Welcome to iVersity

{xtypo_dropcap}A{/xtypo_dropcap}t iVersity we have been staying abreast of many paradigm shifts that technology is providing the world, and it is our mission to use new ways of thinking and interaction with computers and the internet to provide our customers with innovative ways to accomplish their business ideas.

We are undertaking an initiative to bring education to you in a way that is intuitive to learn. We specialize in the visualization of complex processes in simple interfaces, and harness the full power of multimedia to convey exciting content to our users.

{xtypo_quote}At iVersity we believe that education can be fun and provoking. Stereotypes found in the current educational environment can be broke through new interfaces. {/xtypo_quote}

We are exploring the visualization of the mind-body connection through our Bio-feedback program, traditional knolwedge through our [Un]iVersity, and principals of learning and cognitive theroy in our Artificial Intelligence lab.

Knowledge of thy self begins with awareness. Awareness of the body. Using quantitative analysis we show understanding of the body's systems and functions that are representative of the body's wellbeing through a unique approach.

To accomplish this, we use biofeedback intertwined with an immersive online 3D environment to produce real-time simulations of people's body functions in a visual manner that is intuitive for the practitioners to understand, allowing for quick advancement of wellbeing in a measurable manner, along with many other things. The online media will be one that will allow extensive multimedia interaction for demonstration of principals and exercises.

These concepts and methods of interaction are reaching maturity, but as each product has its own life line, we are undertaking an in-depth study to evaluate the different variables. iVersity will chart the progress of the program. To make this research as analytical as possible and to discount the possibility of personal bias, we use Software Engineering principals to create documentation for requirements, analysis, design, implementation, and testing of the system.

Additionally iVersity will produce a case study that will examine the project, with objective analysis. To start, we will chart the progress of physical effect by recording heart rate and skin galvanization over the project, and give graphic representation of the changes.

iVersity is beginning to assemble the 3D objects that tie in real-time to the biofeedback. Along with these objects I will include the 3D environment that will be the "holding container" or environment for the immersive action to take place in.