



EDUVERSE

VR education platform

Learn..Explore..Discover



BY: Designverse team

Table of contents



Introduction & Overview

1. Group Information

5

2. Meet Our Team

6

3. Name & Slogan

7

4. Company Overview

8

5. Vision and Mission

9

6. Objectives and Goals

10

7. USP

11

conducted research

12-13

<u>8. Our Survey</u>	14	<u>17. Target Persona 3</u>	24
<u>9. Main Issues</u>	15	<u>18. Target Persona 4</u>	25
<u>10. Problem and Solution Analysis</u>	16-17	<u>19. Infographic</u>	26
<u>11. Value proposition</u>	18	<u>20. Brand Personality & Style</u>	27
<u>12. competitors</u>	19	<u>21. Designing.journey_</u>	28
<u>13. Educational Scope</u>	20	<u>22. project timeline</u>	29
<u>14. Target Audience</u>	21	<u>23. Team Tasks</u>	30
<u>15. Target Persona 1</u>	22	<u>24. Logo Inspiration & Used Tools</u>	31
<u>16. Target Persona 2</u>	23	<u>25. logo implemtation</u>	34

26.Logo brainstorming

35

34. Printed Designs

45-64

27. Logo Concept

36

35. Social Media Designs

65-76

28. Logo color suggestions

37

29.LOGO CLEAR SPACE

38

30.Color Palette

39

31. logo and pattern

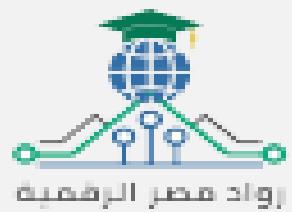
40-41

32.0typography

42

33. name concept

43



Group Information

Track: Graphic Designer

Group Code: YAT581_ONL3_DRT4_G1_DEPI3

Group Name: EDUVERSE

Instructor: Eng. Mohammad Ahmad Jamea

Our Team



Amr



Magda



Nada



AlShimaa



Engy



PROJECT

Project Name

EDUVERSE

(Virtual Reality education Platform)

Project (slogan)

learn explore discover

Objectives

“Eduverse is going to support the digital transformation of education in Egypt by turning the traditional school curriculum into a digital, interactive, technology-based one, which will help students obtain more knowledge easily and effectively.”



Company overview



Eduverse is a digital learning platform powered by Virtual Reality (VR) that transforms traditional education into an interactive, immersive experience.

Eduverse turns learning into an interactive journey where students explore subjects like science, history, and art through VR. It transforms abstract lessons into immersive experiences, helping students understand better while providing teachers and schools with innovative, visual learning tools.



VISION AND MISION



The primary goal is to transform traditional education into an immersive and integrated learning experience that enables students to engage fully with educational content through visual, interactive, and experiential learning.



Eduverse aims to transform learning through immersive VR, making education engaging, interactive, and accessible. Its mission is to help students explore and understand knowledge beyond traditional classrooms for a deeper, lasting impact.



OBJECTIVES & GOALS

- Enhance Learning Outcomes: Improve knowledge retention and comprehension through immersive, VR lessons.
- Support Educators: Provide teachers with innovative tools and analytics to personalize and enrich classroom experiences.
- Expand Accessibility: Make immersive education affordable and available to institutions of all sizes.
- Drive Sustainable Growth: Establish Eduverse as a scalable, future-proof platform that continuously evolves with emerging technologies.





USP



“Eduverse is going to support the digital transformation of education in Egypt by turning the traditional school curriculum into a digital, interactive, technology-based one, which will help students obtain more knowledge easily and effectively.”



CONDUCTED RESEARCH

"According to the Egyptian Central Agency for Public Mobilization and Statistics #CAPMAS"

Annual Bulletin of pre –university education for the academic year 2022/2023 "

In 2022/2023, Egypt had 28 million pre-university pupils, up 2.8% from 2020/2021. The number of teachers dropped by 3.8% to 1.1 million, while schools and Azhar institutes increased by 2.4% to 71.8 thousand.

According to the UNICEF report - Egypt Data Snapshot - Issue 10 – June 2024

The Impact of Population Trends on the Needs of the EDUCATION SYSTEM :

Egypt's student population will drop from 32.4 to 28.9 million by 2035, but the education system must still expand to improve quality and reduce overcrowding. Teacher and classroom demand will shift toward higher grades, requiring about 398,000 new teachers by 2027. Strong long-term planning is essential to sustain education quality.

Statistics (CAPMAS 2022/2023)

28 million pupils at pre-university stages.

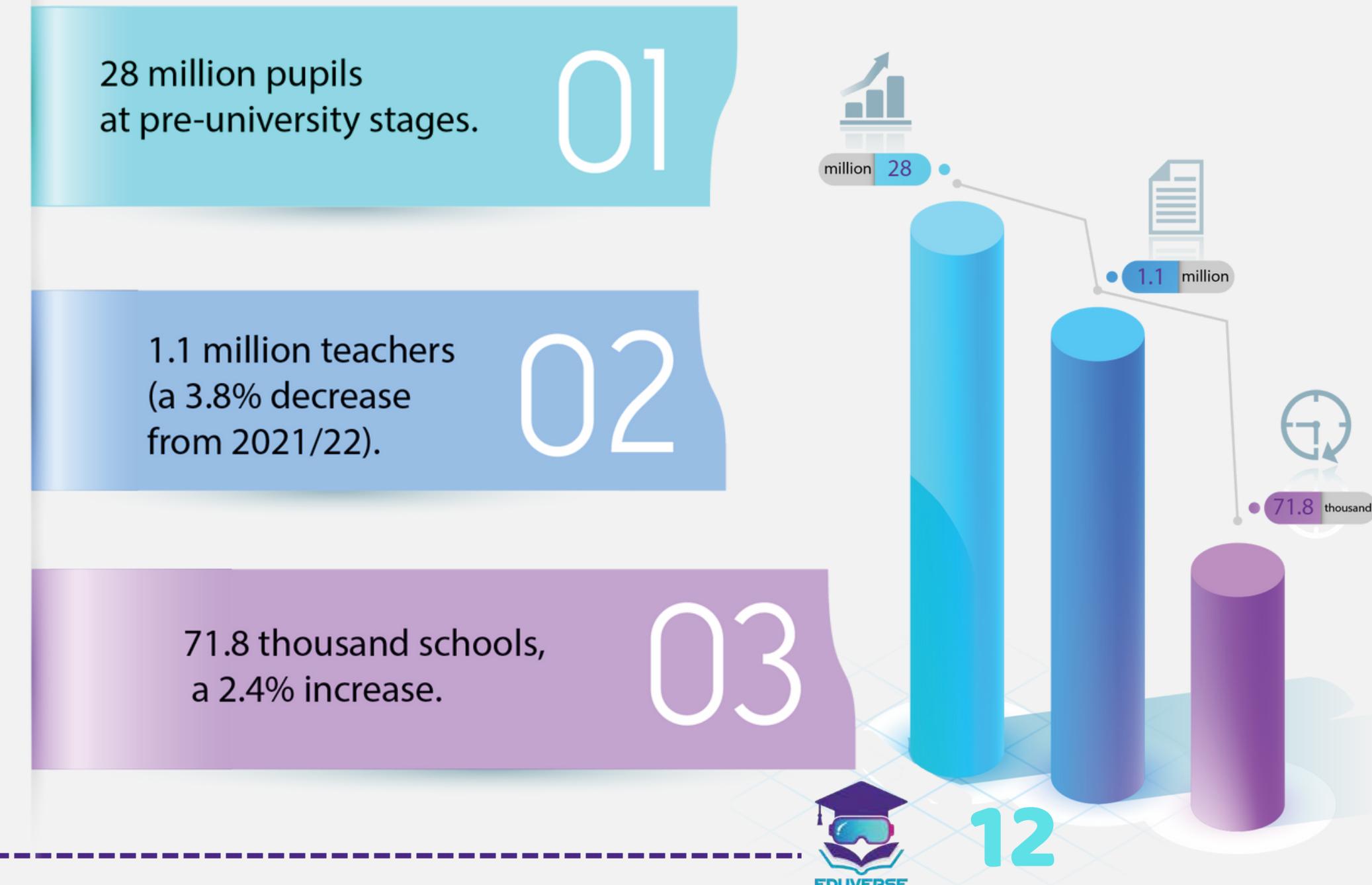
01

1.1 million teachers (a 3.8% decrease from 2021/22).

02

71.8 thousand schools, a 2.4% increase.

