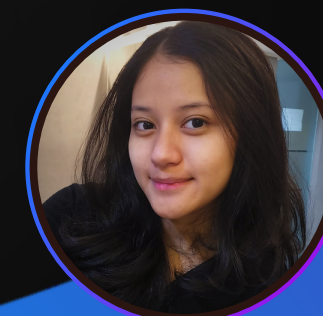




Business Plan

VR TRAVEL ADVENTURE



Presented by:

Natasya V. H. • Rayhan M. P. • Tara C. H. • Naura V. P.

II4371 – IST Capita Selecta

About Us

At VR Travel Adventure, we are passionate about **redefining the way people explore the world and plan their travel** adventures. Our journey began with a vision to unlock the **limitless possibilities of virtual reality (VR)** technology to create immersive and personalized travel experiences, allowing you to not only journey virtually but also plan your real-world adventures.

VR Travel Adventure is driven by a shared belief that **everyone should have the opportunity** to embark on unforgettable adventures, regardless of physical boundaries or constraints.





Technology Support - Special Technology

Immersive Technologies (VR)

Offers users a fully **immersive simulated environment** and transporting them to some destinations without physical presence.

Computer Vision

Employed to **track user movements** and create a more **engaging** and **tailored** virtual experience.

Machine Learning

Used to understand **user preferences** and provide **personalized recommendations**.

Photogrammetry

Provide accurate **3D representations** of places to provide a more **immersive** and **true-to-life experience** for the customer.



Technology Support - IT Standard

OpenID Connect

Customers can authenticate and authorize themselves using **single sign-on (SSO)** which enables secure, fast, and reliable login mechanism

Payment Gateway

Provide **various payment options** ranging from credit card, debit card, to digital financial services

NoSQL Database

Designed to handle different types and volumes of data to meet the needs of modern applications that often require **high scalability** and **performance**.

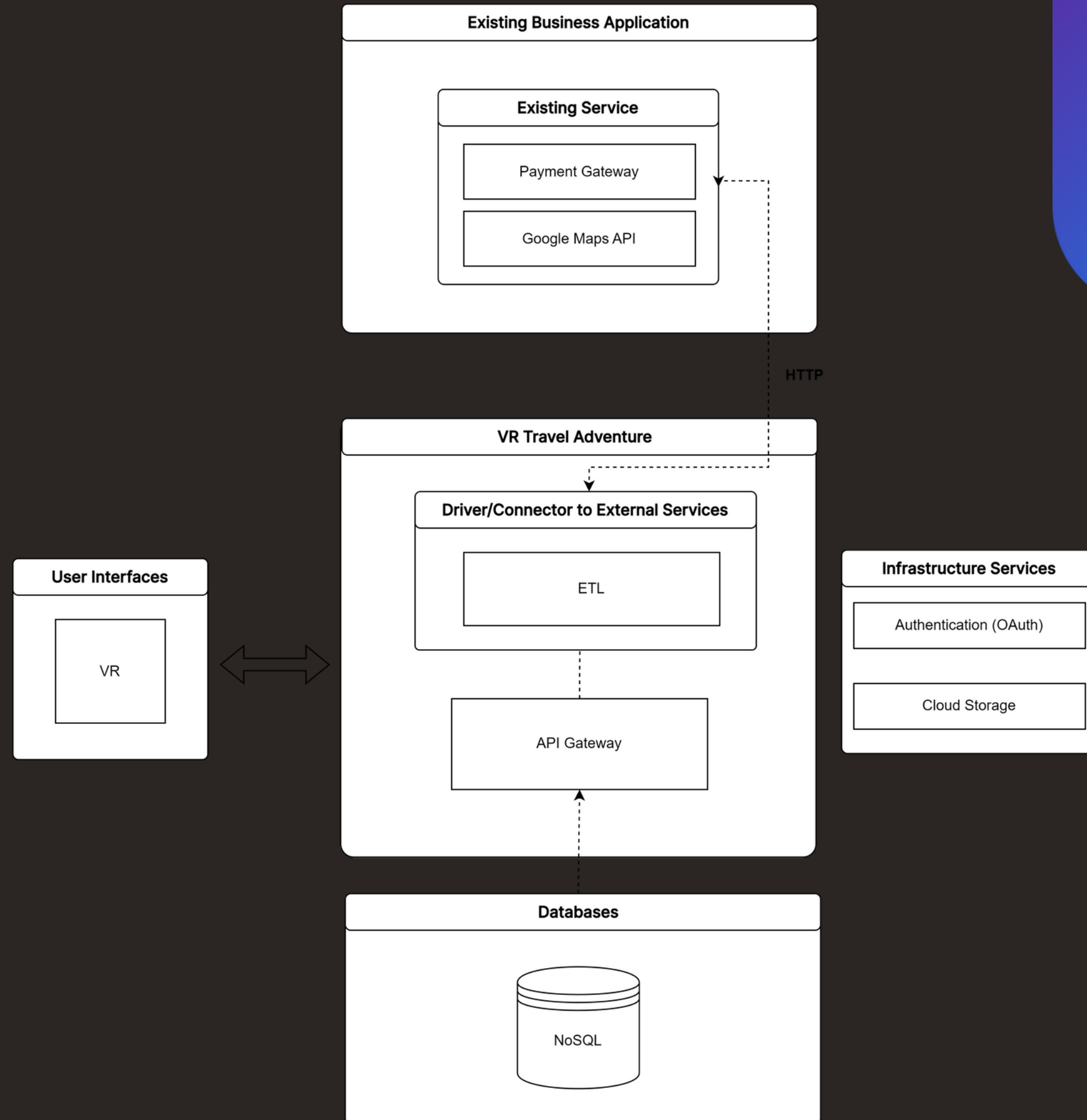
Cloud Computing

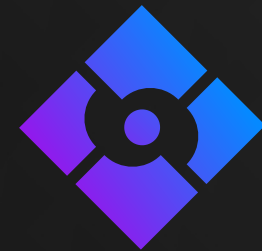
Offers **flexible scaling** options, allowing us to adjust processing power and storage based on user traffic, avoiding unnecessary costs.

Maps API

Allows user to **search destinations**, locate themselves, and pin point places using already available map data. This allow users to **navigate** accurately within the VR.

Technology Architecture

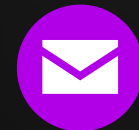




*VR Travel
Adventure*

THANK YOU

For watching this presentation



18221146@std.stei.itb.ac.id