



The official Pro guide



Last updated: September 2025

**Go to the next level
and become a Pro**

Ready to become a Pro?

We're so excited that you've decided to join our growing community of educators!

Each page of this guide will take you one step closer to becoming a Pro in using Delightex Edu and being fully prepared to implement it in your school.

Once you've covered all you need to know, we'd like to invite you to go deeper into the world of Delightex Edu and introduce you to its community of educators and the various resources available online.

So sit comfortably, get your computer or tablet and let's get started!



Table of contents

Click the links to jump to a specific chapter.

Chapter 1. Getting started with Pro	5
Tech check	6
Key concepts & lingo	7
Setting up your account	9
Upgrading to Delightex Edu Pro	10
Chapter 2. Creating like a Pro	11
Creating a first Project	12
Setting up a first scene	13
The 3D camera	14
Creating for the MERGE Cube	15
The Delightex Edu Library	16
Uploading external files	17
Chapter 3. Coding like a Pro	18
CoBlocks	19
Advanced coding languages	21
The Physics engine	22
Chapter 4. Mastering VR, AR and more	23
Exploring Projects	24
Switching between devices	25
The Virtual Reality mode	26
The Augmented Reality mode	27
The MERGE Cube mode	28

Chapter 5. Pro sharing features	29
Sharing a Project	30
Publishing to the Gallery	32
Remixing a Project	33
Updating a shared Project	34
Recording and sharing videos	35
Exporting 360° images	36
Chapter 6. Pro class management	37
Setting up a class	38
Creating an assignment	39
Managing students	40
Adding teachers to classes	41
Chapter 7. Pro resources for educators	42
Getting started resources	43
Lesson plans	44
Classroom goodies	45
Training & PD (Professional Development)	46
Chapter 8. Pro community and support	47
The Delightex Edu Ambassadors	48
The Delightex Edu blog	49
Social media	50
The online forum	51
Support us	52

Chapter 1.

Getting started

with Pro

Tech check

Key concepts & lingo

Setting up your account

Upgrading to Pro

PRO

Tech check

To start with, let's get techy! Here's what's needed technically to use Delightex Edu. Make sure that you have the correct infrastructure before going further.

How does Delightex Edu work?

The Delightex Edu web app simply works **in the browser on any computer** (including Google Chromebooks).

The Delightex Edu mobile app works on **iOS and Android** and lets you create and explore Delightex Edu on a **smartphone or tablet**.

Delightex Edu in the browser

In order to use Delightex Edu, you'll need a web browser that supports **WebGL**. We recommend using the most recent versions of Google Chrome or Mozilla Firefox.

Delightex Edu on iOS and Android

The Delightex Edu app runs on iOS 8 or Android 4.4 and higher. In order to experience Delightex Edu scenes in Virtual Reality, Augmented Reality or gyro mode, your device must have a built-in gyroscope sensor.

Network access requirements

Some schools have firewalls that may block certain domains and prevent you from accessing Delightex Edu. In order to resolve this, it's necessary to allow all of the domains needed to access the Delightex Edu website and mobile app.

To learn more, view the tech check page at delightex.com/edu/tech-check

Key concepts & lingo

Time to learn some Delightex Edu vocabulary! Let's go through some of the key concepts in Delightex Edu and related lingo.

Activation key (A1A1 - A1A1 - A1A1 - A1A1 - A1A1)

Every Delightex Edu Pro license plan has a unique **24-character alphanumeric key**, letting educators join their license plan and unlock Pro.

Seats

Every license plan has a certain number of seats. Each User in a license plan (either teacher or student) uses a seat. Seats can be reassigned to new Users anytime.

Class code (A1A1A)

Every class in Delightex Edu has a unique **5-character alphanumeric code**, letting students join it.

Login code (000 - 001)

A login code is an instant **6-character numeric code** that can be generated to simultaneously log in to the same Delightex Edu account from another device.

CoBlocks

Delightex Edu's visual block-based coding language is named CoBlocks.

Project

A creation or a project in Delightex Edu is named a Project. In Delightex Edu Basic, the number of Projects is limited to two. In Pro, it's unlimited.

Scene

A Project contains one or more scenes. The number of scenes is always unlimited.

Share code (TBS - SAG)

Every shared Project has a unique **6-character alphabetical code** to easily access it.

Share link (app.delightex.com/TBS-SAG)

Every shared Project can be opened using its direct share link.

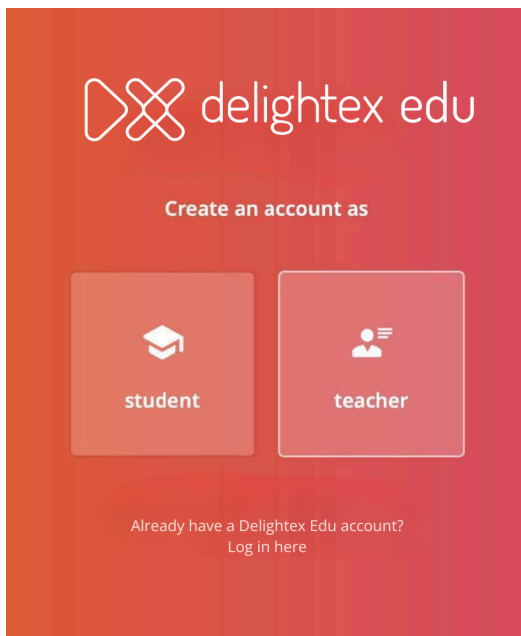
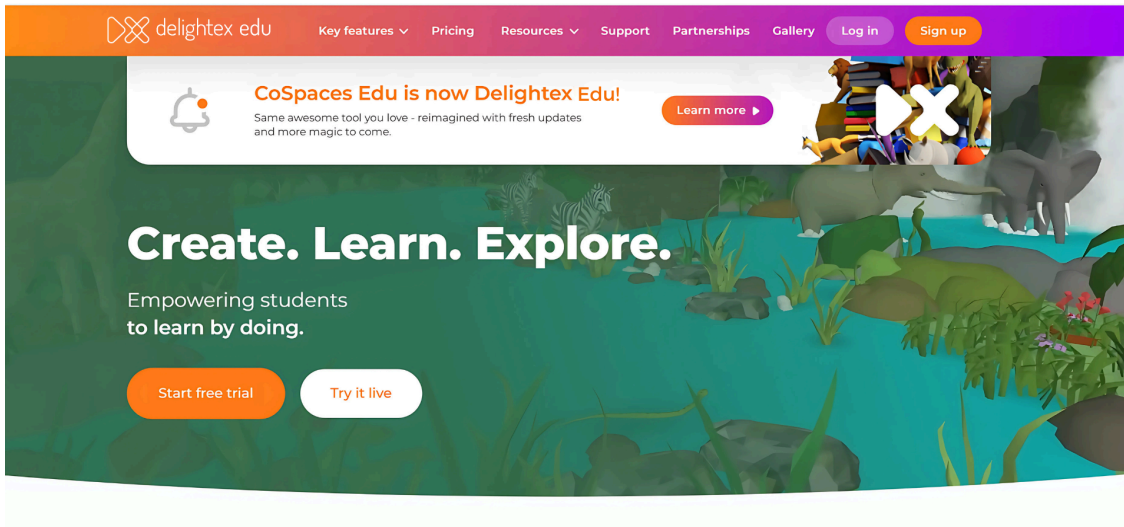
QR code

Every shared Project has a unique QR code, which can be scanned to access it.

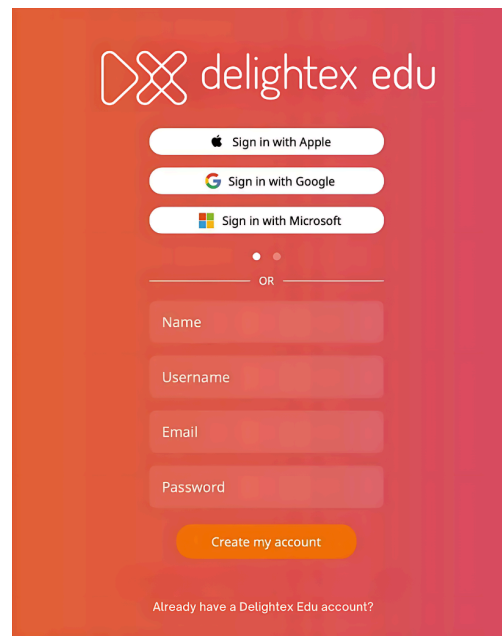


Setting up your account

1. Go to delightex.com/edu and click **Sign up** to create your Delightex Edu account.

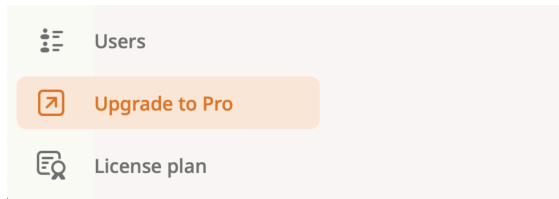


2. Create an account as a **teacher**.

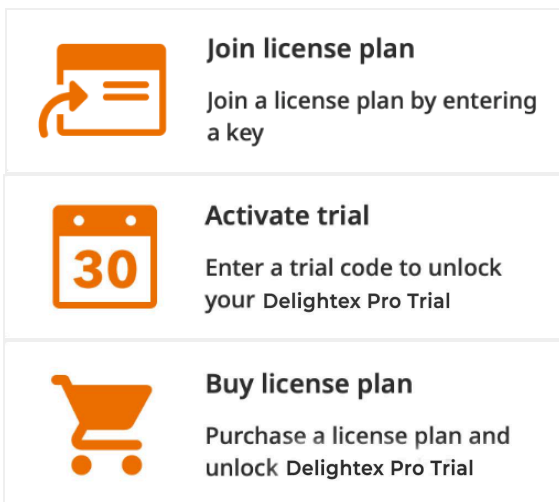


3. Define your login details or sign in with **Apple**, **Google** or **Microsoft**.

Upgrading to Delightex Edu Pro



From your Delightex Edu account, click **Upgrade to Pro**.



If you have a key to a Delightex Edu Pro license plan, click **Join license plan** and enter your **key**.

If you haven't used your Pro trial yet, click **Activate trial**.

To buy a license plan online and pay by credit card, click **Buy license plan** and select your desired number of Pro seats.

Pro license plans are **paid annually** for your chosen number of **seats**. Each User in a plan (teacher or student) uses a seat. Seats can be reassigned to new Users anytime.

You can also **request a quote** to sales-edu@delightex.com to get a **PO** (purchase order) and pay by wire transfer or your preferred payment method.

Delightex Edu Pro is also available in a **Custom plan** for schools and districts. Learn more on delightex.com/edu/pricing.

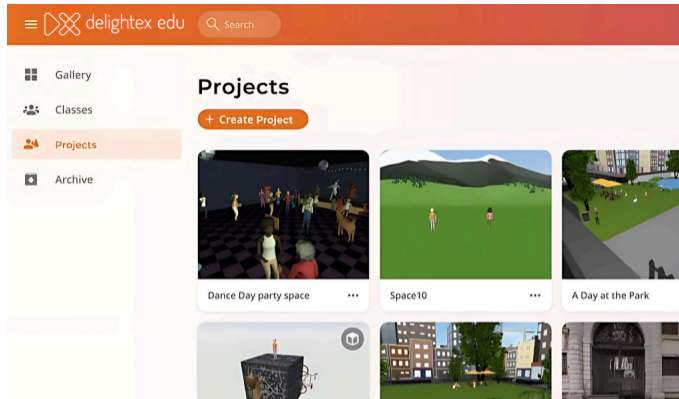
Chapter 2.

Creating like a Pro

Creating a first Project
Setting up a first scene
The 3D camera
Creating for the MERGE Cube
The Delightex Edu Library
Uploading external files

PRO

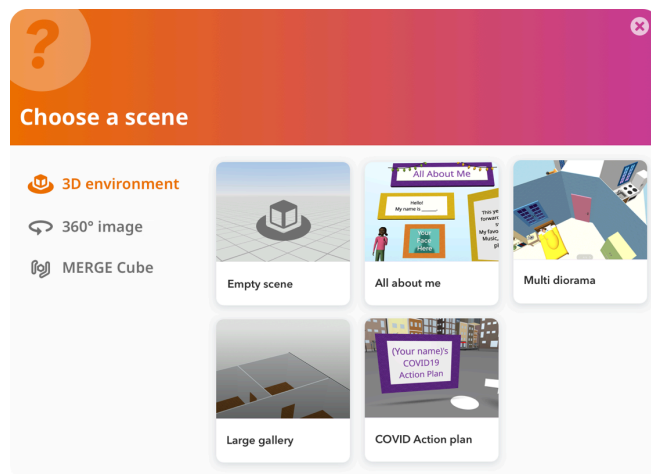
Creating a first Project



To start creating, go to **Projects**.