03

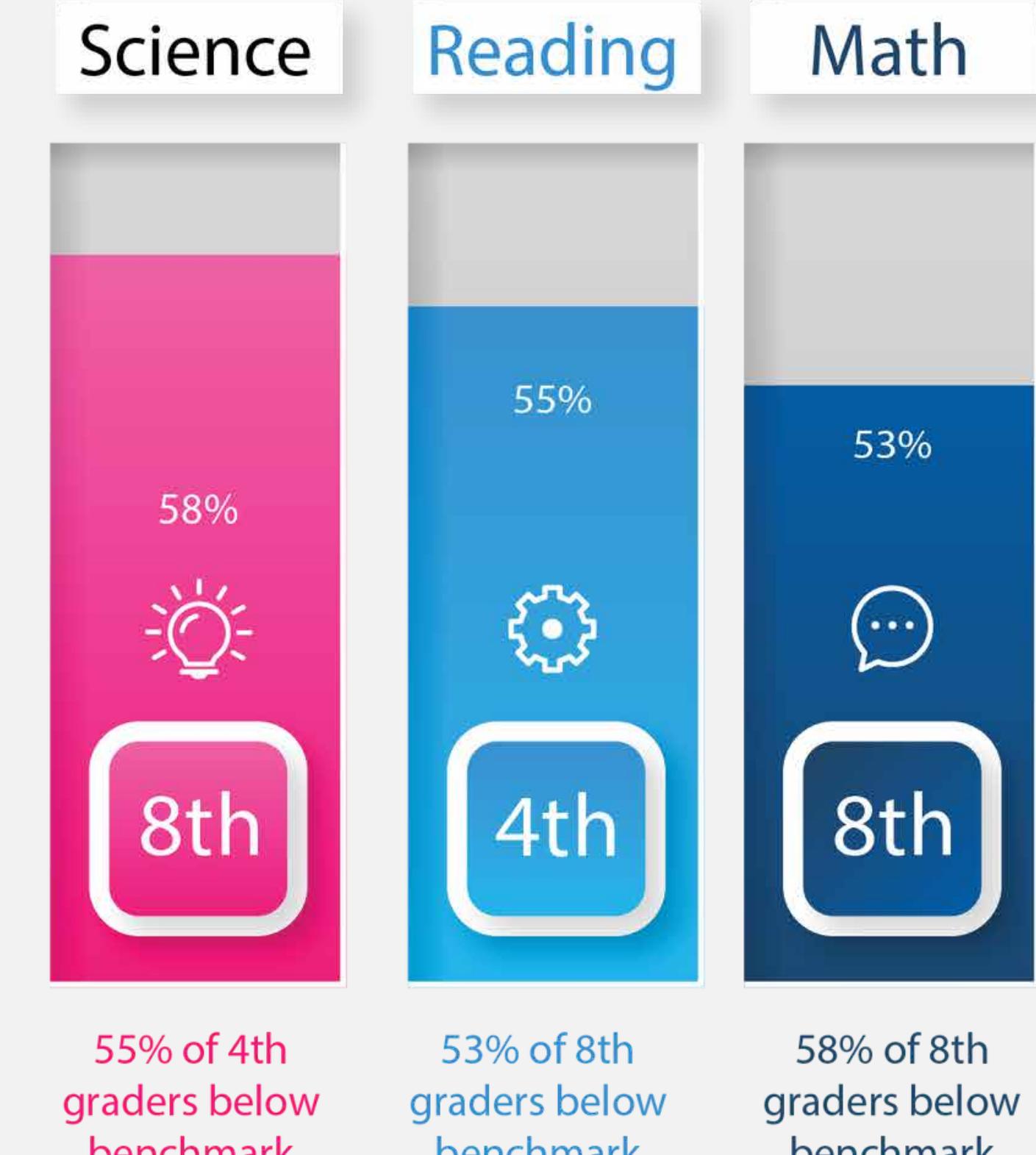


CONDUCTED RESEARCH

Number of students who struggle to understand the school curriculum from primary school to high school education in Egypt:

Many Egyptian students struggle to understand the school curriculum. International assessments show over half of students fail to meet basic standards 55% in reading (PIRLS 2016), 53% in math, and 58% in science (TIMSS 2015). Key causes include overcrowded classrooms, limited teacher training, poor school infrastructure, and a focus on rote learning over comprehension.

Curriculum Struggles (PIRLS & TIMSS)

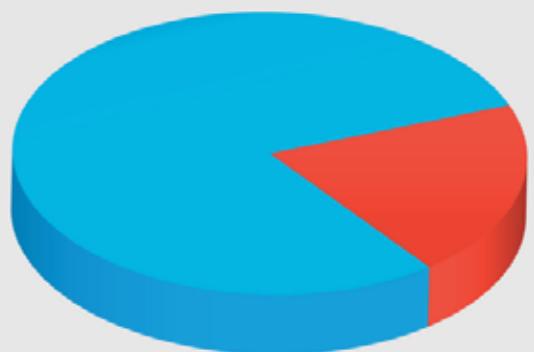


Resources

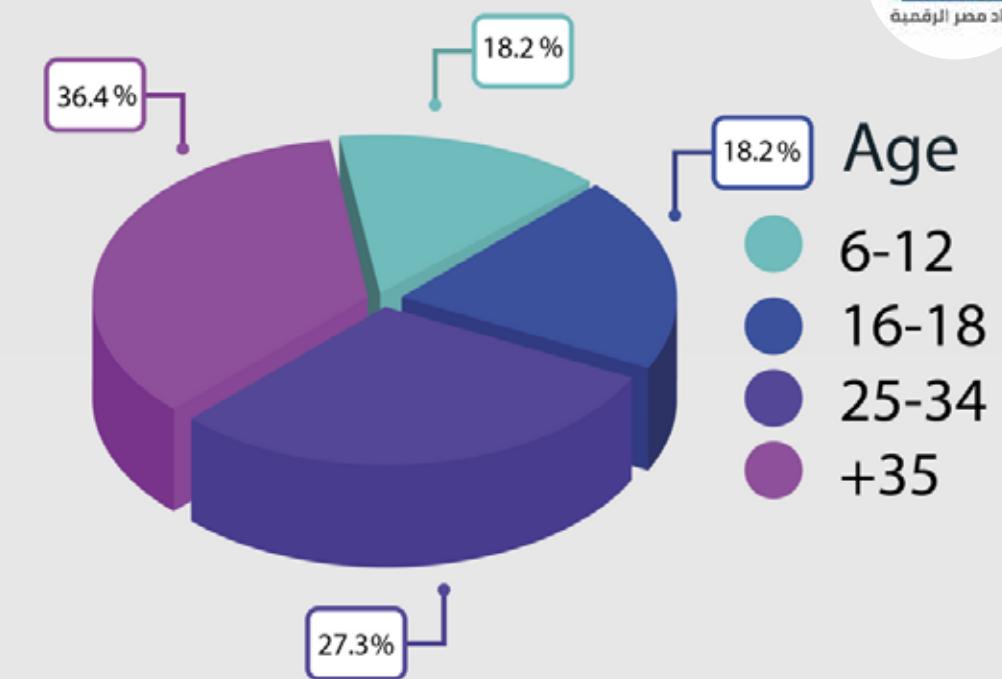
[Generational Change: Egypt's Quest to Reform its School Curriculum](#)
[strengthening the egyptian education system to better reach marginalized children and youth UNICEF report](#)

