Virtual Reality solution for TelekomCLOUD:

VRdirect and Deutsche Telekom announce technology partnership

Munich, March 26, 2021 - Munich-based software company VRdirect announces the launch of its technology partnership with Deutsche Telekom. In the future, Deutsche Telekom's business customers will be able to obtain the "VRdirect Studio" software, which allows them to create interactive virtual reality applications themselves without expert knowledge, easily and with just a few clicks via the TelekomCLOUD portal.

Cloud customers can now add the software to their bundle of Telekom products to create their own applications. Over the course of the year, VRdirect and Deutsche Telekom are planning further virtual reality products and services for Telekom business customers.

"A software solution for implementing virtual reality projects and virtual tours is a useful and innovative addition for Deutsche Telekom's business customers. VRdirect's software solution offers an easy entry into this new technology for our customers," says Patrick Schreiber, the responsible commercial manager at Deutsche Telekom.

"With our platform, we enable all companies to use virtual reality to achieve very specific business goals," commented Dr. Rolf Illenberger, Managing Director of VRdirect. *"All the more reason for us to be delighted that, as a partner of Deutsche*

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Telekom, we will now be able to make our solution available to TelekomCLOUD customers in the future."

TelekomCLOUD customers can access the VRdirect platform in the cloud portal at https://cloud.telekom.de/de/software/vr-direct.

About VRdirect

VRdirect brings virtual reality to the heart of your company. Due to its simple and open structure, the platform can be used without previous knowledge. It therefore offers the simplest solution for creating and publishing virtual reality projects. Typical use cases range from company training and further education processes to the recruiting and onboarding of employees and application scenarios in sales, customer service or at trade fairs. Once created, the content can be accessed on all common end-user devices. In addition to smartphones and browsers, however, they unfold their full potential especially on VR glasses. This brings employees very close to the action and gives them the feeling that they are really interacting with the simulated environment. With VRdirect, even companies that have previously been averse to using innovative virtual reality applications for cost reasons can now use the creative potential of VR for themselves with very few resources.

Further information is available at www.vrdirect.com

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