This is where all of your creations will be stored!

You can start by exploring the **Welcome Project** to get familiar with the basics. When you're ready to create your first Project, click **Create Project**.



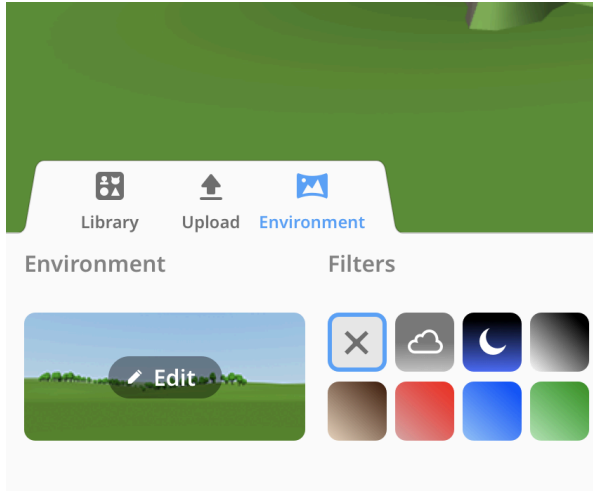
Your first step is to choose a scene to build in. You'll be able to add all the scenes you want later!

You can build in a **3D environment** of your choice. These scenes can be viewed in VR and AR.

You can also build upon a **360° image** that you choose. These scenes can be viewed in VR.

If you have the **MERGE Cube add-on**, you can also build for the **MERGE Cube** and project your creations onto the MERGE Cube!

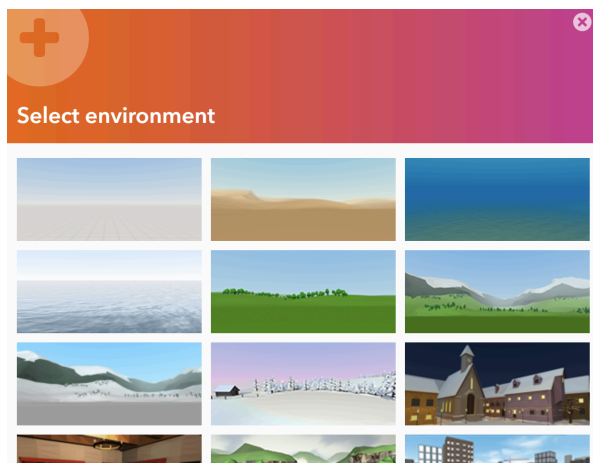
Setting up a first scene



To create your first scene, start by selecting the **3D environment** or the **360° image** you would like to use as the background.

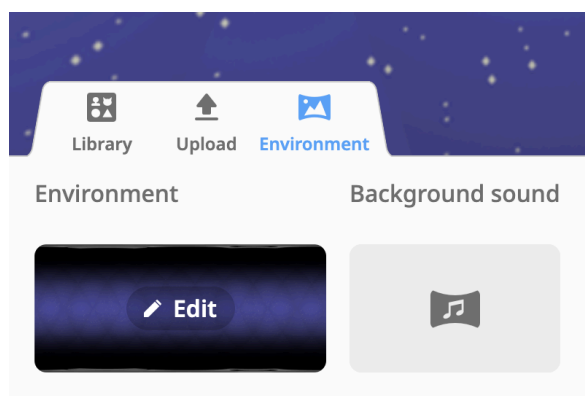
To choose an environment, click **Environment** at the bottom-left.

If you're creating inside of a **3D environment**, click **Edit** and choose one of the predefined environments.



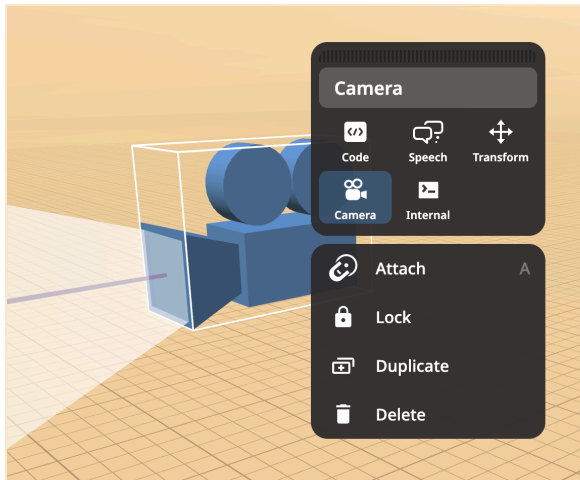
If you're creating inside of a **3D environment**, click **Edit** and choose one of the predefined environments.

You can then customize your scene further using **Filters**.



If you're building upon a **360° image**, click **Edit** and upload any 360° image you like from your device.

The 3D camera



The **3D camera** at the center of your scene lets you define the perspective from which your scene can be explored.

If needed, you can find the 3D camera object in the Library's **Special** category.

You can also choose from several **camera movements** to change the way in which you experience your creation. To change the camera movement, click **Camera**.

Fixed

The camera is fixed to a certain position and you look around your scene using your **mouse** or keyboard **arrows**.

Walk

You walk in the scene using your keyboard arrows or **WASD** keys. You use your **mouse** to look around.

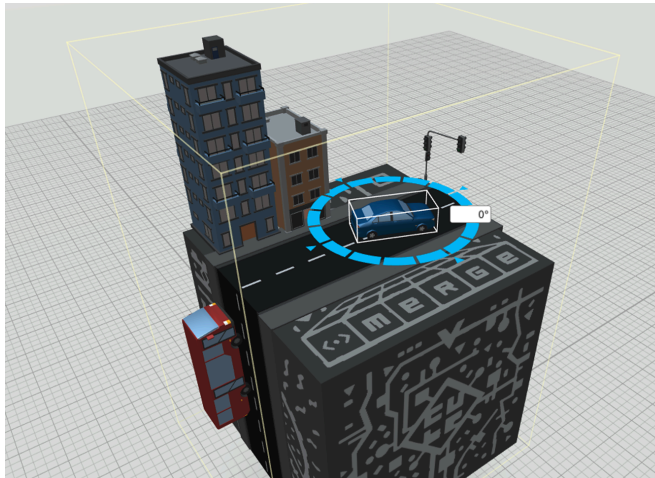
Fly

You fly above the scene using your keyboard arrows or **WASD** and **QE** keys to change height. You use your **mouse** to look around.

Orbit

You move in a circle on a zone that you define around the center of your scene using your **mouse**, keyboard **arrows** or **WASD** keys.

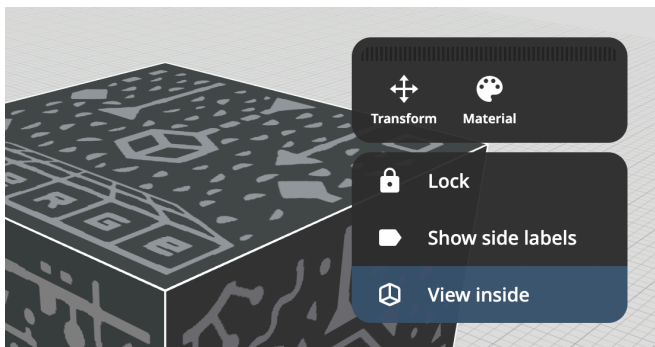
Creating for the MERGE Cube



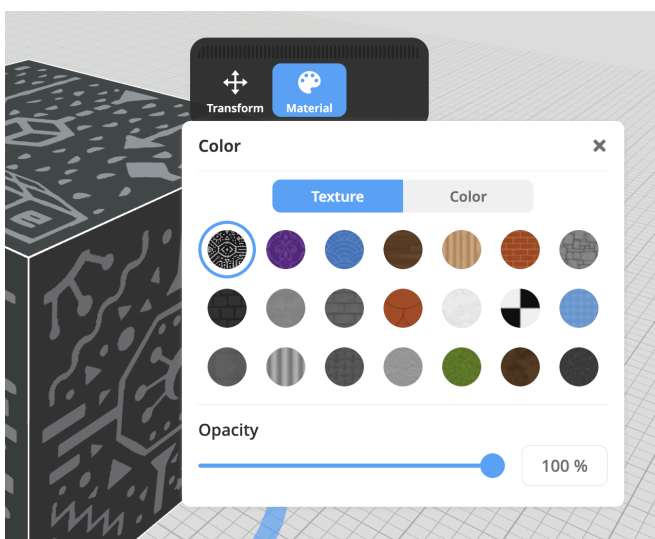
The Delightex Edu Pro **MERGE Cube add-on** is needed to create for the MERGE Cube.

When creating for the MERGE Cube, you'll find a virtual MERGE Cube at the center of the stage.

Build your hologram on, in, and around the 3D cube, however you want it to look once projected.

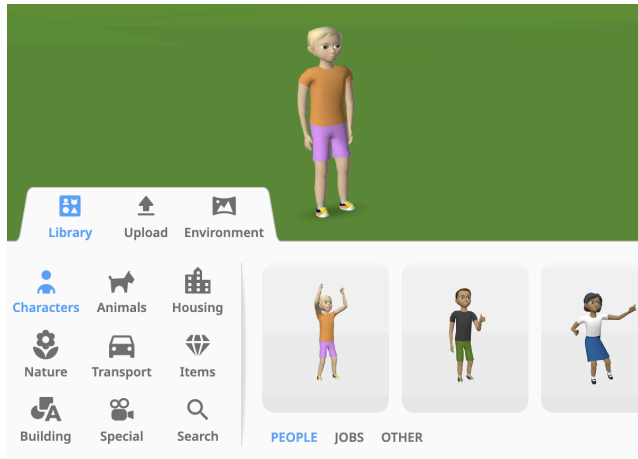


You can unlock the cube to move it around and place content anywhere you like. To create inside of the cube, click **View inside**.



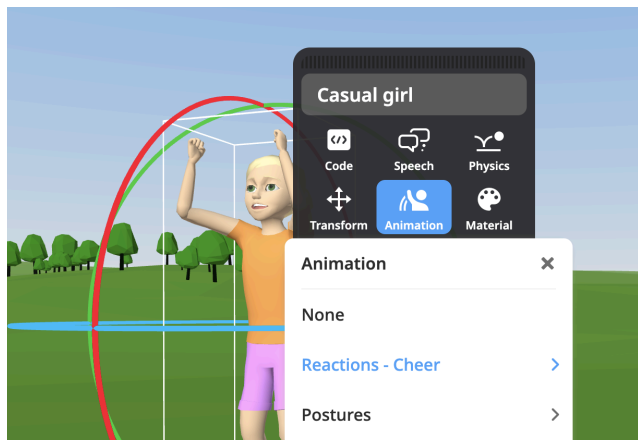
You can change the cube's **material** and **opacity** under **Material**.

The Delightex Edu Library

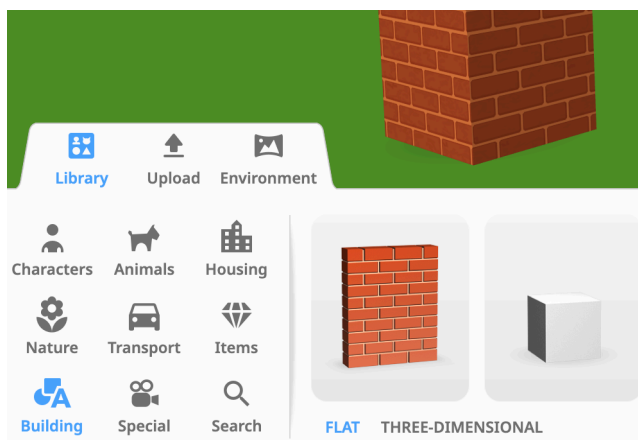


Time to start creating! In the **Library**, you'll find many **3D objects**, which you can simply drag and drop onto the stage.

Objects from the **Library** can be moved, rotated or resized, coded, and edited to change their colors.



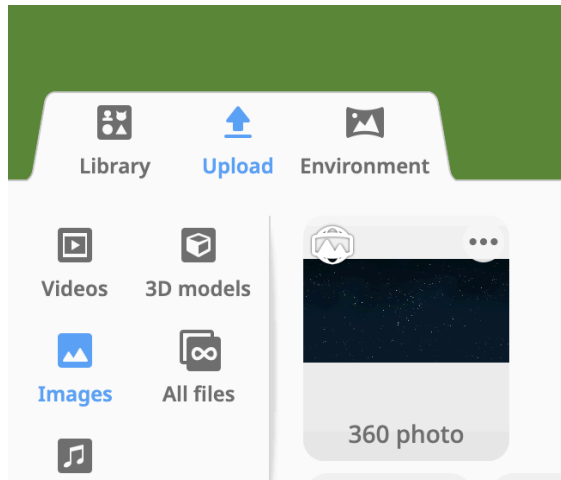
Characters can also be animated under **Animation**.