OUR SURVEY

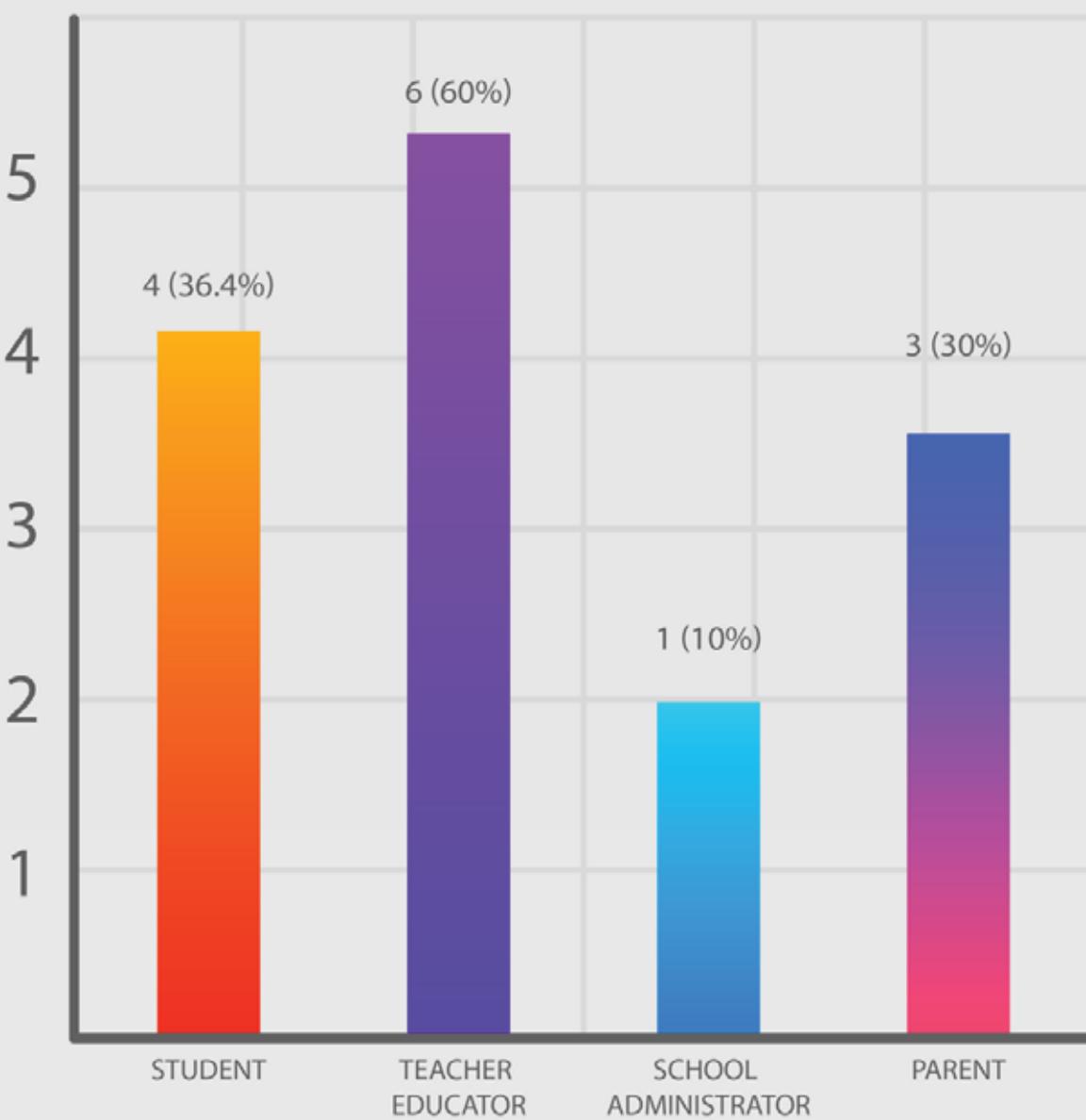
How interested in using eduverse platform



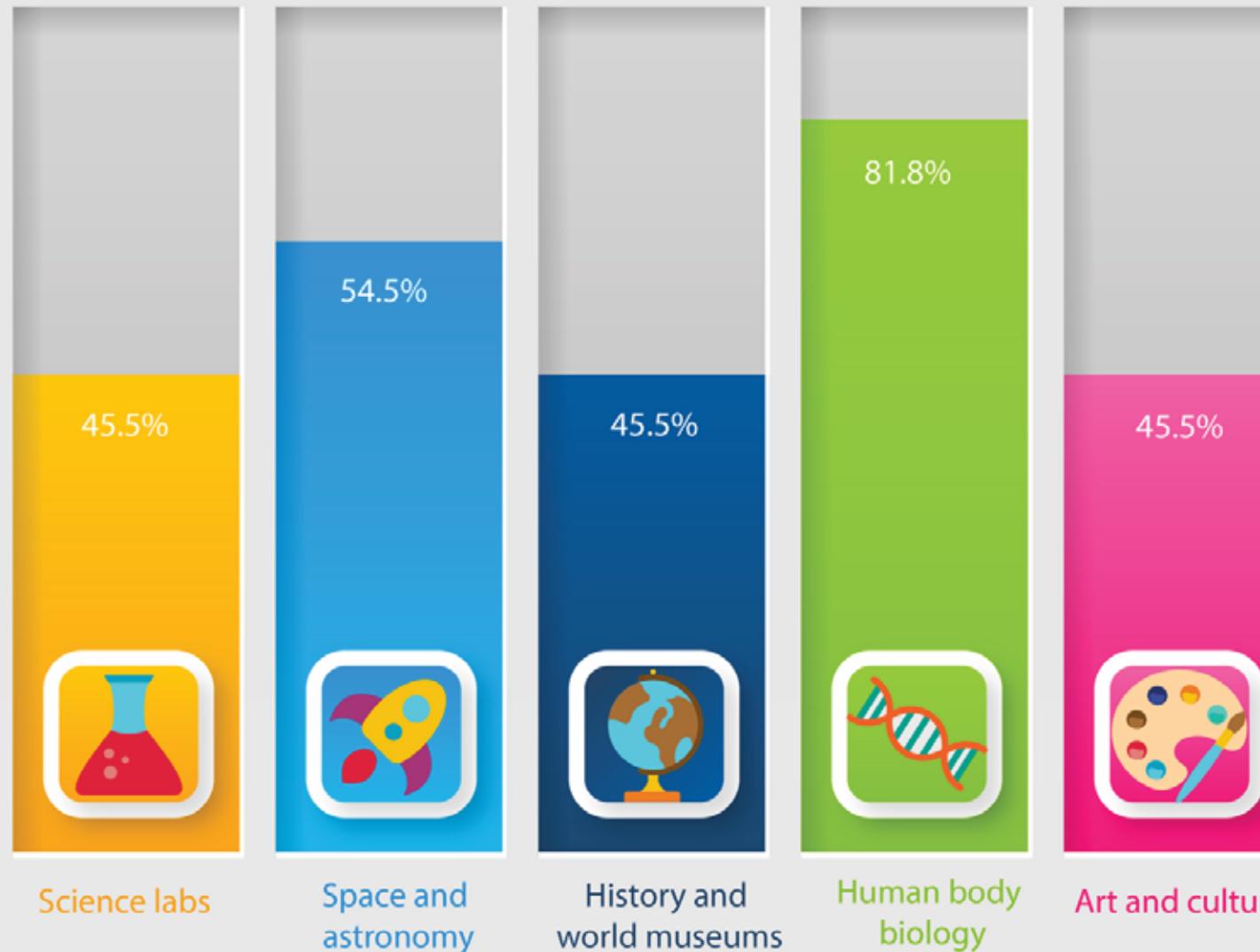
(90.9%) Very interested
(9.1%) Somewhat interested



Educational role



subjects that would be most exciting in VR



how much VR could make learning more engaging and memorable



Main Issues:

01

Dependence on rote learning

02

Overcrowded classrooms

03

Insufficient teacher training

04

students struggle to understand the school curriculum

Education System Challenges in Egypt

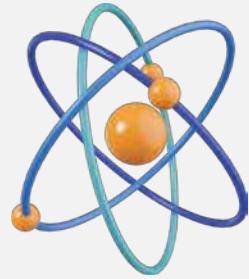
1 Egypt's student-age population will decrease from 32.4 million (2025) to 28.9 million (2035)

2 Despite the decline, over-crowding and high student-teacher ratios persist.

3 Around 398,287 new teachers will be needed by 2027.



PROBLEM AND SOLUTION ANALYSIS



THE PROBLEM

- ▶ Traditional education struggles to engage students.
- ▶ Students rely on memorization, making lessons feel abstract and disconnected from real life.
- ▶ Teachers face challenges in visualizing complex ideas and schools lack immersive learning tools.

Traditional learning method is outdated:

- ▶ 65% of students report low classroom engagement
- ▶ 80% of information from passive learning is forgotten within a week





PROBLEM AND SOLUTION ANALYSIS

THE SOLUTION

Eduverse uses Virtual Reality to create immersive, interactive learning experiences,

- ▶ Students: Learn better through visual, interactive lessons that boost understanding and memory.
- ▶ Teachers: Simplify complex topics, increase participation, and track student progress.
- ▶ Schools: Enhance reputation as tech-forward institutions with easy system integration and improved outcomes.





VALUE PROPOSITION

“Eduverse transforms traditional learning into an immersive digital experience using Virtual Reality, helping students understand lessons more clearly, explore subjects interactively, and stay engaged through realistic 3D environments, anytime, anywhere.”

HOW EDUVERSE WILL HELP





COMPETITORS

GOOGLE EXPEDITIONS

- Strengths: Global reach, strong educational credibility
- Weaknesses: Limited customization, discontinued mobile VR support

CURISCOPE

- (Virtuali-Tee, apps)
- Strengths: Fun, visual, and engaging
 - Weaknesses: Limited content range

CLASSVR

- Strengths: Specialized for school use
- Weaknesses: unavailable in Egypt



EDUCATIONAL SCOPE

**Eduverse covers
multiple subjects:**

- Science & Biology: Explore anatomy, chemical reactions, physics labs.
- Space & Astronomy: Virtual tours of the solar system.
- History & Geography: Walk through ancient cities and global landmarks.
- Art & Culture: Visit museums and study masterpieces.
- Languages: Practice listening and speaking in real-life virtual scenarios.



