



EDEVVR

EDUCATION FOR EVERYONE



WHAT'S EDEVVR?

EdeVR is an immersive learning platform, working towards a solution that lets children learn practical skills without access to real tools with hands-on experience while allowing the educators to push the boundaries of student engagement.



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WHOM DOES IT BENEFIT

- Students
- Educators
- Parents



WHY EDEVVR?

With conventional digital learning, students have more things to distract them. Attention problems become more prevalent. Without captivating teaching, students get frustrated.



MARTHA •

- 16 years old and is ok with computers
- Mediocre student
- Has problems visualizing
- Struggles with online classes



A student who is has difficulty understanding concepts in online and offline learning, and wants to seek a new mode for this phase of education to gain better results



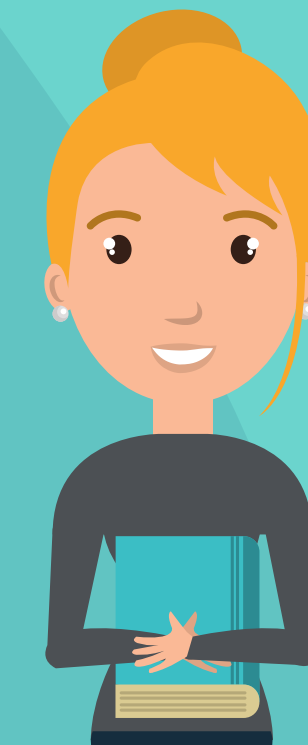
STEP1

Martha, a high schooler, finds herself stuck on a topic.

STEP3

Martha uses EdeVR which helps her visualize her lessons and is able to grasp the topic

Martha's story



STEP2

She tries to understand it with traditional methods, but ends up more confused.

STEP4

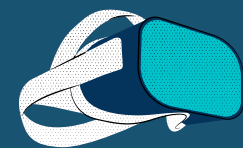
Martha can finally understand her lessons! She is happier than ever.



WALKTHROUGH

Login

Explore the world of EdeVR



VR Room

First Person View with the best real life experience



Subjects



Geography, Anatomy, Music, Chemistry, and many more

Bonus Features

1. Class Notes
2. Assignments
3. eBooks
4. Notice Board
5. Timetable



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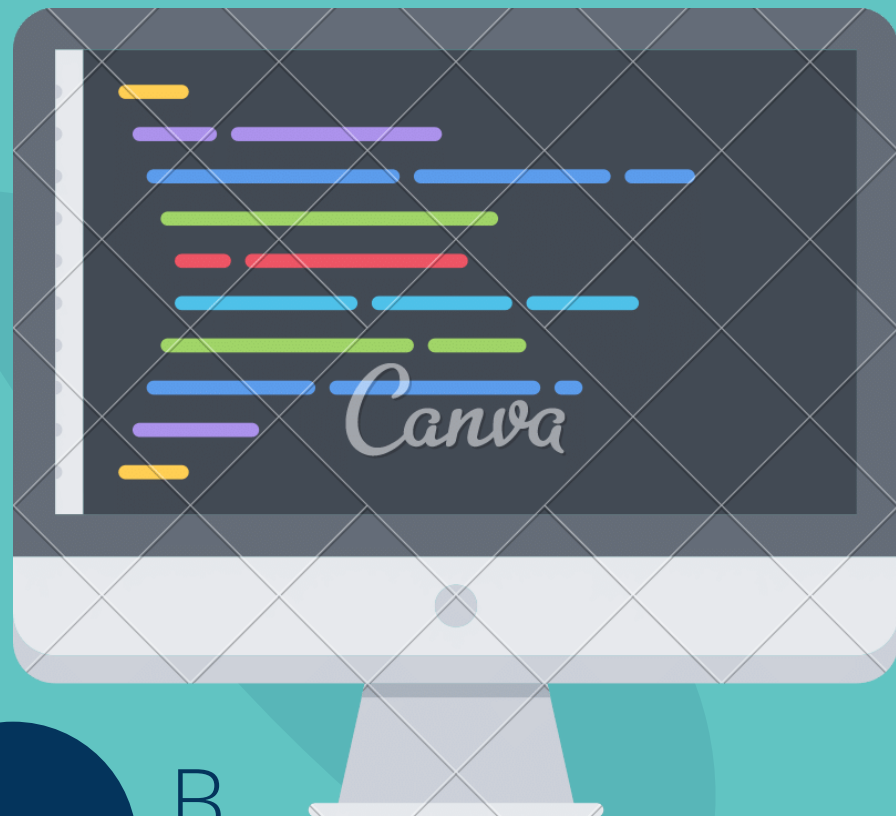
VR THROUGH QR

