



- TINALP leverages holographic technology to provide an immersive and interactive learning experience

FifthIngenium

TINALP is the result of more than 5 years of research and development by FifthIngenium based on the **integration of Augmented Reality, Artificial Intelligence and 5G** for a more effective and interactive training.

Microsoft has recognized FifthIngenium as a **Mixed Reality Partner** because of the technical capabilities demonstrated and the innovation brought to the market.

Vodafone has chosen FifthIngenium as **winner of Action For 5G 2020** to bring Tinalp to its European clients in the training and educational sectors.

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Creating advanced
learning experiences



VISION

Two weeks after the experience, an active **learning by doing approach** results in the **memorization of up to 90%** of a lecture content, compared to just 10% of a standard passive approach.



* Source: Edgar Dale 1969

90%

WHAT IS TINALP?

TINALP revolutionizes the concept of **education 4.0** introducing **augmented classroom** which simulate practical scenarios, with **real-time** trainer-trainees interaction, for a customized and **immersive learning experience**.

Using **Augmented Reality** TINALP creates a more realistic immersive e-learning experience, enabling new ways of training through mobile cloud classroom and virtual presence. Teachers can retrieve real-time information about each student in order to shape training to their specific needs and capabilities.

Thanks to **low latency technology**, students around the world will be able to attend lessons from their own locations **teleporting** expert trainers and teachers in **any place at any time**.

FIELDS OF USE

TINALP enables schools and universities to **empower teachers** with an immersive tool which allows them to better explain complex concepts thanks to the unmatched capabilities of interaction with **3D models**.



Companies can extend their training modules, from **soft-skill management** to complex repairing procedures on **industrial machineries**, by allowing trainers and trainees to work with 3D objects which simulate **real life scenarios**.



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OUR PLATFORM

Our online platform aims to be the **"PowerPoint of Mixed Reality"**.

Lessons and training contents are created in a simple and intuitive way, with the possibility to import 2D images and 3D models or play unique content such as volumetric 3D videos.

Thanks to the embedded no-code Editor anyone can quickly **turn paper-based manuals into interactive guides**.

After the creation, we offer a **secure global deployment and management** with useful intuitive features and AI-powered reports and analytics.



Compatible with HoloLens 2, Nreal Light, Oculus and more



Quick content creation with drag'n drop editor



AI-powered reports and analytics



5G ready with ultra low latency 3D synchronization technology