Building blocks are available in the **Building** category.

These primitive shapes let you create anything you want in 3D!

Uploading external files



You can upload various **external files** to use in your creations. To upload an external file, click **Upload**. You can upload:

- images including GIFs and 360° images
- videos
- 3D models (in .obj, .stl, .fbx)
- sound files

Delightex Edu Basic is limited to 10 uploads.

Chapter 3.

Coding like a Pro

CoBlocks

Scripting language

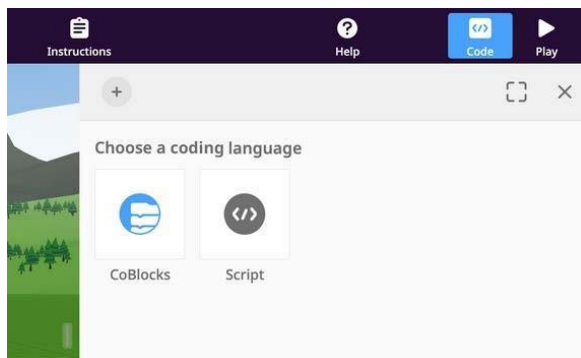
The Physics engine

PRO

CoBlocks

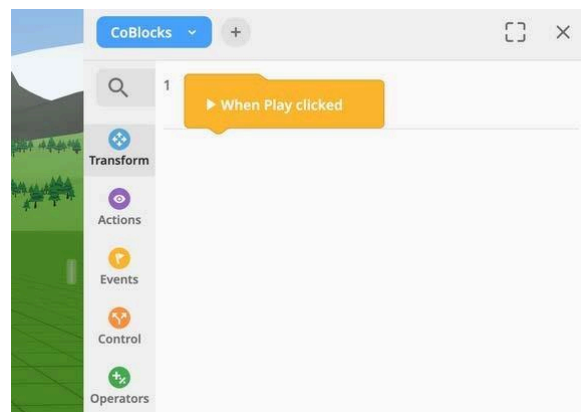
CoBlocks is a **visual coding language** that lets you simply drag and drop **CoBlocks** (blocks of code) to program your Project.

A CoBlock represents a snippet of code, or **statement**, which tells Delightex Edu to do something like starting a specific action in your scene.



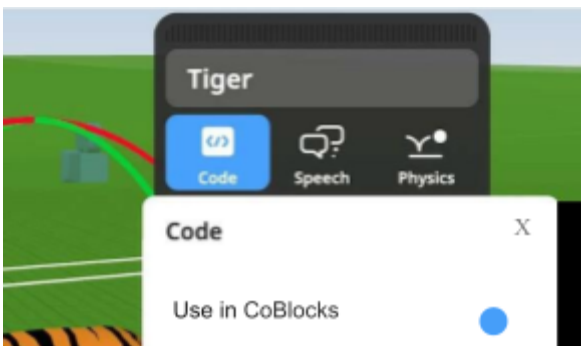
You can find the **Code** icon in the top-right toolbar.

To open the CoBlocks coding editor, click the **CoBlocks** icon.



The empty space on the right side is the **CoBlocks workspace**.

The list of CoBlocks on the left side is the **CoBlocks toolbox**.



To program an item with CoBlocks, enable its use in CoBlocks.

To do this, select the object you would like to use in your code, click **Code**, and enable **Use in CoBlocks**.

There are 2 main types of CoBlocks: **Expression** and **Statement** CoBlocks:

Statement CoBlocks

Statement CoBlocks often perform a specific **action**. For example, you can make an item talk, using the **say** CoBlock.



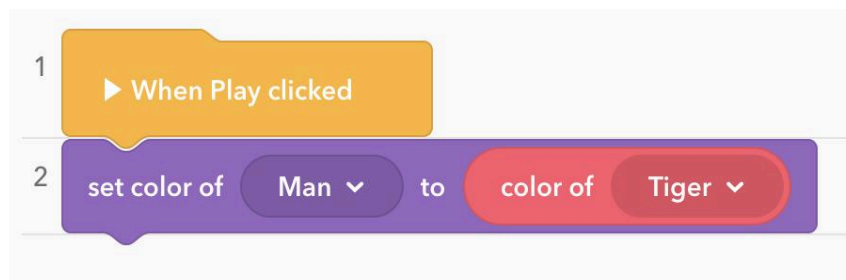
Expression CoBlocks

Expression CoBlocks contain **values**. These values can be:

- Colors (red, green, blue)
- Numbers like 5 and 0.25
- Strings like "Hi there!"
- Other items in the scene



Expression CoBlocks can be recognized by their round shape and are always placed into other CoBlocks:

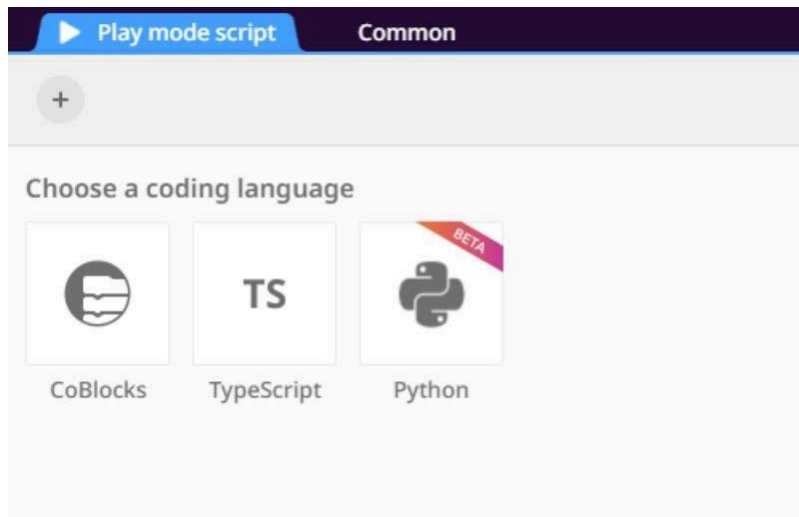


Check out the **CoBlocks reference guide** to learn more about coding with CoBlocks.

Advanced coding languages

Delightex Edu Pro also lets you use other languages for more advanced coding. P can all be coded with **scripting languages** as well as with **Python**.

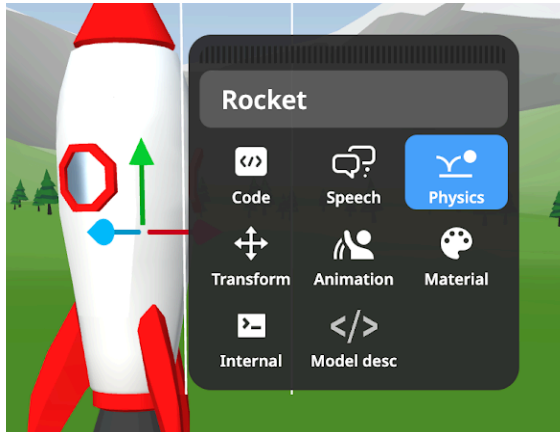
To open the **Script** coding editor, select the **Script** icon.



Each method contains a code sample and a demo project.

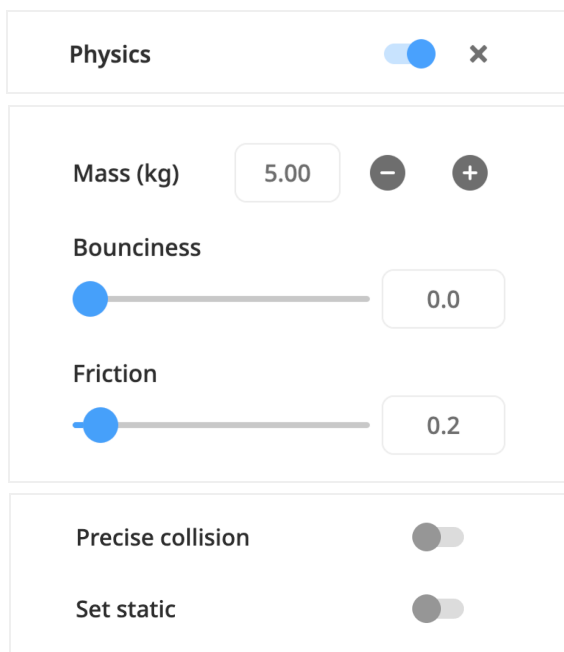
The API documentation can be found on delightex.com/api

The Physics engine



Delightex Edu Pro has a built-in physics engine, letting you use real world physics in your Projects.

To use the physics feature, right click on an object and then click **Physics**.

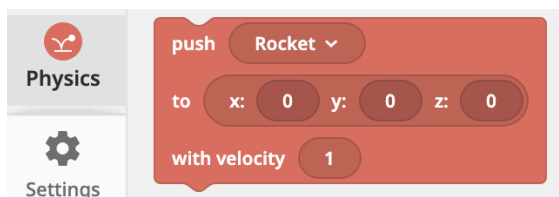


Enable real world physics for your objects by turning on the **Physics** switch.

You can define the **physics properties** of any 3D object in your scene.

These include object **Mass**, **Friction** and **Bounciness**.

You can also play with more advanced physics properties like objects' **Collision precision** and define whether an object should be **Set static**.



To go further with Physics, use the CoBlocks from the **Physics** category.

Chapter 4.

Mastering VR, AR

and more

Exploring Projects

Switching between devices

The Virtual Reality mode

The Augmented Reality mode

The MERGE Cube mode

PRO

Exploring Projects

The magic with Delightex Edu is that you can explore your creations in many impressive ways, including VR, AR and even projecting onto the MERGE Cube!



Play mode

The **Play mode** lets you easily explore a Project and move around it on any device. Simply open a Project and click **Play**.

To move **on a computer**, use your mouse and the arrows or WASD on your keyboard, like you would in a video game.

To move **on a tablet**, use touch with one finger on the arrow.



Gyro mode

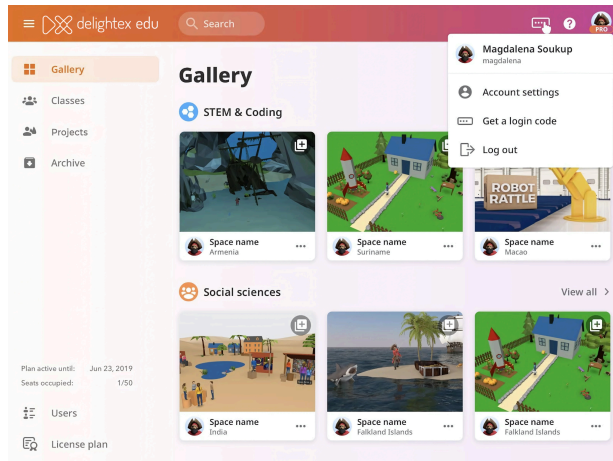
You can explore a Project with the Gyro mode using a **tablet** or a **smartphone** and the **Delightex Edu app**. This lets you move your device to look around your Project through the screen.

Open a Project in **Play** mode and click the **Gyro** icon.



Switching between devices

Instant **login codes** enable seamlessly logging into the same account from multiple devices, without the need to enter your complete login details again.



In your Delightex Edu User menu, click **Get a login code** to generate an instant login code.

 **Get a login code**

Instant login code

To log in on another device, enter this login code:

000-111

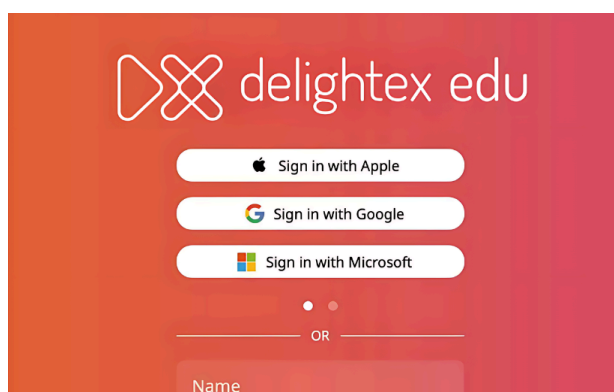
Valid for 0:59 minutes

Refresh code

Got it

Your instant login code will let you easily log into your account from another device during a minute.

You can generate instant login codes and use this option as often as needed.