TARGET AUDIENCE



Students

(Primary–High School): Curious visual learners who enjoy interactive, gamified education.



Teachers

Need innovative, curriculum-based tools to boost engagement and save time.



Parents

Seek safe, engaging tools that enhance learning and creativity.



Schools

Looking for scalable, modern solutions to improve teaching quality and reputation.

Target Persona1



Moeaz & Jolie

Background

Age: 10

Language: Arabic-English

Education: primary school

Challenges

Difficulty understanding
school subjects , Boredom



How Eduverse Helps

Makes learning fun and visual
through immersive VR scenes
exploring space, anatomy, or
art as if they are there.

Goals

to learn, play , explore
and exceed at school





Background

Age: 35

Language: Arabic-English

Occupation: graphic designer

Challenges

Difficulty understanding school curricula. Limited time to support learning. Long hours spent on schoolwork and studying.

How Eduverse Helps

Provide a safe, education-focused VR platform that promotes real understanding over memorization and helps parents track their child's learning progress.

Goals

She wants her children to enjoy learning, boost performance and creativity, and use safe, effective educational technology.





Background

Age: 32

Language: Arabic-English

Occupation: science teacher

Challenges

Lack of innovative teaching tools, limited time

How Eduverse Helps

Offers a ready-to-use library of VR lessons, experiments, and tours that align with educational goals.

Goals

to make her students understand the lessons, master their abilities and achieve their goals



Target Persona 4



Ahmed

Background

Age: 50

Language: Arabic-English

Occupation: school principal

Challenges

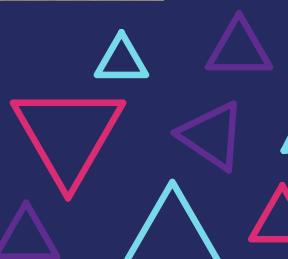
Need to modernize, attract students, and stand out

How Eduverse Helps

Provides a unique digital solution that positions the school as future-ready and innovative.

Goals

to make his school top rating





DIVE INTO SCIENCE,
HISTORY, AND ART
IN STUNNING 3D
WORLDS.



VISIT SPACE, THE
HUMAN BODY, OR
ANCIENT EGYPT
ALL IN ONE CLICK!



REACH A NEW LEVEL
OF UNDERSTANDING
THROUGH
EXPLORATION.



EMPOWER YOUR MIND
LEARN, EXPLORE,
AND DISCOVER WITH
EDUVERSE!

EDUVERSE



ENTER EDUVERSE
WHERE LEARNING
FEELS LIKE AN
ADVENTURE!



UNLOCK YOUR
CURIOSITY WITH
EVERY VIRTUAL
EXPERIENCE.



EXPERIENCE
LESSONS, DON'T
JUST READ THEM.



STEP INTO
CLASSROOMS
POWERED BY
IMAGINATION AND
INNOVATION.



BRAND PERSONALITY

“ Eduverse’s brand identity reflects a blend of innovation, inspiration, and trust. It speaks to both the imagination of students and the credibility educators seek. ”

Brand Trait Description

- Innovative: Always exploring the next frontier of learning.
- Inspiring: Makes students curious and eager to learn.
- Trustworthy: Scientifically accurate and educationally validated.
- Fun & Interactive: Turns every subject into a memorable adventure.

Brand Tone & Style

- Voice: Confident, positive, and forward-thinking.
- Tone: Educational, warm, and motivational.
- Visuals: Futuristic design, vibrant colors (blue & magenta), and immersive imagery that symbolizes technology and imagination.

DESIGNING JOURNEY





Time line



01 Aug	15 Aug	29Aug	05 Sep	12 Sep	19 Sep	26 Sep	10 Oct	17 Oct	24 Oct	31 Oct	07 Nov	15Nov
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project idea and name project
study analyze market analysis
and competitors

defining target audience
setting objectives and vision
select best solutions

brand identity design
choosing color palette
logo design
selecting typography
identity elements
preparing brand guidelines

social media design
creating basic templates
profile pictures and covers
setting content style
icon and illustrations

implementation and finalization
creating mockups
preparing designing assets
reviewing
uploading the project to GitHub

Done												

TEAM TASKS ASSIGNMENTS

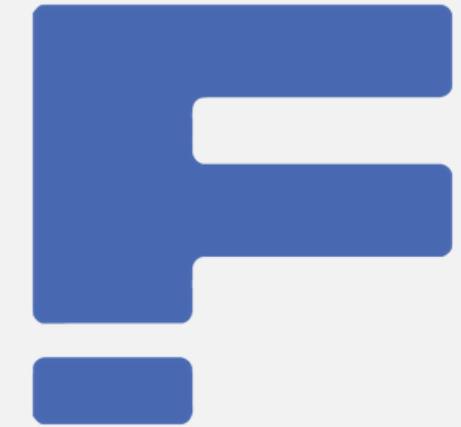
Name	Tasks
Amr	Project Idea +Company Name +Logo+Envelop +Business Card
Magda	Project Idea - Company Name - Logo - Social Media - Company Profile - ID card - Billboard - Business Card - Flyers - Block Note - Letterhead - Mockups - Envelop Final Presentation
Nada	Project Idea +Company Name +Logo+Social Media +Mockups+Calendar +ID card +Flyer+trifold Ramadan Emsakeya+LinkedIn cover +Facebook cover +Billboard +Final Presentation
AlShimaa	Project Idea +Company Name +Logo+Social Media +Mockups Jacket folder +Rollup banner + Final Presentation
Engy	Project Idea + Company Name + Logo + Social Media + Mockups +Rollup banner Final Presentation



