

			<< Allows you to insert code	NA: Not Applicable													
Id	Technology	Language	Open Source	Multi Platform	Implementation	Qualification Based on the Project	Versatile	Deployment Time	Already Integrates Other Technologies	Can be combined with other technologies	Publication of Educational material can	Role Control	Learning Time	Usage Statistics Panel	Price-Month-Usu	Qualities	
1	App Fectar	Modular and Allows to insert code in Beta version	No	Web - App IOS - App Android	Quick, easy to adapt.	High	Yes	Low	Yes	Yes	Yes	Yes	Fast	Yes	29,00 €	Modular, allows fast loading and creation of AR/VR material. With an educational approach, quick solution	
2	Matterport 3D	Javascript	No	Web - App IOS - App Android	Quick, Specific use.	Mean	No	Mean	Yes	No	Yes	Yes	Fast	Yes	9,00 €	It allows the virtualization of real spaces, and the navigation over them. Can be exported and instantiated in applications that support it.	
3	Dualvis	NA	No	Web - App IOS - App Android	Operated by them, no access.	Not recommended	No	NA	NA	No	No	No	NA	Yes	High - Agreement	Enterprise-level solution	
4	Google AR* ARCORE	Android Studio	SI	App Android	SDK-API	Mean	Yes	NA	No	Yes	No	No	Mean - Slow	Yes	- €	Arcore is Google's development kit for the creation of AR/VR applications.	
5	Unity	Multi len C#, Java- Py	No	Web - App IOS - App Android - Windows - Others	High - Development engine, consumes API	Mean	Yes	High	No	Yes	To develop	To develop	Slow	No. But it does allow to implement	36,00 €	Flexible, very powerful development engine. High learning curve	
6	Hubs Mozilla	HTML, JS	Yes	Web - App IOS - App Android	Fast, with requirements, WebXR <>	High	Yes	Mean - Low	Yes	Yes	Yes	To develop	Mean - Fast	Yes	- €	Already adapted environment, it allows the import of code and assets, as well as instantiating rooms for multiple users to interact with each other in real time.	
7	GlueL	Narrating	Yes	Web - App IOS - App Android	AR - Editor Online - Frame Mozilla	High	Yes	Low	Yes	Yes	No	No	Fast	No. But it does allow to implement	- €	AR/VR editor narrating the scene to you	
8	Openspace3d	Status boxes - C++	Yes	Web - App IOS - App Android - Windows	High - IDE development Scene 3D	Mean	Yes	Mean	Yes	Yes	To develop	No	Slow	Yes	- €	Specialized in Scenes and Multiplatforms	
9	Holo Kit	Unity	Yes	App IOS	SDK - Unity	Low	No	High	No	Yes	No	No	Slow	No. But it does allow to implement	- €	Rapid implementation of mixed reality	
10	Aperius VR	C++, NodeJS	Yes	It is a library of functions, it can be called from the IDE.	C++ Library	Mean	No	NA	No	Yes	No	No	Slow	Yes	- €	It already has preloaded functions that use the hardware architecture.	
11	Idea Space VR	WEB (HTML, CSS, PHP, AJAX, JAVASC)	Yes	Web - App IOS - App Android	CMS AR/VR	High	Yes	Mean - Low	Yes	Yes	Yes	Yes	Mean - Fast	Yes	- €	Modular, to upload AR/VR content and manage it (CMS) + Multi-lingua+ Assets Management	
12	OSVR	NA	Yes	NA	AR/VR Peripheral Configuration and Compatibility	Low	NA	NA	NA	Yes	No	No	NA	Yes	- €	List of peripherals and their compatibility	
13	A	HTML	Yes	Web - App IOS - App Android	Framework	High	Yes	High	Yes	Yes	To develop	To develop	Slow	Yes	- €	A Frame, allowing HTML editing	
14	Lo-VR	Lua	Yes	Web - App IOS - App Android - Windows - Others	Framework, Language for VR development	Mean	Yes	High	Yes	Yes	To develop	To develop	Slow	No. But it does allow to implement	- €	Proprietary language easy to export to any platform	
15	Janus Vr	Janus - NodeJS	Yes	Web - App IOS - App Android	Janus framing language	High	Yes	Mean - Low	Yes	Yes	To develop	Yes	Mean - Fast	No. But it does allow to implement	- €	Real-time collaborative space creation. One room multiple users.	
16	Play Canvas	Play Canvas and C++	Yes	Web - App IOS - App Android - Windows - Others	Play Canvas Graphics and Development Engine	Mean	Yes	High	Yes	Yes	No	No	Mean - Slow	No	45,00 €	Free - the price is for the server they can provide. Lightweight and powerful graphics engine, particle and physics manager, specialised in videogames. They allow a server already configured with 50GB at 45€ - WebXR support.	
17	Baby Lion JS	JS	Yes	Web - App IOS - App Android - Windows - Others	3D graphics engine	Mean	High	High	Yes	Yes	No	No	Mean - Slow	No. But it does allow to implement	- €	Graphics engine, works with JS, online editor	
18	Artool Kit	C++, JS, Unity	Yes	NA	Tracking Library for C++, JS, Unity	Low	NA	NA	No	Yes	No	No	Mean - Slow	NA	- €	Helps resolve video/object tracking in Augmented Reality	
19	Begon JS	JS	Yes	NA	Framework for adding 3D and 2D content to web applications	Low	NA	NA	Yes	Yes	No	No	Mean - Slow	No. But it does allow to implement	- €	Helps solve the development of instantiating 2D and 3D content in web experiences	
20	Chronos	NA	Yes	NA	Standards for 3D graphics, AR/VR, vision and machine learning.	Mean	NA	NA	NA	Yes	NA	NA	NA	NA	- €	Set of best practices	
21	Spatial	NA	No	Multi Platform	Collaborative environment solution, allowing multiple users to instantiate objects and interact in real time.	High	No	NA	NA	Yes	Yes	Yes	NA	Yes	25 USD/Month	Interaction in real-time multi-user environments.	
22	Unreal Engine	C++, Blueprint Visual Scripting	No	Multi Platform	High - IDE, with API <>	Low	Yes	High	Yes	Yes	To develop	To develop	Slow	No. But it does allow to implement	Free , with B2B option for 1500 USD	Flexible, very powerful development engine. High learning curve	
23	ARKIT	Swift	No	App IOS	Apple AR Development Technology	Low	No	High	NA	Yes	NA	NA	Mean - Slow	NA	apple developer	Integration with Apple only	
24	Kontent by Kentico	WEB	No	Web	CMS development without header	Low	No	High	Yes	No	Yes	No	NA	Yes	From 1200€/month	Adapts to each user	
25	Infuria Engine	Blocks	No	Web - App IOS - App Android - Windows	AR Industrial Solution	Low	No	High	Yes	No	Yes	No	Mean - Fast	Yes	To be negotiate	Industrial application for learning.	
26	Covince	Unknown	No	Multi Platform	Flexible - VR360 & Full VR	Medium	Yes	Dependent on experience	No	No	Yes	Yes	Low	Yes	8 euros per month per user	Flexible all-in-one VR solution	
27	WaraxVR	N/A	No	Multi Platform	Platform for editing 360 video	High	Yes	Low	Yes	Yes	Yes	Yes	Fast	Yes	From 1.200 euros per month	Easy to use, multi-device (iphone & headset), integration into LMS	