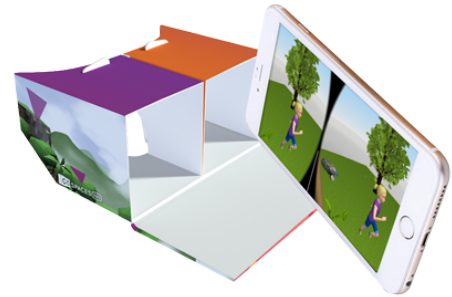
From the other device you want to log into, click **Sign in with a login code**.

You'll then be able to type in your instant login code to join your account.

The Virtual Reality mode

3D creations are even more fun when you explore them in VR! You'll quickly realize the power of VR and the dimension it adds to student learning.

Projects can be experienced in VR with **ClassVR** headsets or with any mobile VR headset such as the **Samsung Gear VR**, plastic viewers and cardboard viewers like the **Google cardboard**.

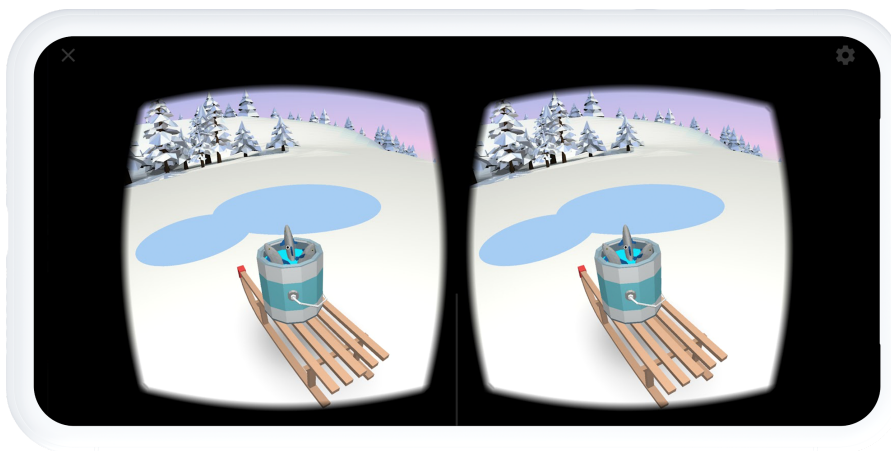


Mobile VR

To explore Projects with mobile VR, open the **Delightex Edu app** on your Apple or Android smartphone, open a Project and click **Play**.



Click the **VR goggles icon** at the bottom of your screen:

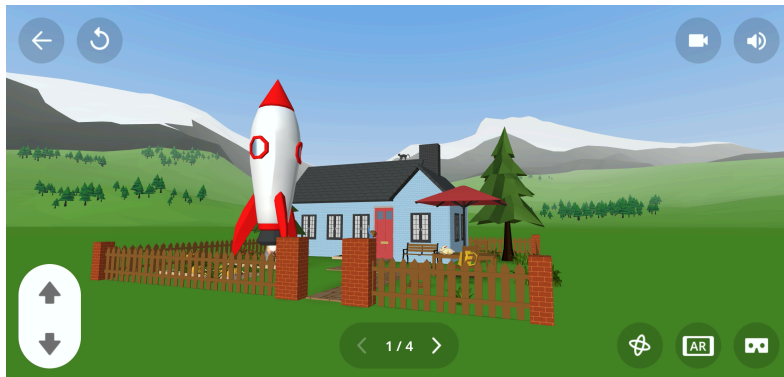


Projects are ready to be viewed in VR when it shows 2 screens, one for each eye.

Place your phone in your mobile VR headset and dive in!

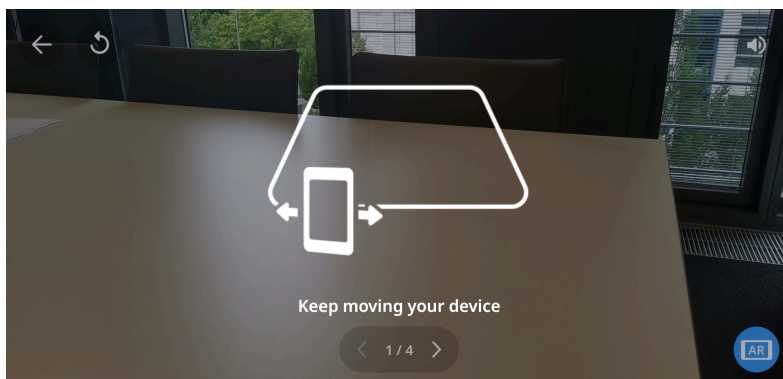
The Augmented Reality mode

Delightex Edu creations can be projected onto the real world with AR!



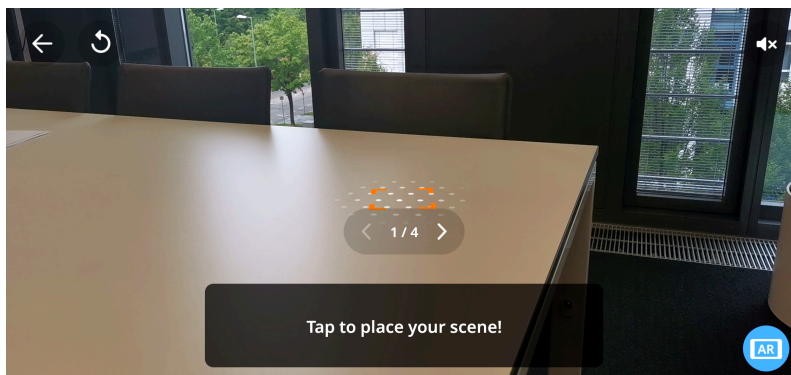
To explore Projects in AR, open the **Delightex Edu app** on an **AR-compatible** device, open a Project and click **Play**.

Click the **AR** icon:



Scan your surroundings with your device to detect a surface to project your scene on.

Use a flat surface and avoid plain colors and shiny surfaces!

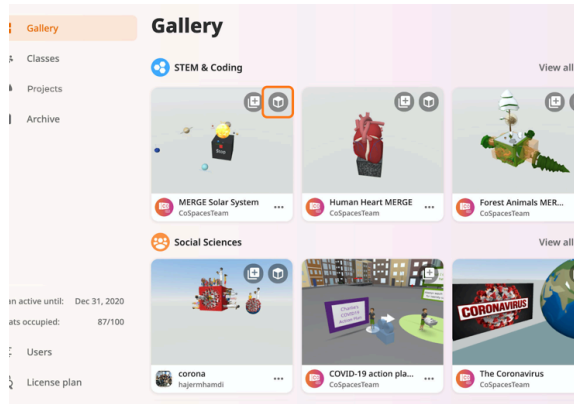


Then, tap to place your scene!

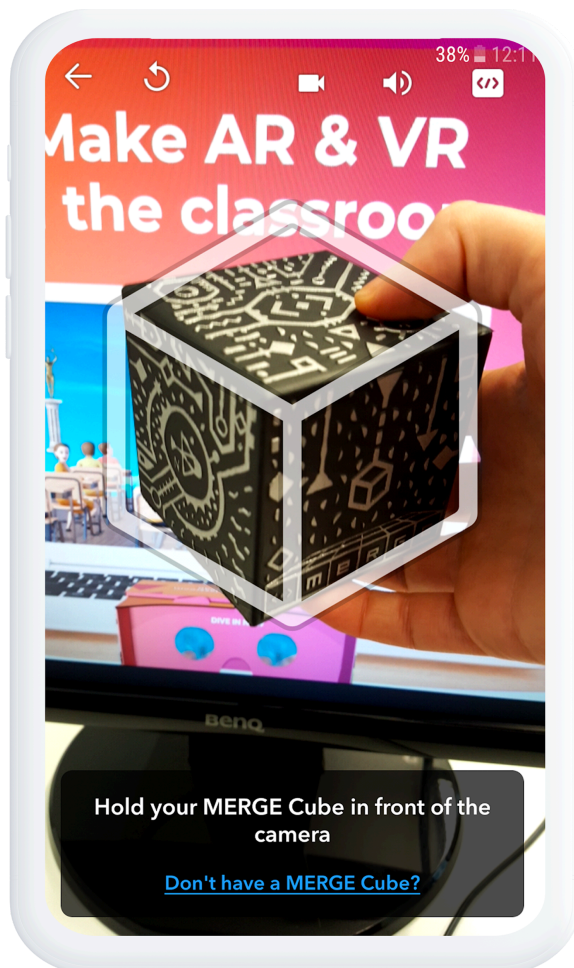
You can then resize the scene or rotate it and move around it with your device.

The MERGE Cube mode

You can project onto the MERGE Cube in AR (Augmented Reality) using the **MERGE Cube mode**.



MERGE Cubes in the Delightex Edu Gallery are indicated by this icon:



To view a Project on the MERGE Cube, open it with the **Delightex Edu mobile app**, using your **smartphone or tablet**.

Open a Project and click **Play**.

You'll automatically be in the **MERGE Cube mode**.

Holding the MERGE Cube in one hand, place it in front of your device's camera.

You may have to move the MERGE Cube around before it gets detected by your device.

Chapter 5.

Pro sharing features

Sharing a Project

Publishing to the Gallery

Remixing Projects

Updating a shared Project

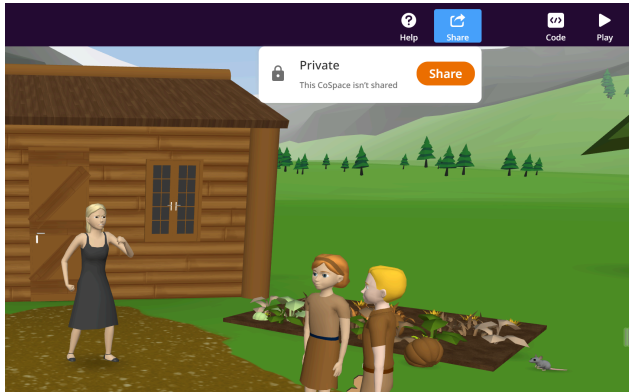
Recording and sharing videos

Exporting 360° images

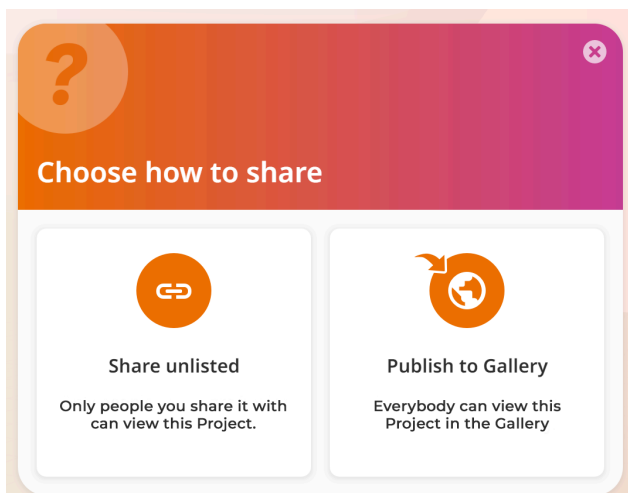
PRO

Sharing a Project

Pro Users can easily share their Projects with others, whether they have Delightex Edu or not!



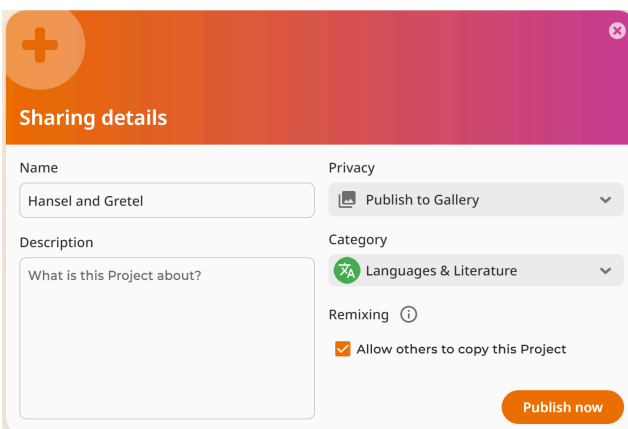
To share your Project, open it and click **Share**.



Choose how you want to share your Project with others.

Click **Share unlisted** to share your Project with specific people.

