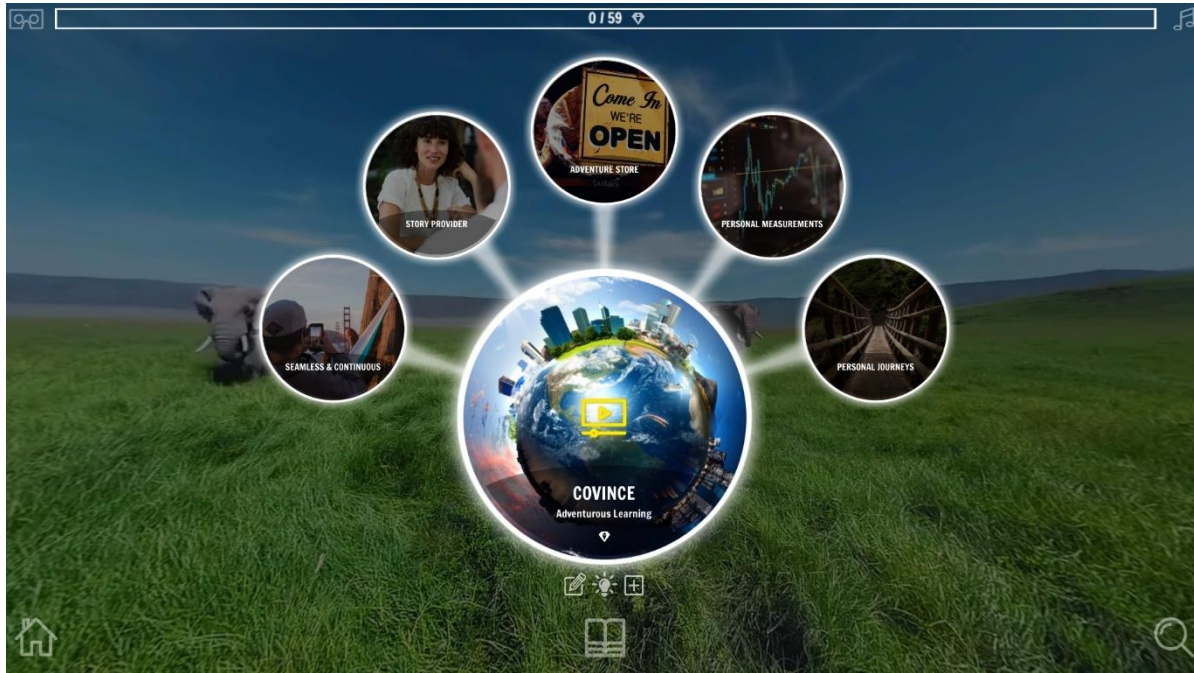
The CoVince platform is made seamless for every device. Start on your smartphone and switch with your personal account to devices like laptop, tablet or luxe VR/AR headsets. CoVince is in preview available on Android, IOS, Oculus, Windows.

Adventure Store

CoVince offers learning journeys pay per use, prices can vary based on the provider from free to 2000USD. In the next stage we offer a monthly 'all you can learn' model (like Netflix). In addition, CoVince offers a self-management environment for shielded journeys (shielded for other parties).

Start Adventure

Bring your adventurous spirit back to life with CoVince: Download CoVince on the Oculus Go Store, Android Play Store or Apple App store and start your journeys from January.



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About CoVince

[CoVince](#) was founded in 2017 by [Richard van Tilborg](#) and [Melanie van Halteren](#) to make learning fun and effective thru adventurous learning for anyone, anytime, anywhere. Nowadays we have the opportunity to create a better world together with the help of emerging and immersive technologies.

In order to achieve this goal, social innovation is of vital importance. A positive mindset and the basic skills we call ACSI; Ability to Adapt, Creativity, Social Collaboration, Information Processing. These are the basic skills of today and the future. In order to achieve this goal, we use the EVA-brain model: Experiencing Emotions, Valorizing Visualizations and Activating Associations.

With these principles we accelerate people development through next generation learning adventures; personal, measurable and unforgettable. From (life) purpose to fulfilment. Together (Co) we prevail (Vince).

For more information (review samples, interview requests)



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CoVince
ADVENTUROUS LEARNING