VR Motion Learning GmbH & Co KG successfully secures Second Round of Seed Financing:

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VR Motion Learning GmbH & Co KG
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Financing secured for groundbreaking educational learning program disrupting the tennis world:

Vienna, Austria / March 6th 2020 / PRNewswire/: VR Motion Learning GmbH & Co KG is pleased to announce the successful closing of its second round of seed financing. The financing was led by its current founders and investors, and is backed by a grant & loan from the FFG Austrian Promotion Agency. The funds will enable VRML to further advance the application on to a Demo, which will be presented first time to the public during the CES 2021 in Las Vegas. In the second half of 2020 a first Series A financing is planned, which should enable the global market roll-out with a prototype by 2021.

Gregory Gettinger, CEO & founder: "I am excited to feel such a strong confidence in our truly groundbreaking application. Soon you can virtually learn how to play tennis with a perfect technique in only a fraction of time, efficiently and accurately in a personalized and customized set-up. This application will open the door to authentic virtual tennis learning & gaming, authentic virtual tennis tournaments and real tennis E-sports."

Technology behind the Virtual Tennis Trainer:

The applied technologies cover video & audio fidelity in VR, highest levels of immersion, haptic feedback, real-time full body motion tracking and capture, interaction with people and objects, multiplayer games, games between locations and usage of data collection, similarity modelling, biomechanical modelling, real-time data analysis and processing using Machine Learning & Artificial Intelligence tools. The new VRML platform integrates all necessary technologies and content into powerful and universal solutions to enable multiple B2C and B2B products and to significantly improve quality and effectiveness of motion procedures. This scientific project, accompanied by the Technical University of Vienna TUW and major industrial partners, is based on individual biomechanical data.

About VR Motion Learning GmbH & Co KG:

VRML visions to build a VR platform technology for many other use cases such as sports like tennis,baseball and golf, VR LBE gaming, physiotherapy & rehabilitation & fitness, VR eSports, industry applications and more.

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