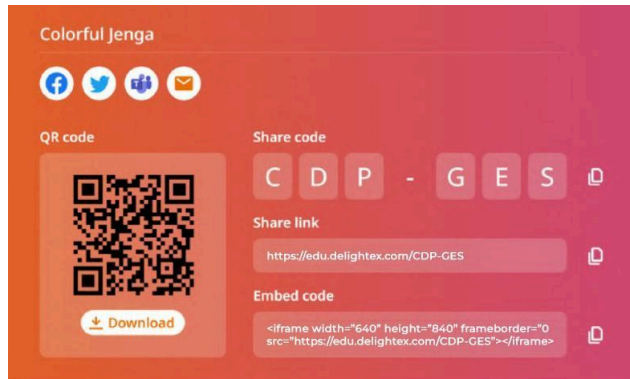
Click **Publish to Gallery** to let everybody view it in the public **Delightex Edu Gallery**.



Type in a **name** for your Project and a **description** introducing it.

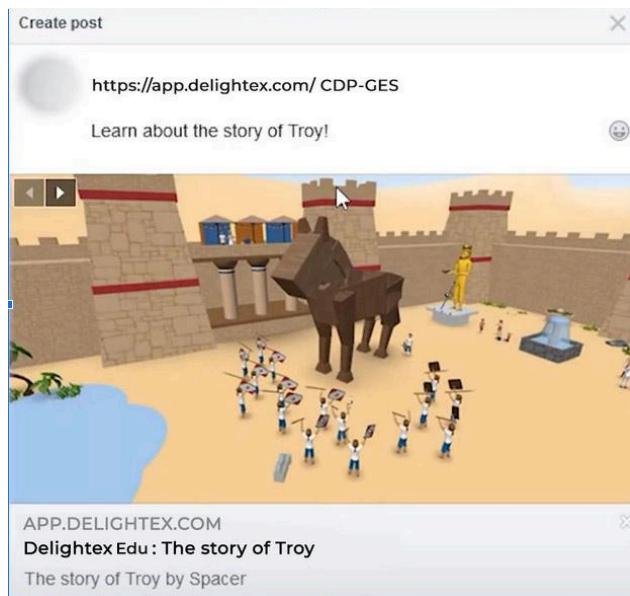
Then, enable **remixing** if you want to allow others to be able to copy your Project and edit it into their own version.

All Projects published to the Gallery are shared remixable.



Every Project can be shared and accessed using a simple **share code** or a **share link**.

Each shared Project also has a unique **QR code**, which can be scanned with a smartphone or a tablet to easily access it.



You can also easily share your Project on your favorite social media channels!

Click a **social media share icon** to create a post including your Project.

Personalize it and share it with your friends and followers.



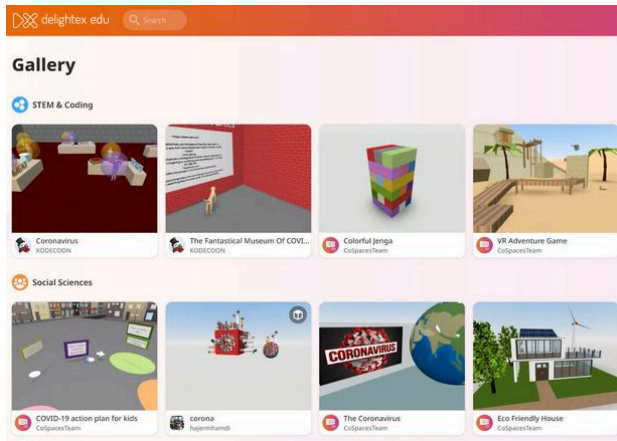
You can also add your Project to a website using the **embed code**.

Simply copy and paste the embed code to add it wherever you like.

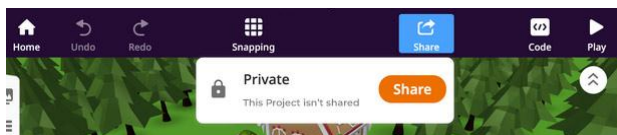
This will place your Project on your page inside a viewer, ready to be explored!

Publishing to the Gallery

Pro teachers are able to publish to the Delightex Edu Gallery, where Users share ideas and get inspiration!



The Delightex Edu **Gallery** features many examples of Projects organized by fields of application and shared by educators who use the platform.



To publish a Project to the Gallery, open the Project you want to publish, click **Share** and **Publish to Gallery**.



Sharing details

Name

Hansel and Gretel

Description

What is this Project about?

Privacy

Publish to Gallery

Category

Languages & Literature

Remixing ⓘ

☒ Allow others to copy this Project

Publish now

Enter details for your Project, choose the category which it should appear.

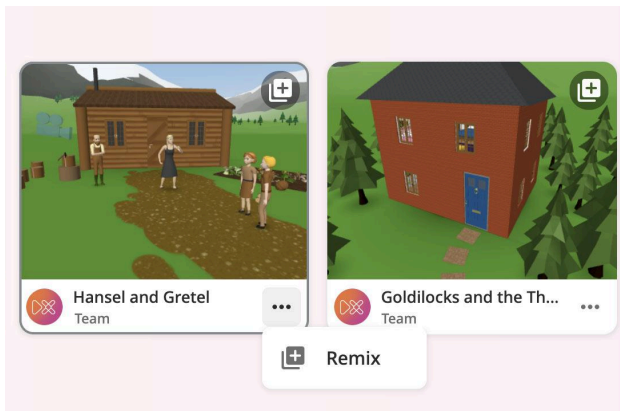
All Gallery Projects can be remixed.

When you're ready, click **Publish now**.

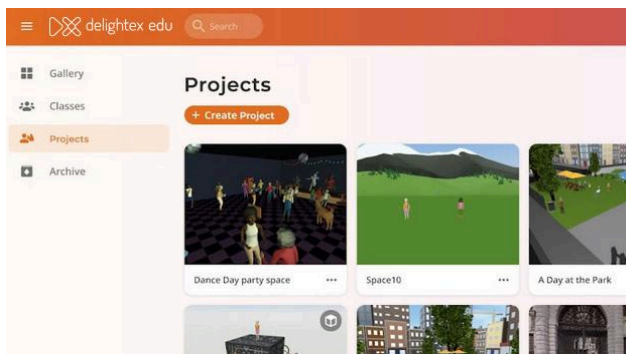
Remixing a Project

Pro teachers are able to remix shared Projects into their own creations!

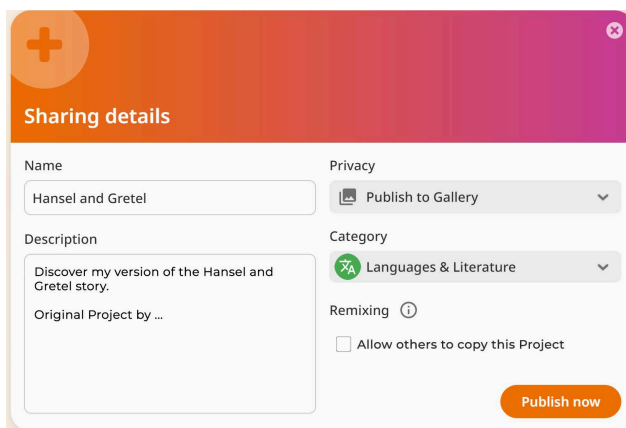
All of the Projects available in the Gallery can be remixed.



To remix a Project, select it and click **Remix**.



You'll get your own editable copy on this Project under your **Projects**.



Sharing details

Name: Hansel and Gretel

Privacy: Publish to Gallery

Description: Discover my version of the Hansel and Gretel story. Original Project by ...

Category: Languages & Literature

Remixing ⓘ

☐ Allow others to copy this Project

Publish now

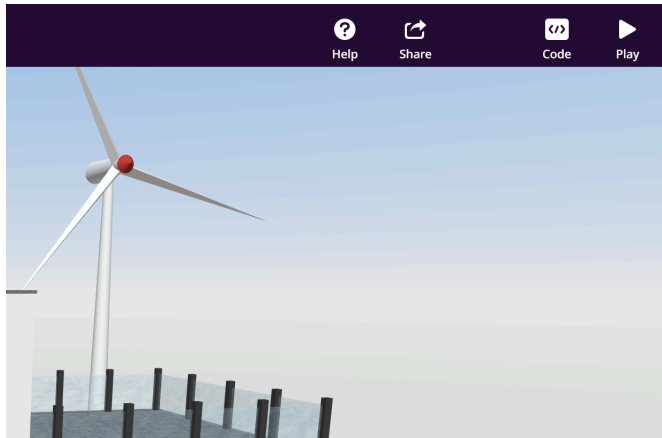
Remixed Projects can also be shared in their edited versions.

When sharing a Project that was remixed, please mention the name of the User who originally created it.

You can simply include it in your Project's description.

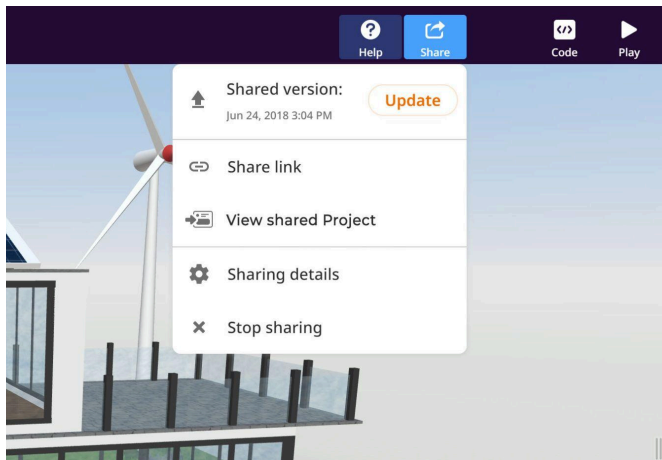
Updating a shared Project

The Projects that you've shared can be easily updated anytime!



You can, at any time, update the Project you've shared.

Click **Share** to change your sharing options or to update your shared Project.



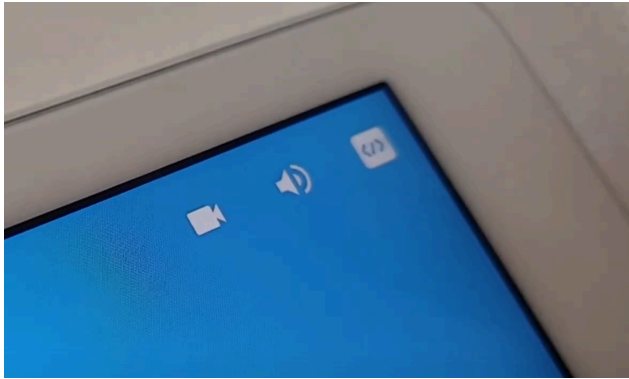
After you've made your edits, click **Update** to update your shared Project.

You can always see the **last update date** of the last version you shared.

If you no longer want to share this Project, simply click **Stop sharing**.

Recording and sharing videos

Another fun way to share your creations is to make videos of your Projects!



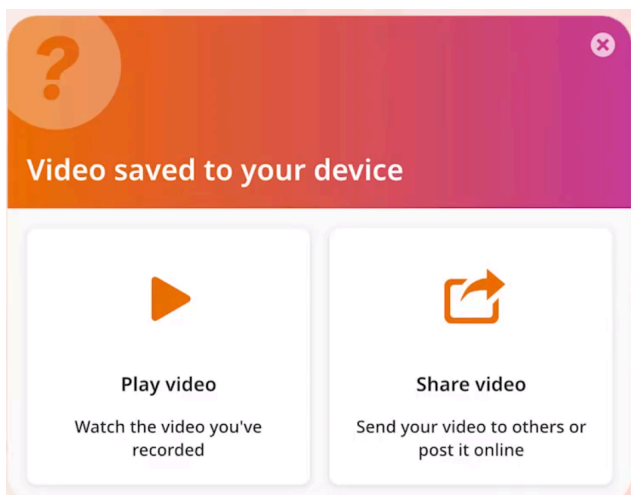
From a phone or a tablet in the Delightex Edu mobile app, **Play** the Project you want to share.

Then, click the **camera icon** to make a video of this Project.



Click the **red record button** to start recording your screen.

When you're done, click the **stop button** to end the recording.



Your video file will be automatically saved onto your device.

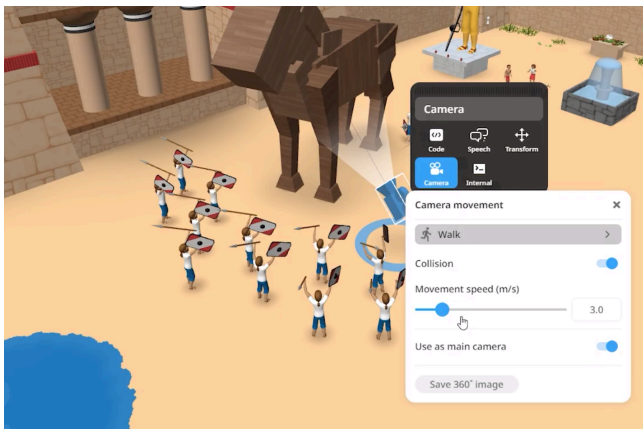
You can then watch it, send it to others or share it on online platforms such as Seesaw and FlipGrid.