USED TOOLS



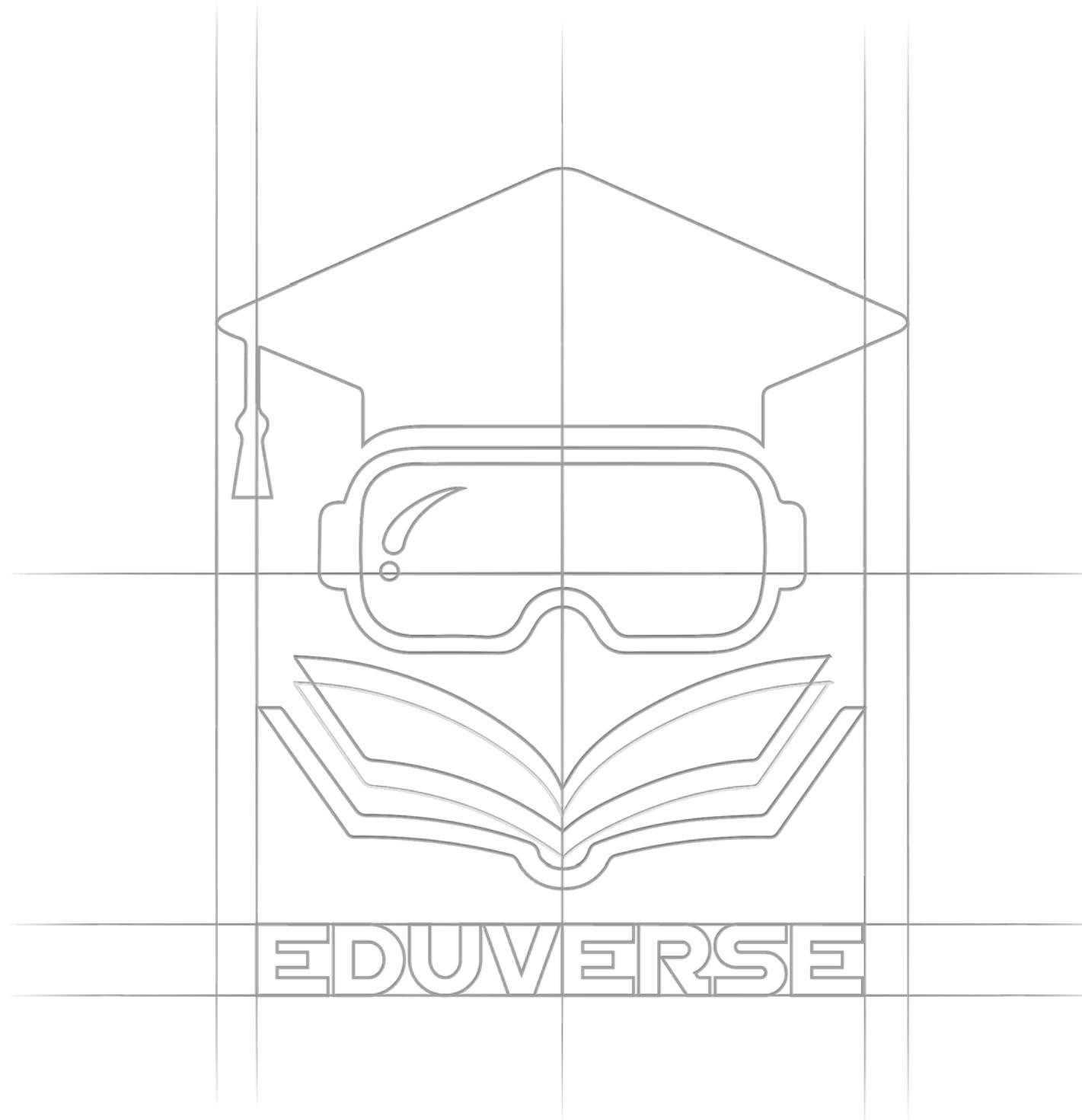
IMAGES & INSPIRATION



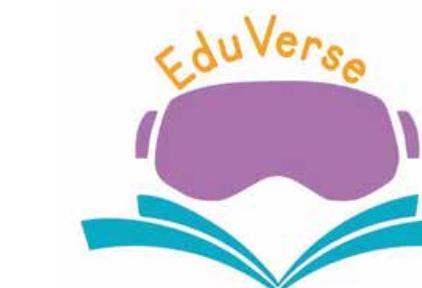
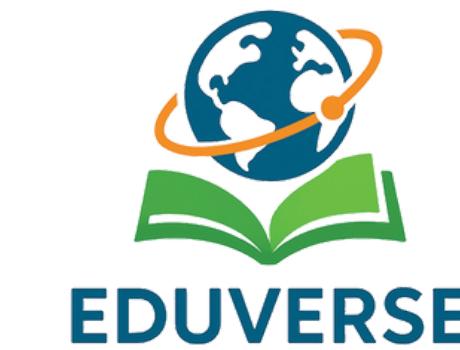
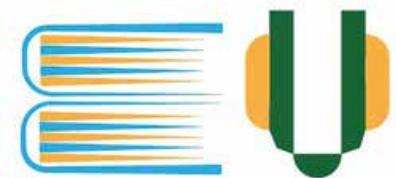
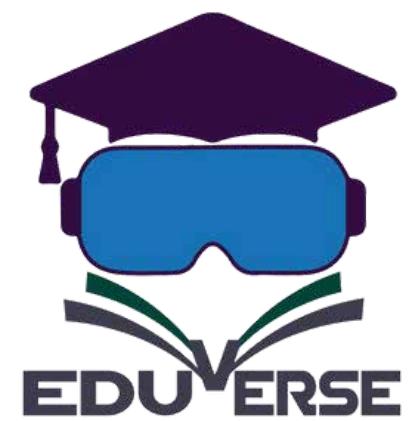




LOGO IMPLEMENTATION



LOGO BRAINSTORMING





LOGO CONCEPT



Logo Elements

Graduation cap: learning goals

VR glasses: futuristic education

Open book: limitless knowledge



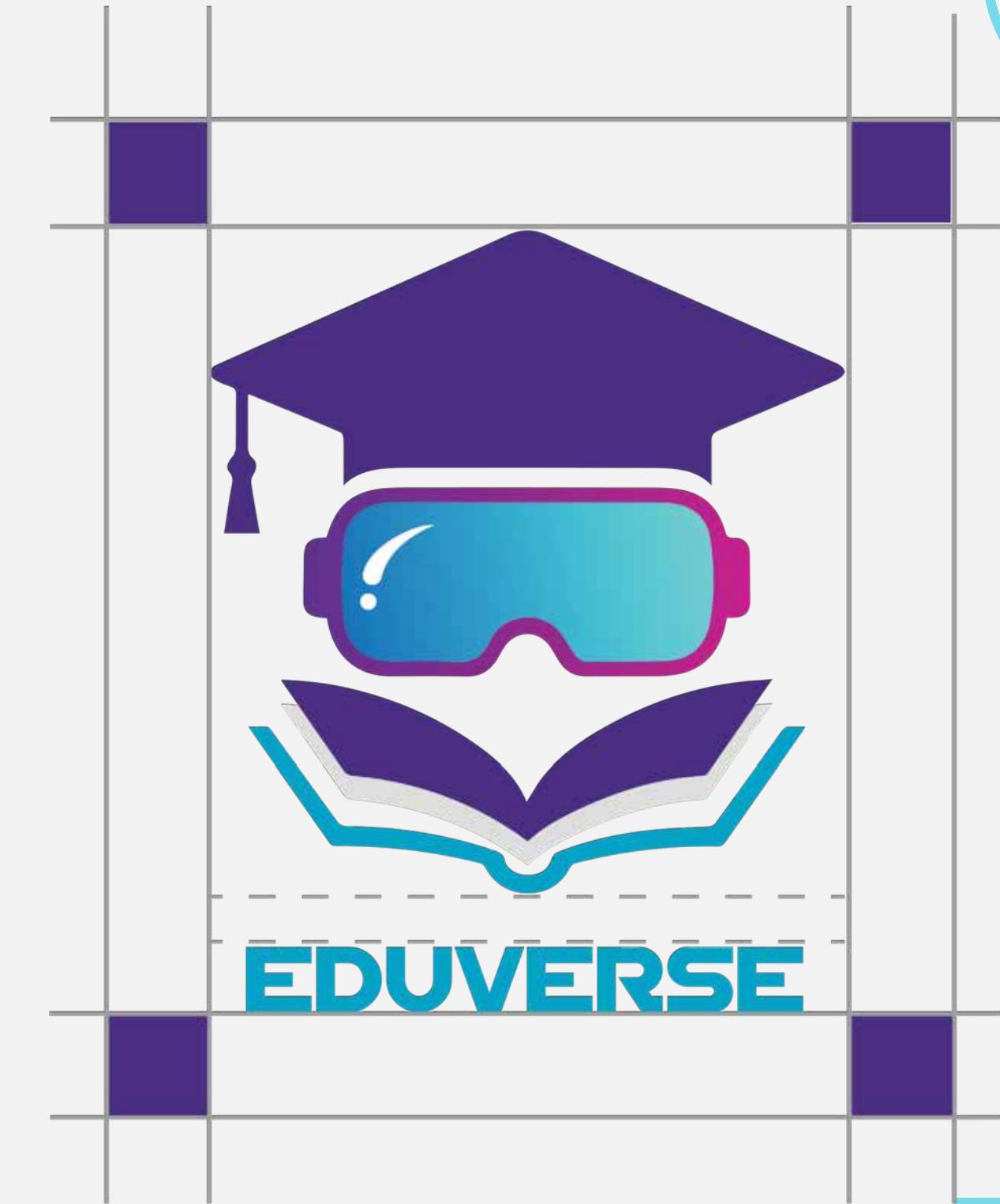
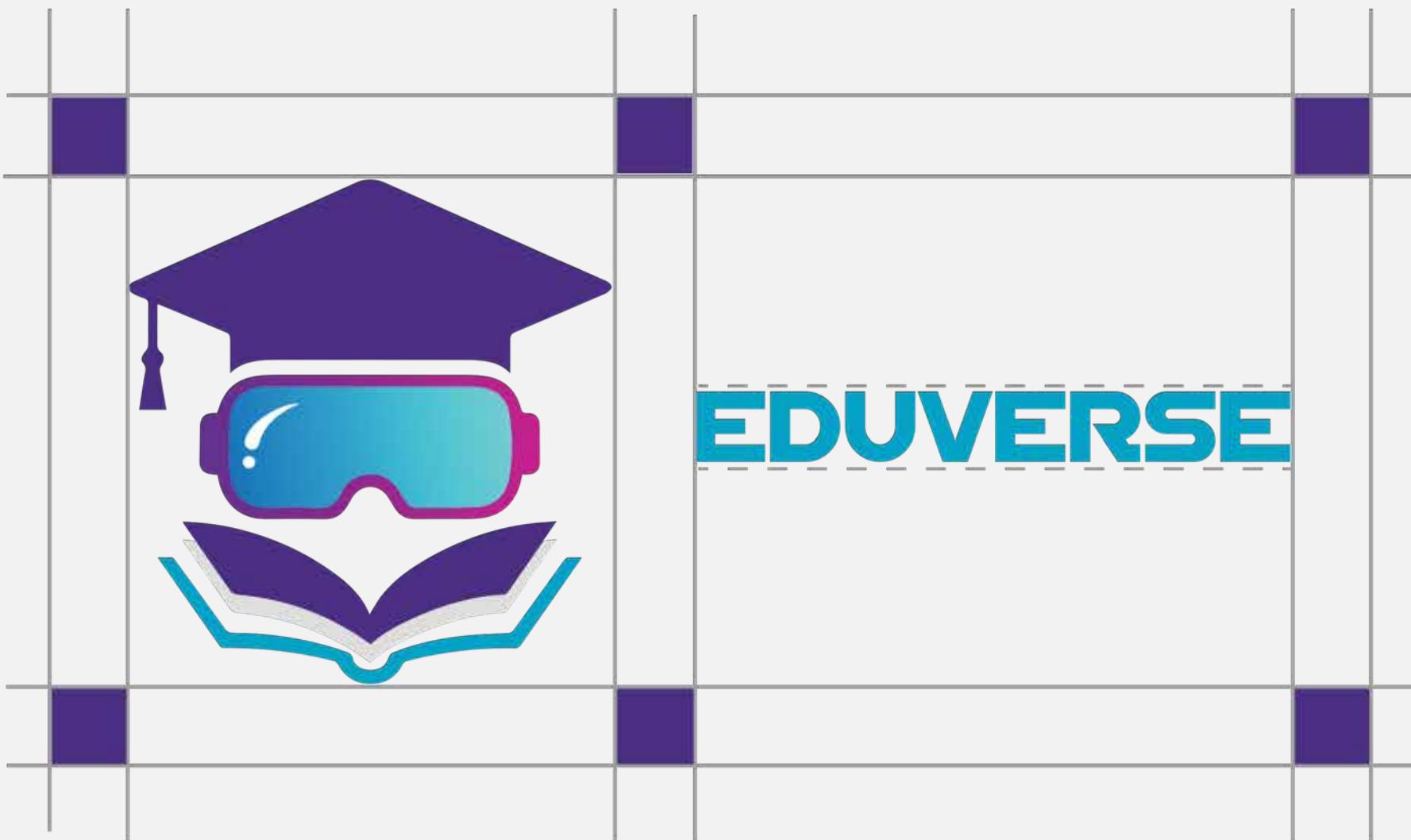
36