QR codes in text books that take the students to a virtual environment
where Immersive learning takes place

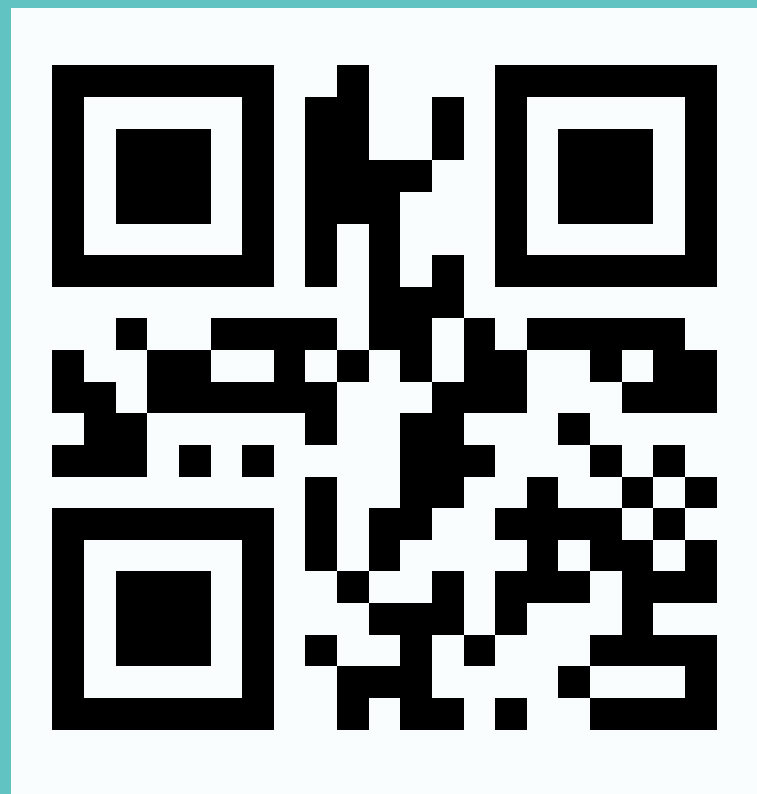
```
import pyqrcode
from pyzbar.pyzbar import decode
from PIL import Image
qr=pyqrcode.create("Text to be converted to qrcode.")
qr.png("string theory.png",scale=8)

d=decode(Image.open("string theory.png"))
Y=d[0].data.decode("ascii")
print(Y)
```

```
import json
import requests
headers = {"Authorization": "Bearer
ya29.a0ARdaM8H6XRE55EjI9H0H4sfvPacqgyk2vC2NNDmUTs7W15lIoCam3ZQkXtUbLtbUwNIkrwxr1-
pEf3z4Jpd8VFPCFhgzT9zBkdIcU_kKudf4AEGyo40DTtcNtju-4FkpJU_iNy1LLq4U8wKf0yDYSMtnSAF"}
para = {
    "name": "mycode.png",
}
files = {
    'data': ('metadata', json.dumps(para), 'application/json; charset=UTF-8'),
    'file': open("mycode.png", "rb")
}
r = requests.post(
    "https://www.googleapis.com/upload/drive/v3/files?uploadType=multipart",
    headers=headers,
    files=files
)
print(r.text)
```