Exporting 360° images

Another great way to share your creations is with 360° images of your scenes!



To export a 360° image of one of your Projects' scenes, double or right click on the **camera object**.



Click **Camera** and **Save 360° image**.

A **360° image of your scene** will be automatically exported and saved to your **downloads**.

You can then send this image to others to let them explore your scene or even dive into it in VR!

Chapter 6.

Pro class management

Setting up a class

Creating an assignment

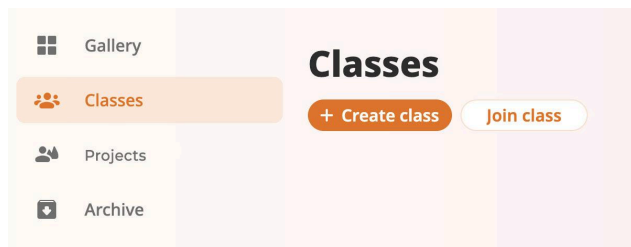
Managing students

Adding teachers to classes

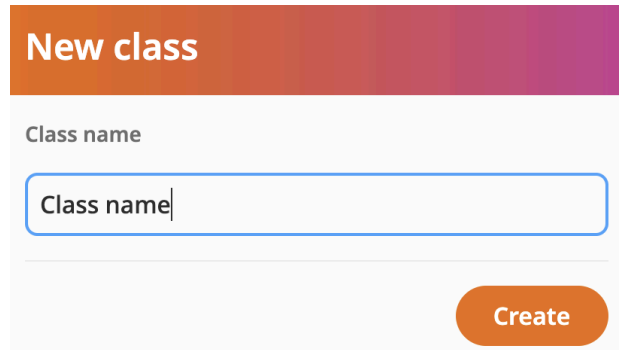
PRO

Setting up a class

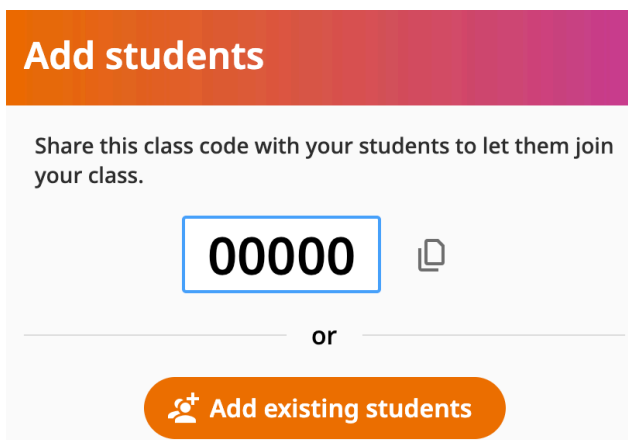
The first step to implement Delightex Edu in your classroom is, in all logic, to create a first class!



Go to **Classes**, and click **Create class**.



Enter a name for your class and click **Create**.



After you've created a class, you can create a **class code**.

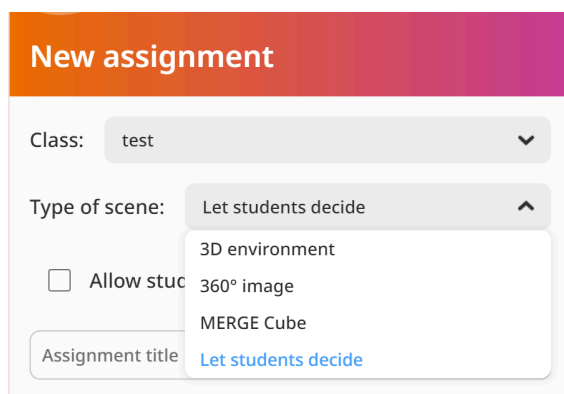
Share your class code with your students to let them join your class.

To add students who are already connected to your license plan, click **Add existing students**.

Creating an assignment

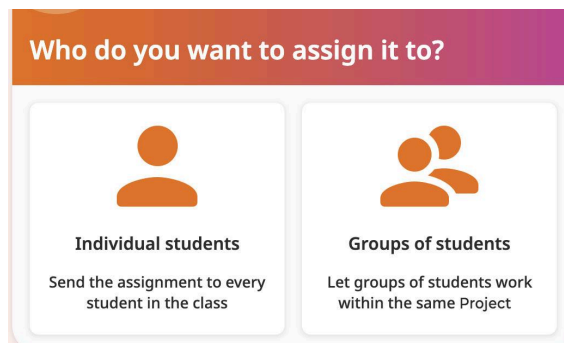


To create an assignment, go to your class in **Classes** and click **Create assignment**.



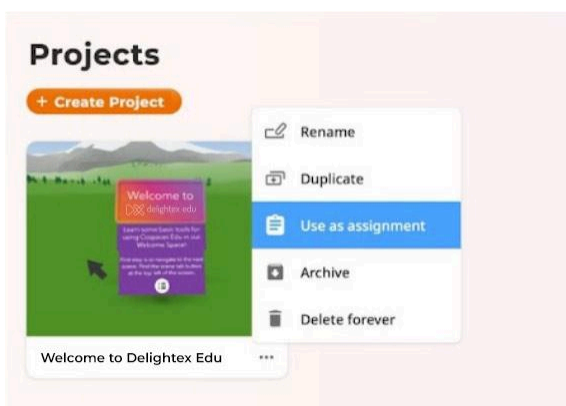
Select the **type of scene** to create and enter a **title** and **instructions**.

If you have access to templates, you can also choose whether to **Allow students to use templates** for this assignment.



You can send the same **individual** assignment to every student in your class.

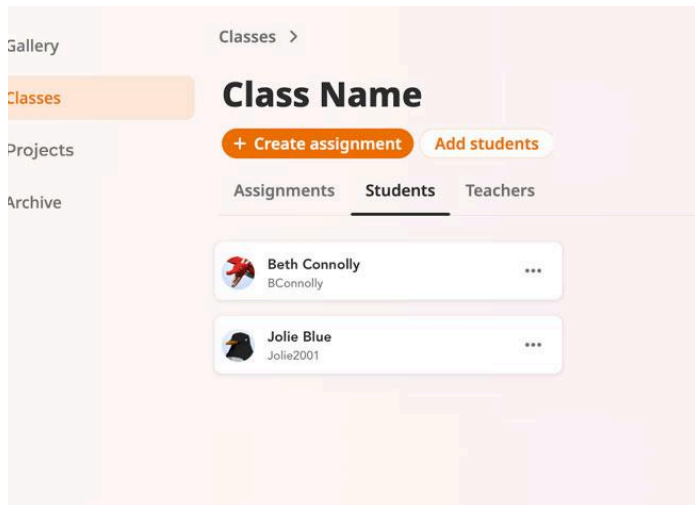
You can send **collaborative assignments**, letting each **group of students** work together within the same Project.



You can also send assignments based on existing Projects that you've created or remixed from the Gallery.

To do this, choose the Project you want to use and click **Use as assignment**.

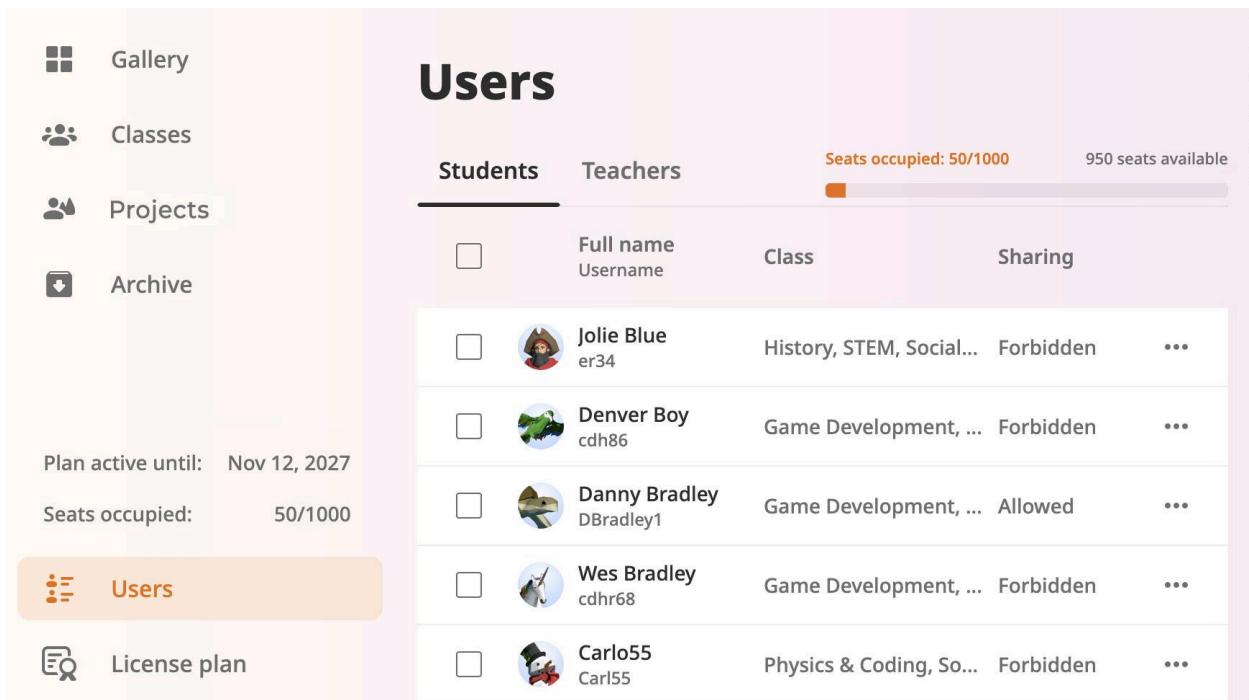
Managing students



To view the students in your class, open your class and click **Students**.

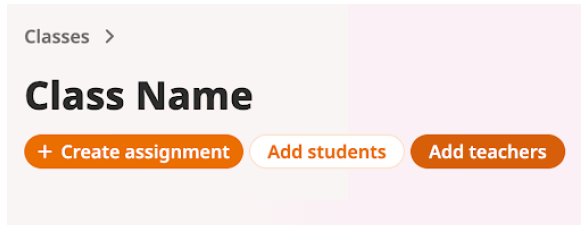
Click on your students to view their work once they're done or even in real time!

Here, you can help you students **change their password** or **remove students** from your class.

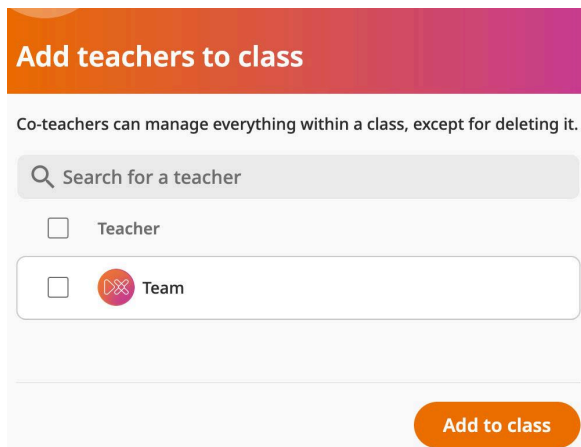


In the **Users** dashboard, you can manage your students' **sharing permissions**, defining whether they can share their creations with others.

Adding teachers to classes

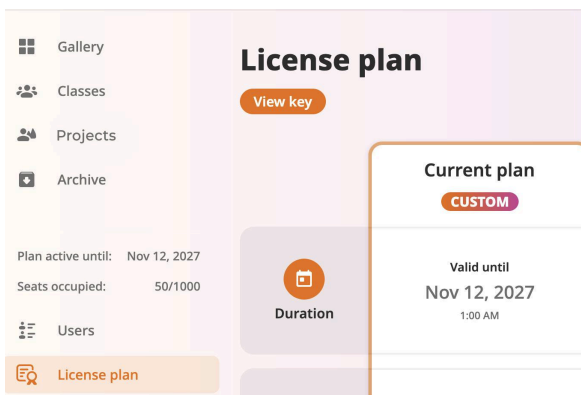


You can share your classes in Delightex Edu with other teachers. To add a co-teacher to your class, enter your class and click **Add teachers**.