LOGO COLOR SUGGESTIONS





LOGO CLEAR SPACE



38



COLOR PALETTE

- Purple: Innovation & wisdom
- Cyan Blue: Technology & trust
- Magenta: Energy & creativity
- Gray: Balance & clarity



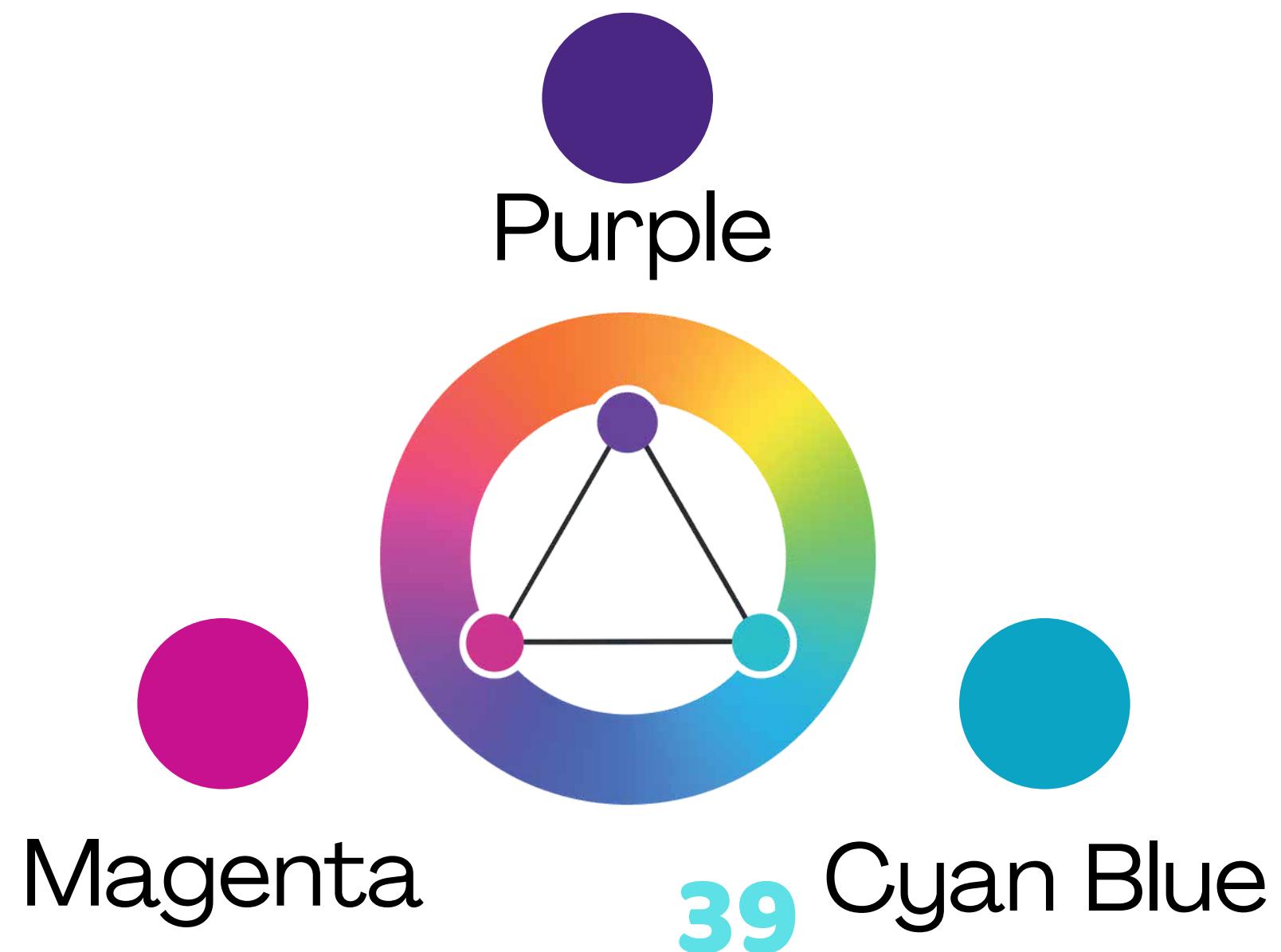
The color harmony used is Triadic Harmony

This is because the colors :

- purple,
- cyan,
- magenta

are positioned at evenly spaced

points forming a triangle on the color wheel. This combination gives the logo a sense of vibrancy and excellent visual balance





Pattern



Icon





EDUVERSE



TYPOGRAPHY

PRIMARY

ENGLISH FONT

EDUVERSE

**A B C D E F G H I J K L M
N O P Q R S T U V W X Y**

SIGMA FIVE SANS REGULAR

ARABIC FONT

إِدِيُو فِيرِس

أ ب ت ث ج ح خ د ذ ر
ز س ش ص ض ط ظ
ع غ ف ق ك ل م ن ۹۰

Hacen Sudan Regular

SECONDARY

HACEN SAUDI ARABIC REGULAR

GAMEPLAY REGULAR

SPECTRASHELL REGULAR

WHY WE CHOOSE THESE FONTS

THESE FONTS ARE FUTURISTIC, TECHNOLOGICAL, ENERGETIC, KINETIC, EDUCATIONAL, FUN, ARTFUL, AND EASY TO READ, WHICH IS CONSISTENT WITH THE PLATFORM IDENTITY AND TONE OF VOICE

Aa

NAME CONSEPT

edu

An abbreviation for education to indicate the main purpose of the platform, which is to educate

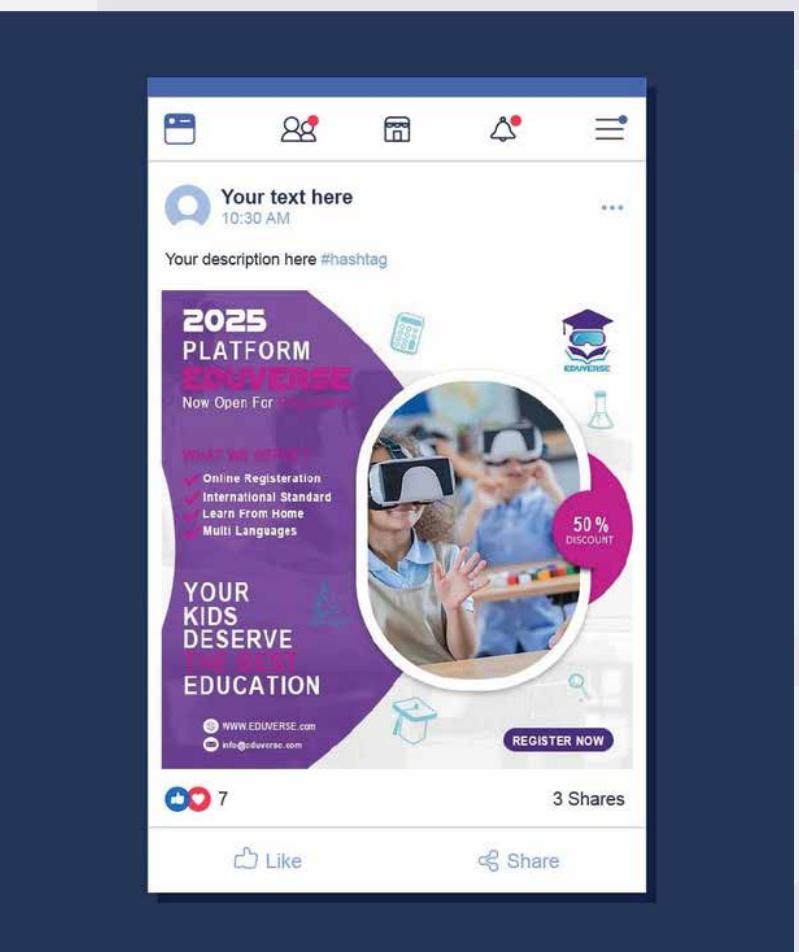
verse

An acronym for the universe as a symbol of how eduverse is comprehensive and real, like the universe