B



prototype



EDEV_R

Education for everyone

at

FUTURE EXTENSIONS

1. Modifications for the Differently Abled
2. Foreign Curriculum
3. Public Funding
4. Multilingual
5. Higher education

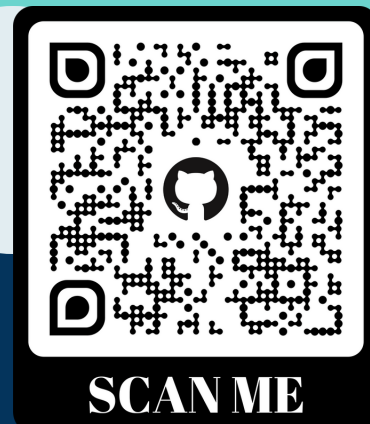


THANK YOU

Team Members

MENTOR - MS. VICKIE CULBERTSON

1. Saksham Sharma
2. Biancaa R
3. Anant Jain
4. Harshini Selvakumar
5. Aditya Tyagi
6. Dhruv Sai
7. Rishabh Bezbarua



Behind the scenes

[illegible]

Idea Prioritization

The matrix plots ideas based on their **Importance** (Y-axis) and **Feasibility** (X-axis).

- Y-axis:** Importance (Low to High). A heart icon is at the top.
- X-axis:** Feasibility (Low to High).

Legend:

- High importance, low feasibility: Hard to implement
- Low importance, high feasibility: Easy to implement

Ideas plotted:

- High Importance, Low Feasibility:**
 - "Importance to the user" (low to high) and "Feasibility for the team" (difficult to easy).
 - Having a small person look wise but which could be answered anytime if you get lost or it.
 - A personalised form explaining where each student is, so they can find more practice on their own contacts.
 - Hands free experience so it isn't using remote controllers to move or teach things or pick up objects.
 - Cath can't get the students to talk, she says "look like it's quiet in here, do you want a game to get them talking?"
 - Cath and Martha are talking to each other on the platform, but both are confused. They can reach out the chatbot for help to understand the lesson.
- Medium Importance, Medium Feasibility:**
 - Maps onto decks.
 - Notifications.
 - Customised messages before each class, begins.
 - Customised messages before each class, begins.
 - Customised messages before each class, begins.
- Low Importance, High Feasibility:**
 - get to QR code in hand, scan code to know QR Lab.
 - chatbot also trained by students has helped the work.

Storyboarding

Visual communication is a powerful tool for conveying information and ideas. Storyboarding is a technique used to visualize a sequence of events or a user experience. It involves creating a series of small, sequential images or panels that tell a story or illustrate a process. This storyboard illustrates the process of a user interacting with a digital interface, from initial login to final data analysis.

Communicate ideas through visual storytelling to showcase how they fit into your users' journey.

Student Name:

Put your needs Statement here

Storyboard panel 1: Martha Understands Abstract concepts Perform better

1

Visualize each step

Martha needs to understand abstract concepts to perform better in her class.

Martha needs to learn how to use the platform to understand abstract concepts.

Martha needs to explore the platform to understand abstract concepts.

Martha needs to understand abstract concepts to perform better in her class.

Martha needs to learn how to use the platform to understand abstract concepts.

Martha needs to explore the platform to understand abstract concepts.

Before Performance

After Performance

Student Name:

Put your needs Statement here

Storyboard panel 1: Cath Collaborate with the interface To maximize the potential of the platform

1

Visualize each step

Cath needs to learn how to use the platform to collaborate with the interface.

Cath needs to explore the platform to collaborate with the interface.

Cath needs to explore the platform to collaborate with the interface.

Cath needs to explore the platform to collaborate with the interface.

Cath needs to explore the platform to collaborate with the interface.

Cath needs to explore the platform to collaborate with the interface.

Student Name:

Put your needs Statement here

Storyboard panel 1: Martha Manages time Perfect work sleep balance

1

Visualize each step

Martha needs to explore the platform to manage time.

Martha needs to explore the platform to manage time.

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Martha needs to explore the platform to manage time.

Martha needs to explore the platform to manage time.

Student Name:

Put your needs Statement here

Storyboard panel 1: Cath Monitors student progress Leads to better result

1

Visualize each step

Cath needs to explore the platform to monitor student progress.

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Cath needs to explore the platform to monitor student progress.

The diagram illustrates the relationship between Student and Teacher personas, their demographics, technology, motivations, frustrations, and how we can help them. It is organized into two main columns: Student and Teacher.