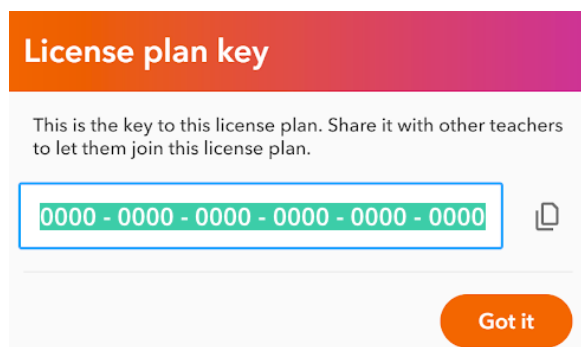
Select the teachers you want to add as **co-teachers** and click **Add to class**.

Co-teachers can manage everything within a class, except deleting it. To be added to your class, teachers must be in your Delightex Edu Pro license plan.



You can let other teachers join your Delightex Edu Pro license plan by sharing your key with them.

To view your key, click **License plan** and **View key**.



Copy your **key** and give it to the teachers you want to invite to join your license plan.

They'll be able to enter your key from their Delightex Edu account and will be added to your license plan.

Chapter 7. Pro resources for educators

Getting started resources

Lesson plans

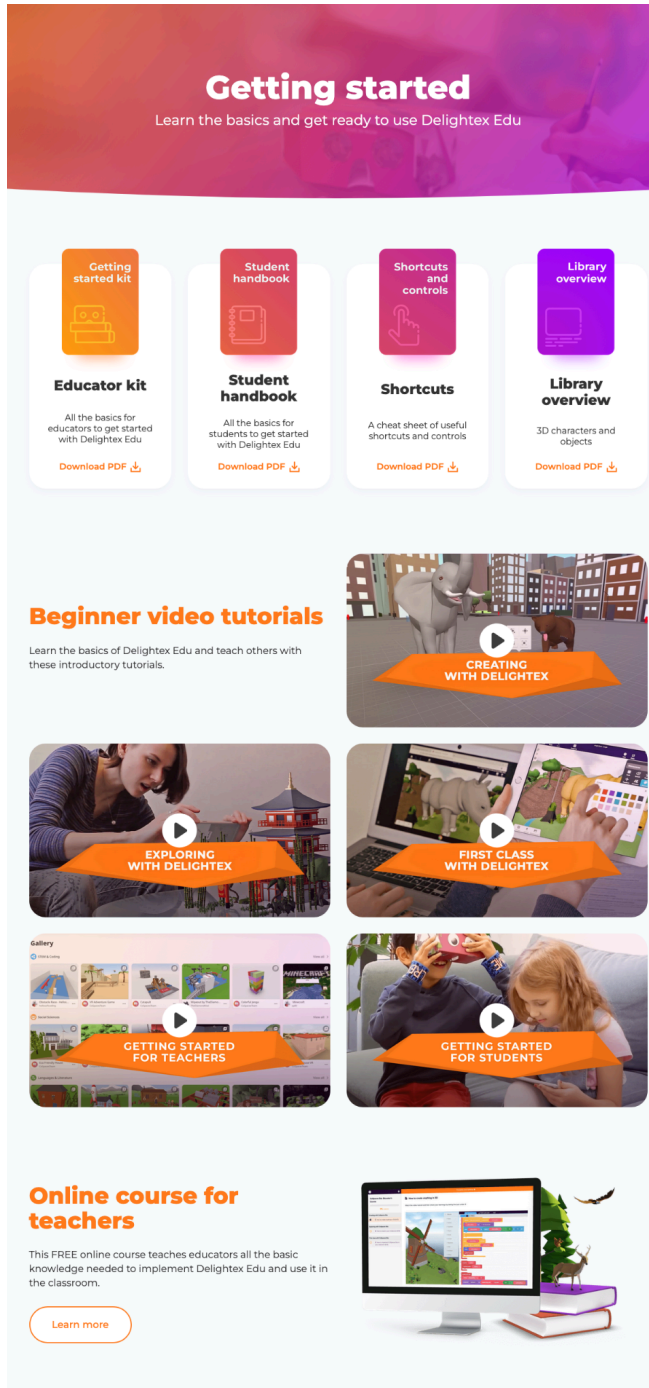
Classroom goodies

Training & PD


PRO

Getting started resources

Delightex Edu offers several resources to help you get started!



Getting started
Learn the basics and get ready to use Delightex Edu




Getting started kit

Educator kit

All the basics for educators to get started with Delightex Edu

[Download PDF](#)




Student handbook

Student handbook

All the basics for students to get started with Delightex Edu

[Download PDF](#)




Shortcuts and controls

Shortcuts

A cheat sheet of useful shortcuts and controls

[Download PDF](#)




Library overview

Library overview

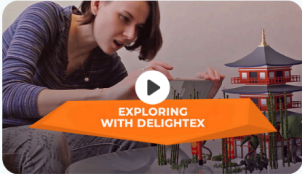
3D characters and objects

[Download PDF](#)


Beginner video tutorials
Learn the basics of Delightex Edu and teach others with these introductory tutorials.




CREATING WITH DELIGHTEX




EXPLORING WITH DELIGHTEX



FIRST CLASS WITH DELIGHTEX



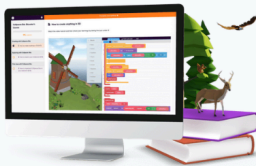
GETTING STARTED FOR TEACHERS



GETTING STARTED FOR STUDENTS

Online course for teachers
This FREE online course teaches educators all the basic knowledge needed to implement Delightex Edu and use it in the classroom.

[Learn more](#)



The Getting started page on the Delightex Edu website delightex.com/edu/onboarding is the best place to start!

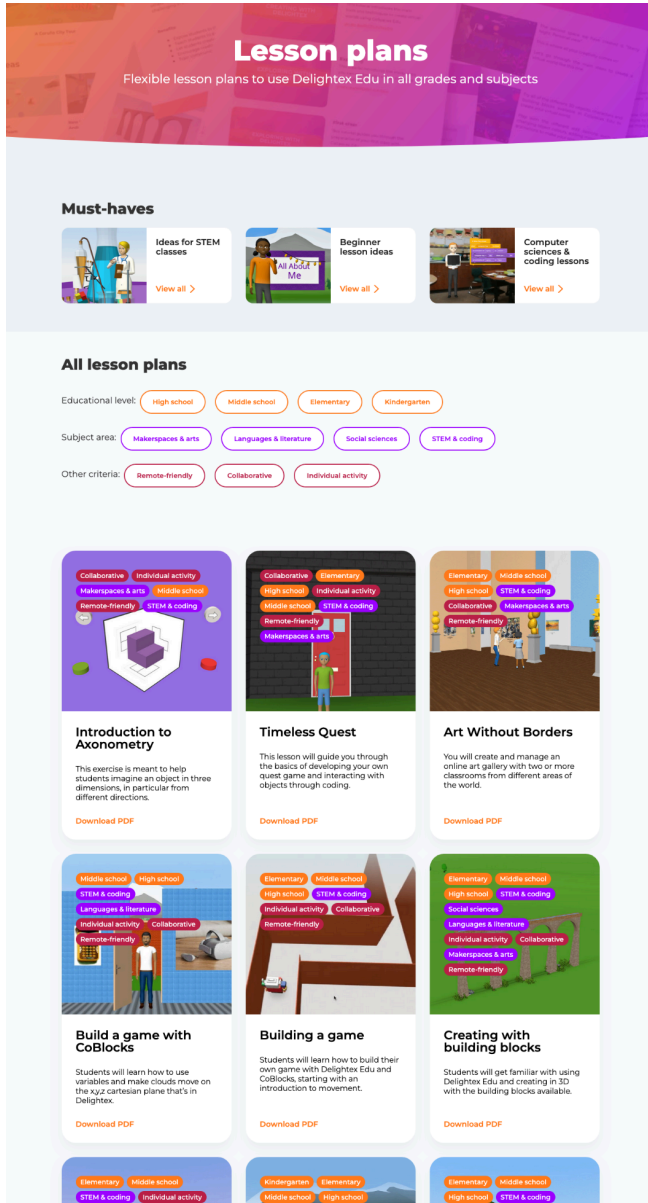
You'll find many onboarding resources to help you easily implement Delightex Edu in your classroom.

In the main navigation, click **Resources**. In the drop-down menu, click **Getting started**.

The Getting started page includes beginner resources like a Getting started kit, student and teacher checklists and much more.

Lesson plans

The Delighttex Edu website also offers many lesson plans that can be easily adapted.



Lesson plans
Flexible lesson plans to use Delighttex Edu in all grades and subjects

Must-haves

- Ideas for STEM classes** [View all >](#)
- Beginner lesson ideas** [View all >](#)
- Computer science & coding lessons** [View all >](#)

All lesson plans

Educational level: [High school](#) [Middle school](#) [Elementary](#) [Kindergarten](#)

Subject area: [Makerspaces & arts](#) [Languages & literature](#) [Social sciences](#) [STEM & coding](#)

Other criteria: [Remote-friendly](#) [Collaborative](#) [Individual activity](#)

Introduction to Axonometry
This exercise is meant to help students imagine an object in three dimensions, in particular from different directions.
[Download PDF](#)

Timeless Quest
This lesson will guide you through the basics of developing your own quest game and interacting with objects through coding.
[Download PDF](#)

Art Without Borders
You will create and manage an online art gallery with two or more classrooms from different areas of the world.
[Download PDF](#)

Build a game with CoBlocks
Students will learn how to use variables and make clouds move on the xyz cartesian plane that's in Delighttex.
[Download PDF](#)

Building a game
Students will learn how to build their own game with Delighttex Edu and CoBlocks, starting with an introduction to movement.
[Download PDF](#)

Creating with building blocks
Students will get familiar with using Delighttex Edu and creating in 3D with the building blocks available.
[Download PDF](#)

The Lesson plans page on delighttex.com/edu/lesson-plans provides full lesson plan documents ready to be printed out!

Most lesson plans can easily be adapted to fit many different school subjects and grades.

In the main website menu, click **Resources**.

Then, in the drop-down menu, click **Lesson plans**.

Classroom goodies


You'll find several resources on the Delightex Edu website, including material to get started and lesson plans that can easily be adapted to fit the curriculum.

Classroom goodies


Free Delightex Edu downloadables for your classroom

Classroom posters

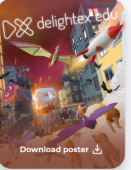
Decorate your classroom with these cool Delightex Edu posters



Download poster [↓](#)




Download poster [↓](#)




Download poster [↓](#)

Digital badges

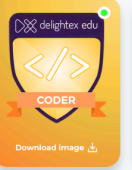
- Spread the love for creating with Delightex Edu
- A fun way to reward your students for their work




Download image [↓](#)



Download image [↓](#)



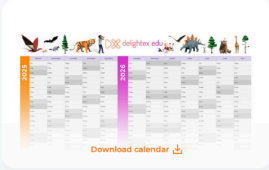
Download image [↓](#)



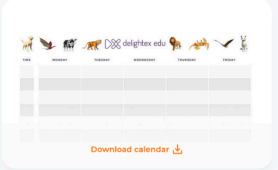
Download image [↓](#)

Class calendars

Use this weekly schedule and school year calendar for your class



Download calendar [↓](#)



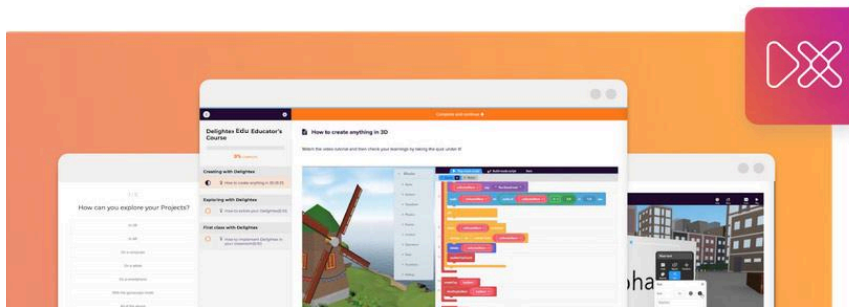
Download calendar [↓](#)

The [Goodies page](#) offers multiple free classroom goodies that you can print out for your class!

In the main website menu, click [Resources](#).

In the drop-down menu, click [Goodies](#).

Training & PD



The **free** educator's **Teachable course** by *Delightex Edu* gives all the basic knowledge needed to use Delightex Edu in the classroom.

Enroll on delightex-edu.teachable.com

Chapter 8.