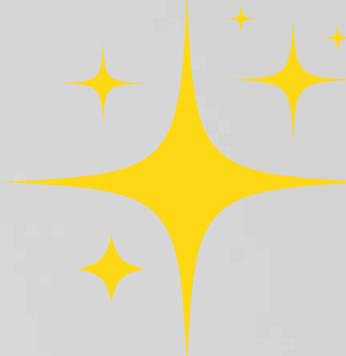


OUR DESIGNS



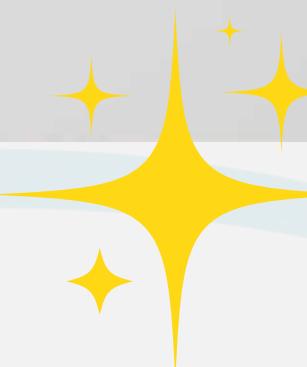
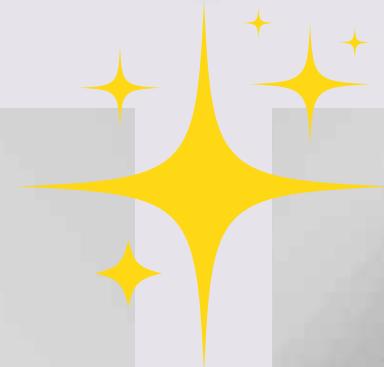
EDUVERSE 01143780780 nada.moukhtar@gmail.com

Print Designs



A stack of brochures for "EDUVERSE". The top brochure features a large circular image of a person wearing a VR headset, set against a purple and blue background with the text "EDUVERSE Digital Learning through Virtual Reality". Below this is a circular logo for "EDUVERSE" featuring a graduation cap and VR goggles. The bottom brochure shows the years "2026-2027" in blue. The text "EDUVERSE" is repeated at the bottom, followed by a description: "A VR-powered digital learning platform that transforms classrooms into immersive, interactive worlds — bridging innovation and education."

Print Designs — Company Profile





Print Designs



Billboards
Design

BlockNote

Design

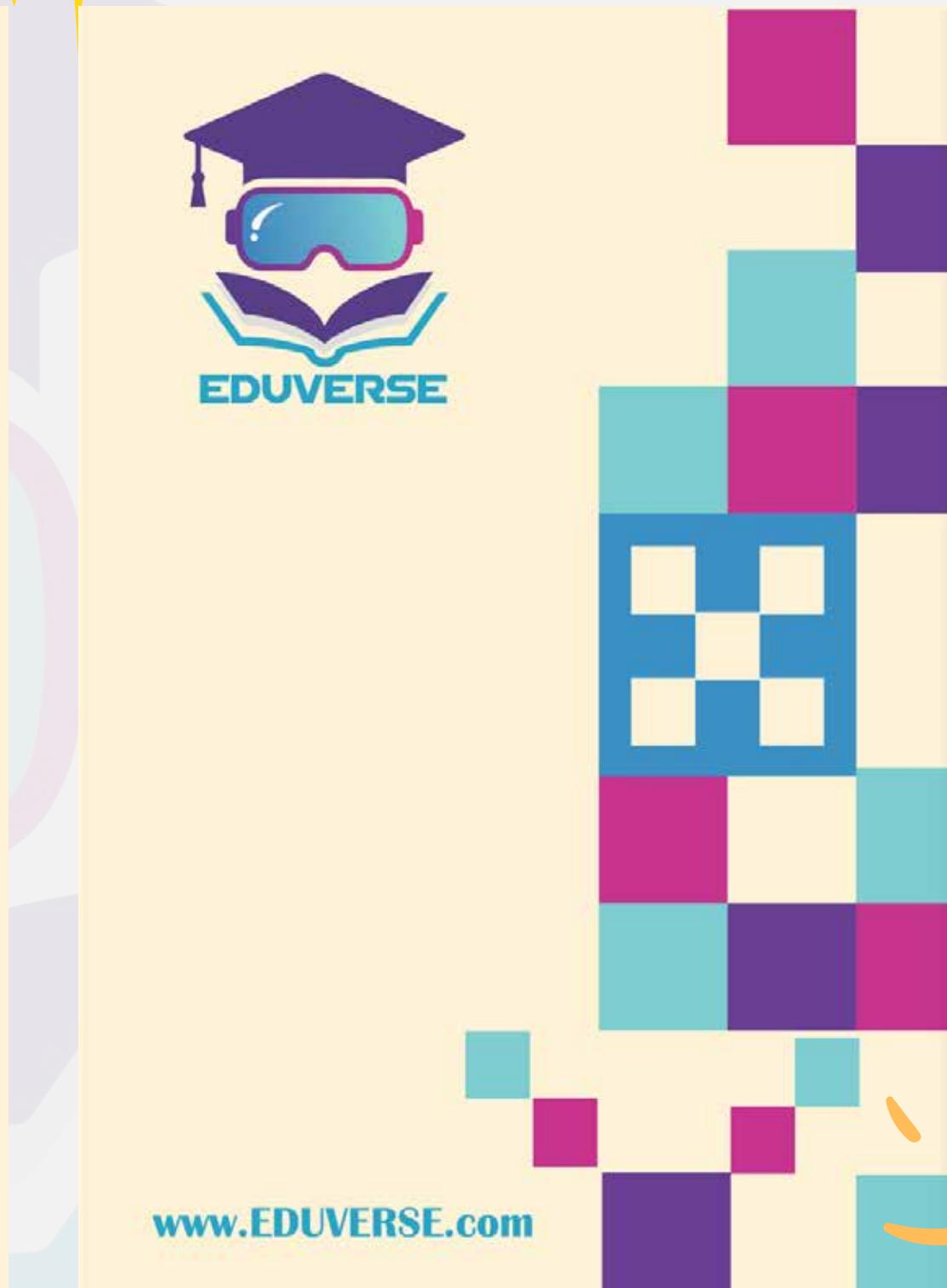
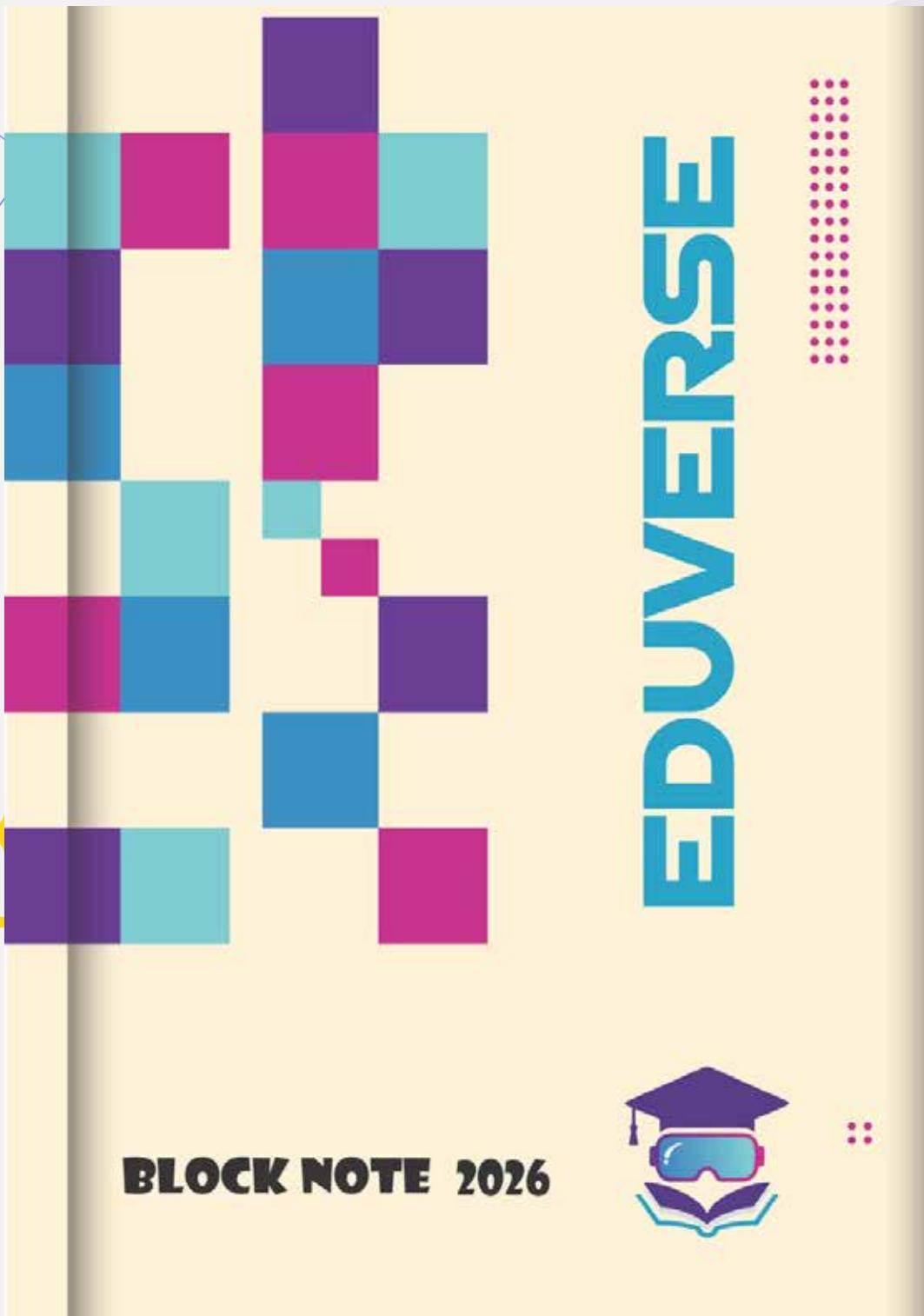