Student Persona:

- Persona Name:** Maria (Image of a young woman)
- Demographic:** Teen, Learners / School Cases
- Technology:** Adequate experience around computers
- Motivations:**
 - completing assignments
 - Change their identity for the moment, "I'm not a good student, my mom doesn't let me go out so hard"
 - Want to be a professional
 - Learning something new
- Frustrations:**
 - Learning Disability
 - Lack of internet facilities
 - Hardware underpowered for school
 - Difficult concepts
- How can we help?**
 - optimize the software to be able to run on lower powered hardware
 - Training Sessions
 - provide a user guide
 - Build right

Teacher Persona:

- Persona Name:** John (Image of a man)
- Motivations:**
 - to catch up to the changing world
 - to keep up with new technology

```
upload_file_list = ['mycode.png']

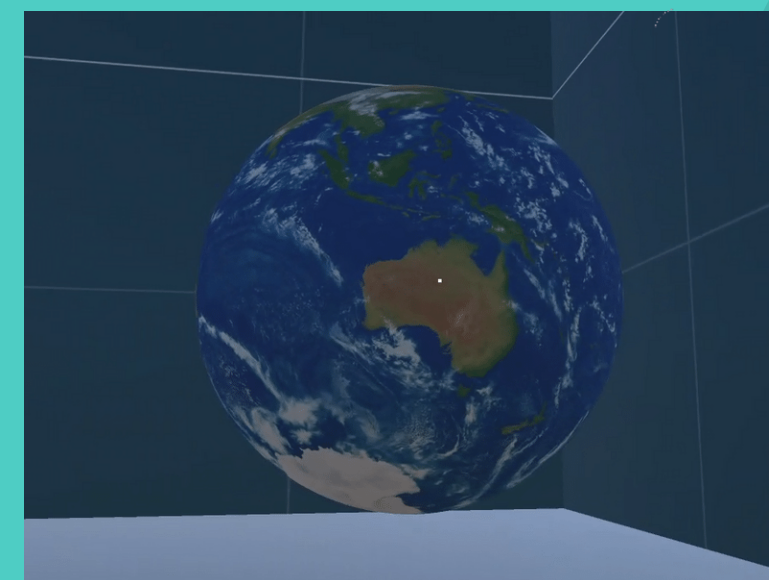
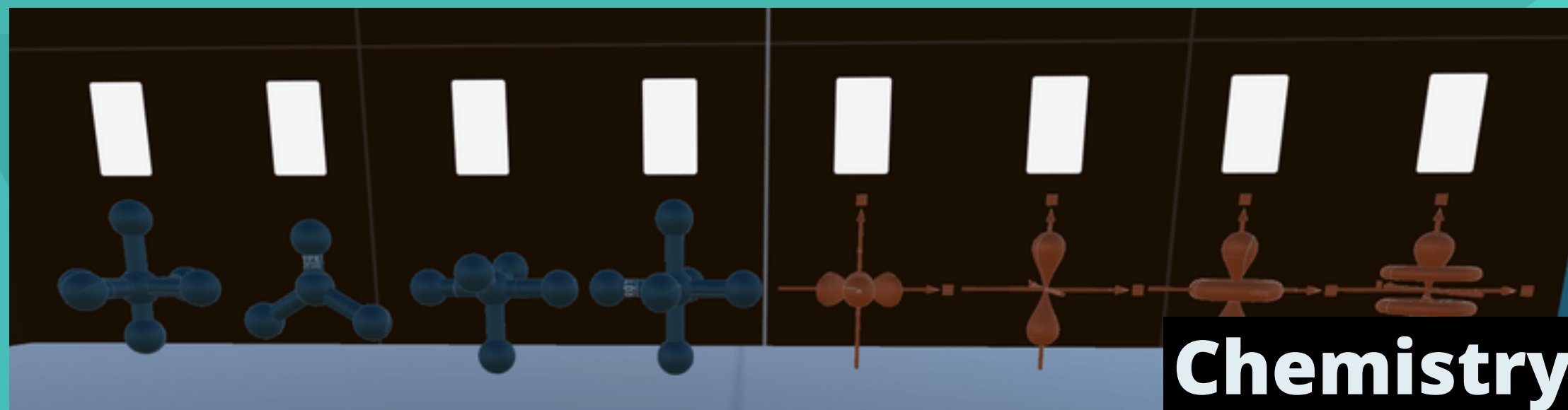
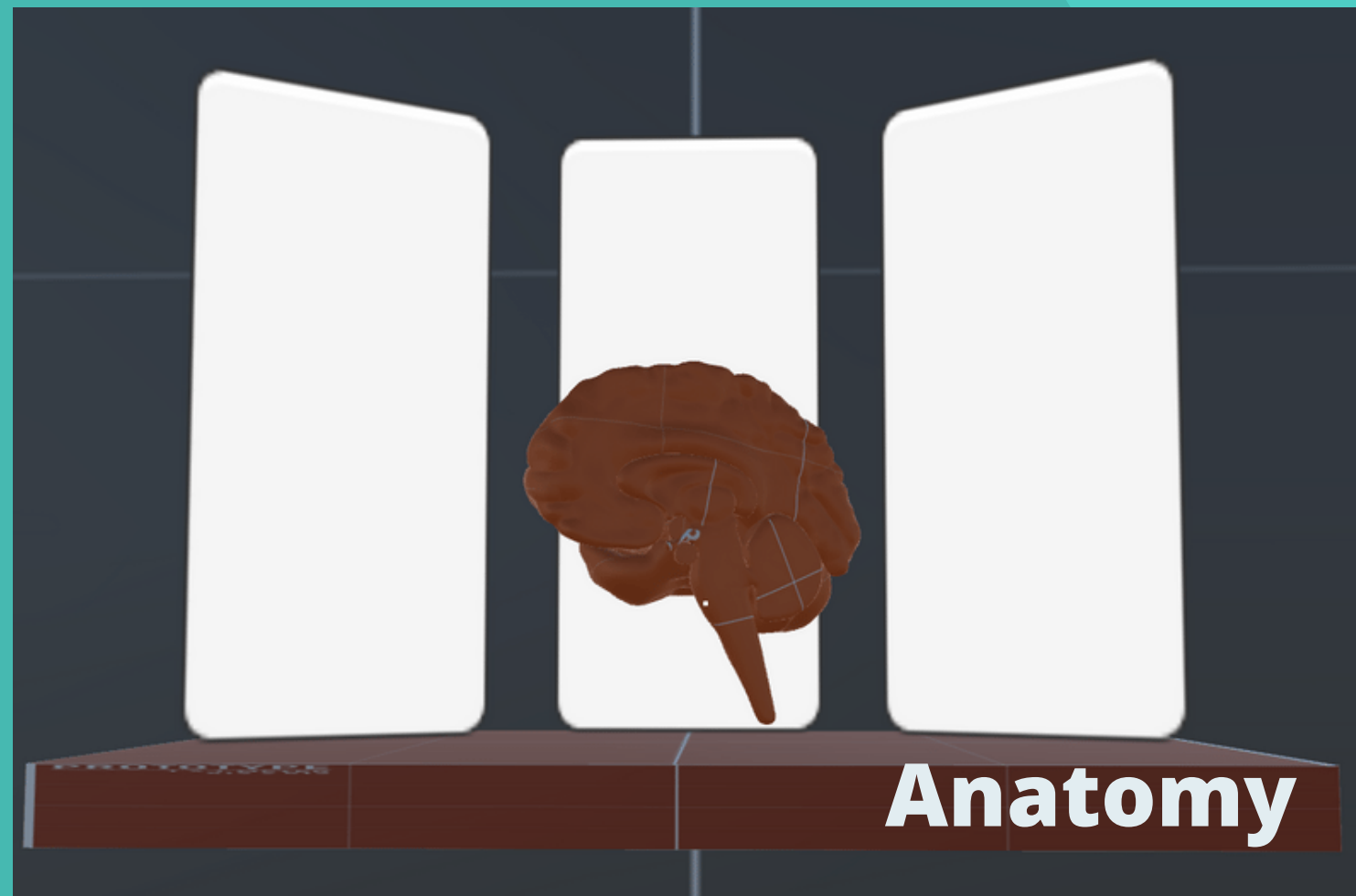
for upload_file in upload_file_list:

    gfile = drive.CreateFile({'parents': [{'id':

    # Read file and set it as the content of t

    gfile.SetContentFile(upload_file)
```

PROTOTYPE



DEMO