Pro community and support

The Delightex Edu Ambassadors

The Delightex Edu blog

Social media

The online forum



Support us

PRO


The Delightex Edu Ambassadors

Our Ambassadors

Meet the Delightex Ambassadors

 Ambassador of the month
 













Rachelle Dene Poth
 Teacher & Researcher


Pittsburgh United States of America
 @dene95

[Read article](#)


Educators around the world


Click the flags to view the Delightex Ambassadors by regions





Luke Rigby
 Digital Learning Teaching Assistant, ESMS

Edinburgh United Kingdom
 @MisterRigby01





Alan Roger
 Junior Instructor at SuperGeeks

Canada Brazil
 @alanroger92





Cristiana Pivetta
 Italian and Latin Literature Teacher (in the high school IIS Asproni)

Iglesias Italy
 @fantascrivendo





Laura Leonardi
 Researcher in Education and Communication with AR and VR at INAF

Palermo Italy
 @stefanococere





Stefano Cecere
 Social Impact Game Designer

Firenze Italy
 @stefanococere





Terry Cheng
 The University of Hong Kong / Professional Training Instructor

Hong Kong Hong Kong
 @t.cheng





Christoffer Dithmer
 Educator and Makerspace Supervisor

Copenhagen Denmark
 @ChristDithmer





Yara Ahmed
 Smart Learning Officer

El Menia Egypt
 @ElMeniaYara





Anna Katia Liuzzi
 English Teacher

Cinghiano Italy
 @a.katlia





Ester Magrinyà Clos
 English Teacher & Teacher Trainer

Barcelona Spain
 @estermag15





Giada Gabrielleschi
 Teacher

Toscana Italy
 @romecavieira





Romeica Vieira
 Teacher

Pernambuco Brazil
 @romecavieira





Sonia Mollica
 Primary School Teacher

Verona Italy
 @mollicasonia3




Laimouche Hayet
 Developer and Computer Science Trainer

Tipaza Algeria
 @Hayet_laim



Aaron Brill
 Director of Innovation Technology

Pennsylvania United States of America
 @aaron_brilltopad

The Delightex Edu

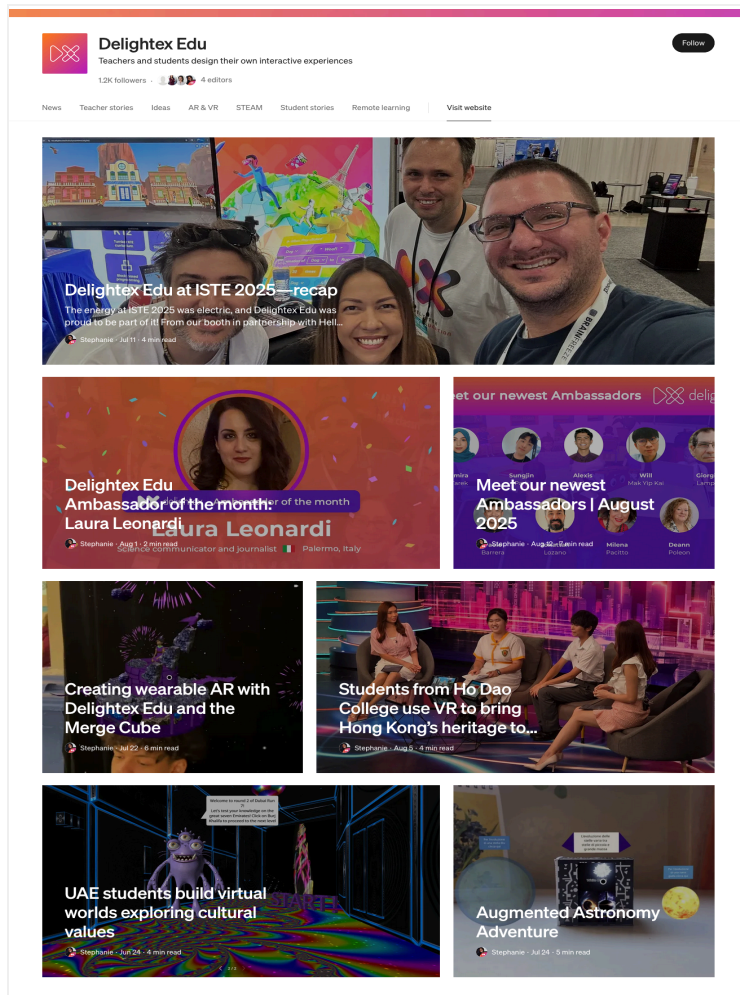
Ambassadors are Delightex Edu experts and supporters of the platform who are selected to represent Delightex Edu around the world.

They support Delightex Edu in many ways and offer their help to other Users.

Don't hesitate to connect with them on [X](#) and to reach out to them for support!

Learn more about them on the [Ambassadors page](#).

The Delightex Edu blog



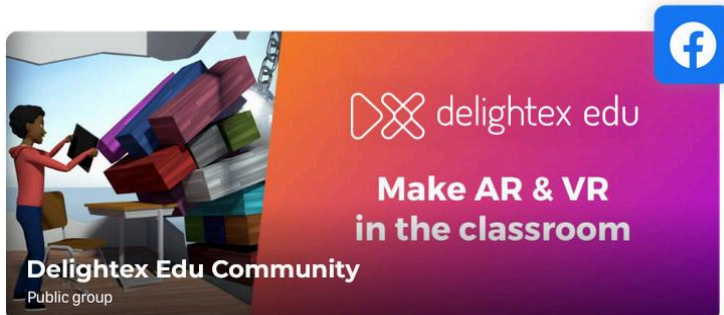
The Delightex Edu blog at blog.delightex.com showcases real-life stories of teachers and students who use the platform as well as guest posts by our Ambassadors.

We always welcome stories of educators and schools who have found a successful way of integrating Delightex Edu or AR and VR in the classroom.

Interested in getting featured on the Delightex Edu blog?

Send us your story idea!

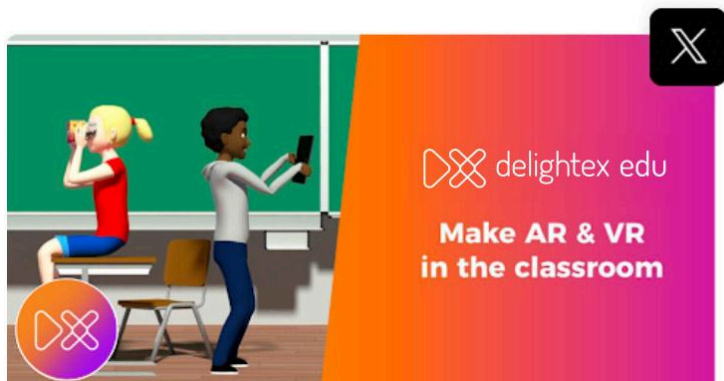
Social media



The [Delightex Edu Community](#) Facebook group connects many educators using Delightex Edu in their schools. Grow your PLN and come exchange ideas!



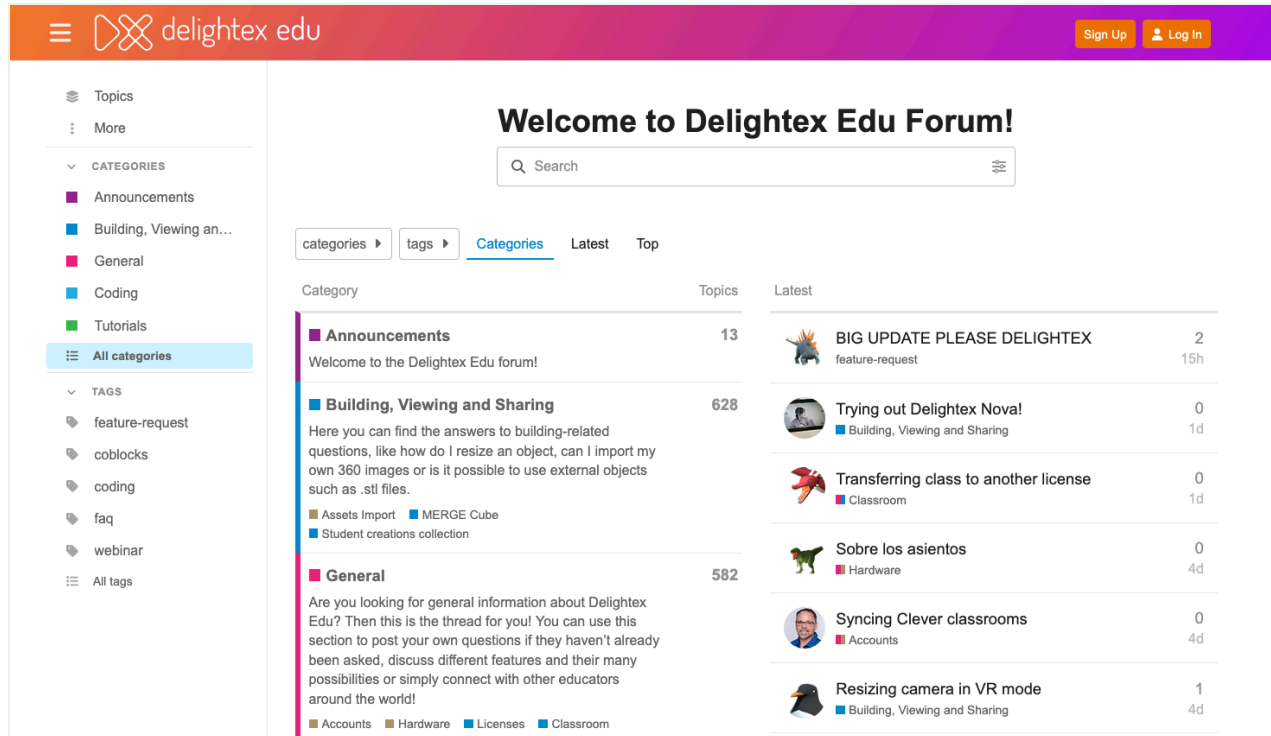
The [Delightex Edu Facebook page](#) is the official page of the platform, managed by the company and provides news and announcements.









The [Delightex Edu X channel](#) features a mix of company news and featured posts showing how educators use Delightex Edu around the world. Use **@Delightex_Edu** to connect with Delightex Edu and the hashtag **#DelightexEdu** to get featured!

The online forum

The **Delightex Edu online forum** is open to anyone looking to get support or share ideas with other educators.



The screenshot shows the Delightex Edu Forum interface. At the top is a navigation bar with the Delightex Edu logo, a 'Sign Up' button, and a 'Log In' button. Below the navigation bar is a sidebar on the left with a 'Topics' menu and a 'More' section. The main content area is titled 'Welcome to Delightex Edu Forum!' and features a search bar. Below the search bar are tabs for 'categories', 'tags', 'Categories', 'Latest', and 'Top'. The 'Categories' tab is selected, showing a list of categories: 'Announcements' (13 topics), 'Building, Viewing and Sharing' (628 topics), and 'General' (582 topics). Each category has a brief description and a list of sub-topics. The 'Latest' tab is also visible, showing a list of recent posts with their titles, categories, and timestamps.

Category	Topics	Latest
Announcements Welcome to the Delightex Edu forum!	13	 BIG UPDATE PLEASE DELIGHTEX feature-request 2 15h
Building, Viewing and Sharing Here you can find the answers to building-related questions, like how do I resize an object, can I import my own 360 images or is it possible to use external objects such as .stl files. ■ Assets Import ■ MERGE Cube ■ Student creations collection	628	 Trying out Delightex Nova! ■ Building, Viewing and Sharing 0 1d
General Are you looking for general information about Delightex Edu? Then this is the thread for you! You can use this section to post your own questions if they haven't already been asked, discuss different features and their many possibilities or simply connect with other educators around the world! ■ Accounts ■ Hardware ■ Licenses ■ Classroom	582	 Transferring class to another license ■ Classroom 0 1d
		 Sobre los asientos ■ Hardware 0 4d
		 Syncing Clever classrooms ■ Accounts 0 4d
		 Resizing camera in VR mode ■ Building, Viewing and Sharing 1 4d

To join the forum, go to: forum.edu.delightex.com

Support our mission

Delightex Edu is all about expanding imagination and offering new ways to let kids express themselves and learn in a more fun and engaging manner.

Why does Delightex Edu exist?

Our goal is to provide easy-to-use educational creation tools that empower students to become creators and prepare them for the future.

We hope to help reinvent and improve the learning experience, enhance creativity and foster collaboration in the classroom, while equipping kids with the digital literacy skills that will become crucially important in the years to come.



Do you share our vision?

We're always looking to connect with like-minded people and organizations who can help us reach our goals and improve student learning worldwide.

Don't hesitate to connect with us through our various online channels.