



7 Things about Merge Cube

1 - What is it?

The Merge Cube is a black and silver physical cube that has inlaid designs that interact with various Merge Cube apps to transform the cube into a digital canvas, whether that entails the solar system, the body, or a pocket aquarium.

2 - How does it work?

The Cube works by using the camera function in the apps to detect the distinct pattern of the cube's sides to allow the coding to interact with it, in the same functional manner as a QR code on a product. The cube works in tandem with an app, but if the app is on a phone, it also allows the user to slide the phone in the Merge's version of a Google Cardboard headset.

3 - Who's doing it?

The Merge Cube is the only reasonably priced version on the market, so Merge Virtual Reality is the only company that has a strong foothold in this market.

4 - Why is it significant?

The Merge cube is priced at an extremely low rate that allows for teachers and schools to buy a full set for a classroom, and use it as an educational tool. In a sense, the Merge Cube is an inexpensive AR (Augmented Reality) cube that allows for a user-oriented experience, so it's perfect for primary, elementary learning.

5 - What are the downsides?

The downsides mainly consist of the lack of educational apps available. There seems to be a surge in entertainment-oriented apps, but it has a great potential to be used in the classroom. Also, the rotating capability can be interrupted by minimal blockage of the cube (e.g. hand is in the way), so it makes it sometime difficult to interact with or select a interactable function.

6 - Where is it going?

Looking forward, the Merge Cube is continuing to grow its app base, whether educational or for entertainment. They are also starting to promote their headsets as a better way to interact with their device. They are also working on product holders, that you can slide your device into to allow for a different viewing experience for the Merge Cube.

7 - What are the implications for higher education?

The Merge Cube is best suited for elementary education because of the user setup, and the implications help integrate technology in early education to help make the connection between technology and learning.

