BY THE NUMBERS Higher Education

The Concept3D platform has been creating and designing 3D interactive maps and virtual tours for over half a decade for higher education. Using our Google Analytics, forms, shared client data and industry statistics we made this overview of the impact of our platform.

3D RENDERED CAMPUSES

USERS AGE



VIRTUAL TOUR VIEWER **AVERAGE AGE IS** 16.6

MOBILE



35% OF **USAGE IS MOBILE**

INCREASED CONVERSION

YoY GROWTH

LEADS VIA VIRTUAL TOURS

MAP TIME

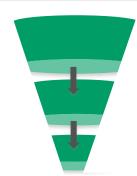


6 MINUTES 17 SECONDS TIME SPENT ON **3D INTERACTIVE MAPS**

360° PANOS

3525 VR-ENABLED

LEAD GENERATION



40% OF VIRTUAL TOUR VIEWERS LEAVE THEIR **CONTACT INFORMATION** VIRTUAL TOURS

CREATED AND CUSTOMIZED BY EVERY UNIVERSITY

RETURING VISITORS

OF 360° TOURS USERS RETURN WITHIN 6 MONHTS

MAP USAGE

INTERACTIVE MAP USERS



THE MAP

AVERAGE CUSTOMIZATION

ON AVERAGE EACH MAP HAS

UNIQUE CUSTOM DATA POINTS

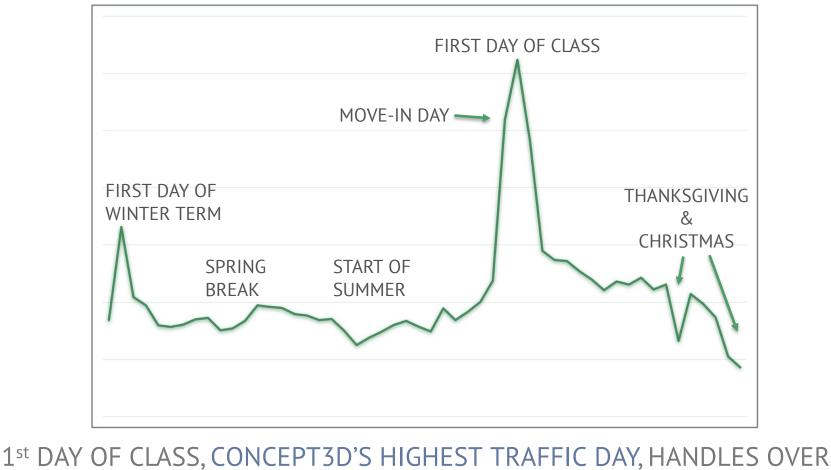
BOUNCE RATE

INTERACTIVE MAPS BOUNCE RATE

19.1%

INDUSTRY AVERAGE BOUNCE RATE ¹ 40.5%

MAP TRAFFIC THROUGHOUT THE YEAR



150,000 UNIQUE VISITORS

RETURN ON INVESTMENT

IN TUTION FEES BASED ON ANNUAL NATIONAL AVERAGES AND CONCEPT3D DATA

OR

ENROLLED STUDENTS

1.1 STUDENTS²



STUDENTS VIEW BOTH THE CAMPUS MAP AND VIRTUAL TOUR

1 https://blog.kissmetrics.com/bounce-rate/

- 2 https://nces.ed.gov/fastfacts/display.asp?id=76
- 3 https://www.usnews.com/education/best-colleges/the-short-list-college/articles/2016-09-22/10-universities-with-the-most-undergraduate-students 4 http://www.ecityinteractive.com/blog/6-innovative-colleges-universities-using-virtual-reality-tours-enhance-recruitment/
- 5 http://edu.chegg.com/seven-common-higher-ed-website-myths-busted-by-new-research-from-chegg-and-mstoner-inc/