Print Designs

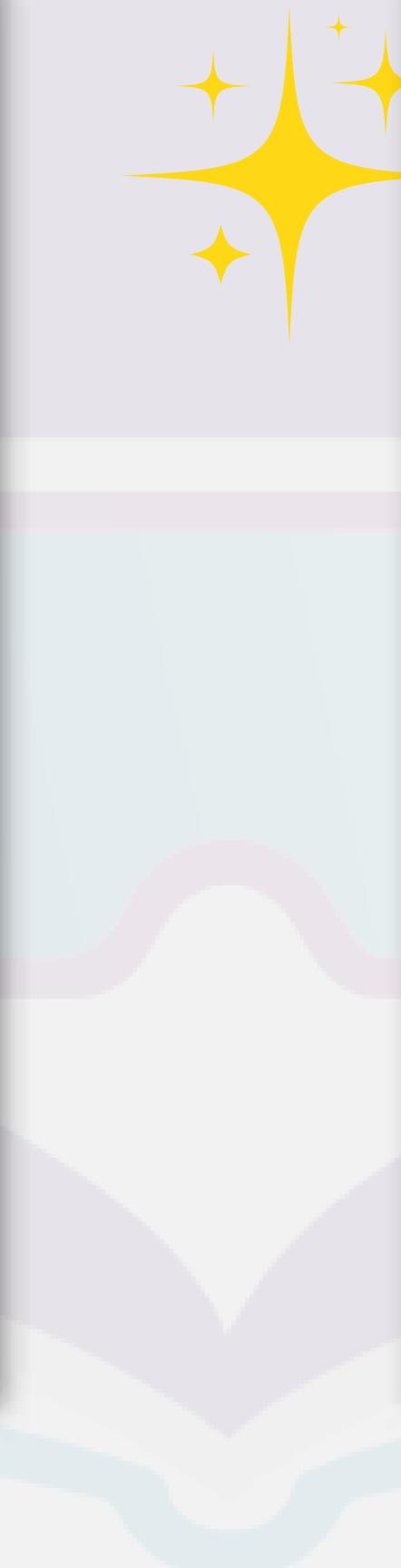


BlockNote

Design



Letter Head



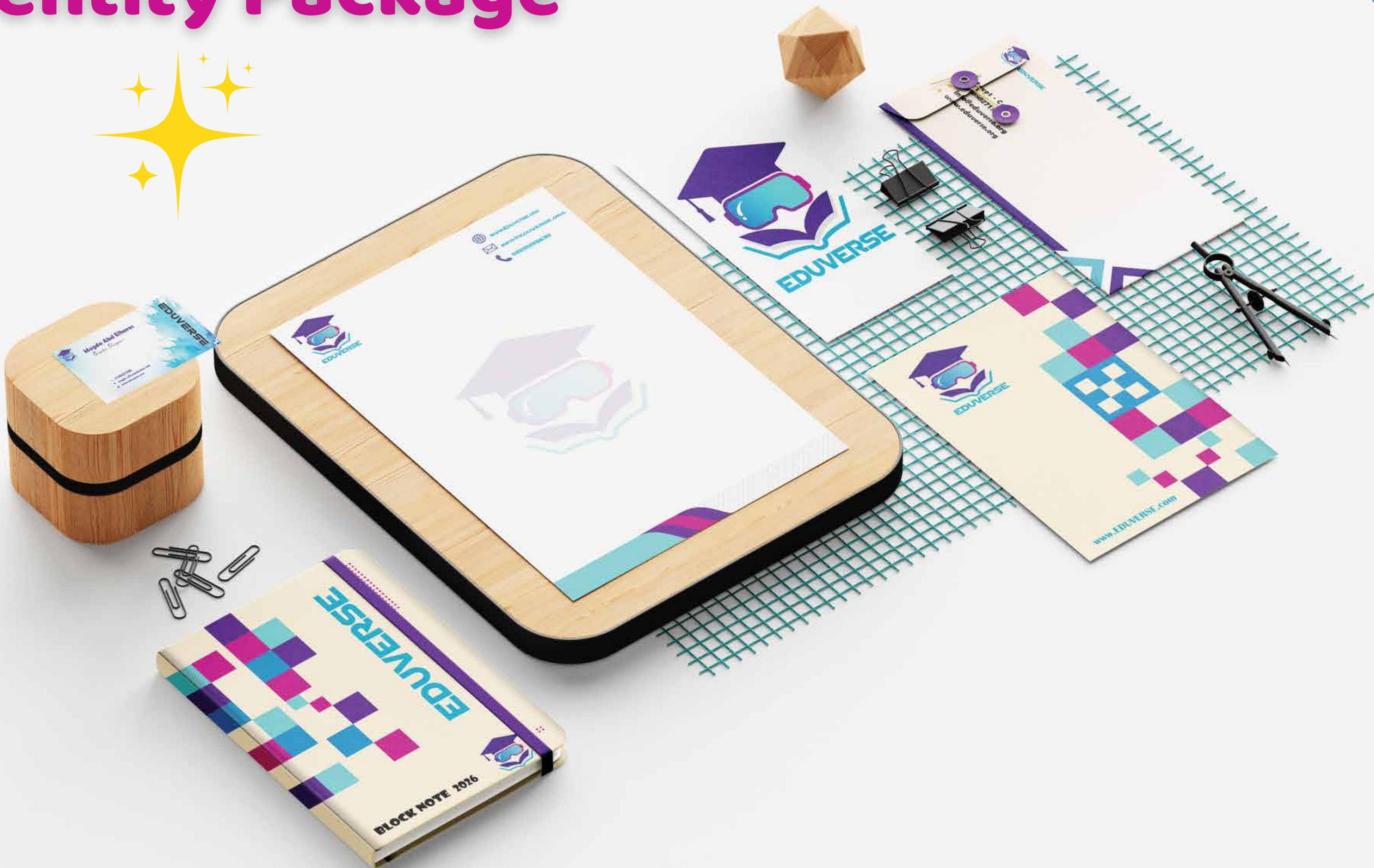
Print Designs



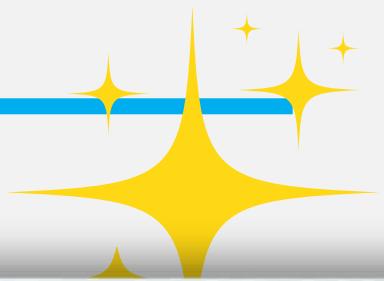
Identity Package



Print Designs



calender



Print Designs

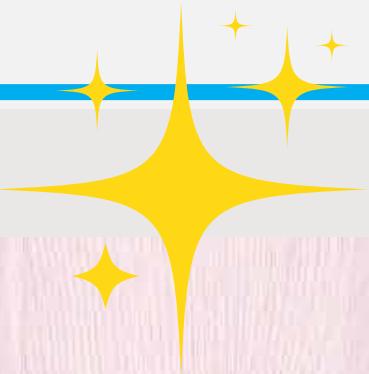


Jacket Folder

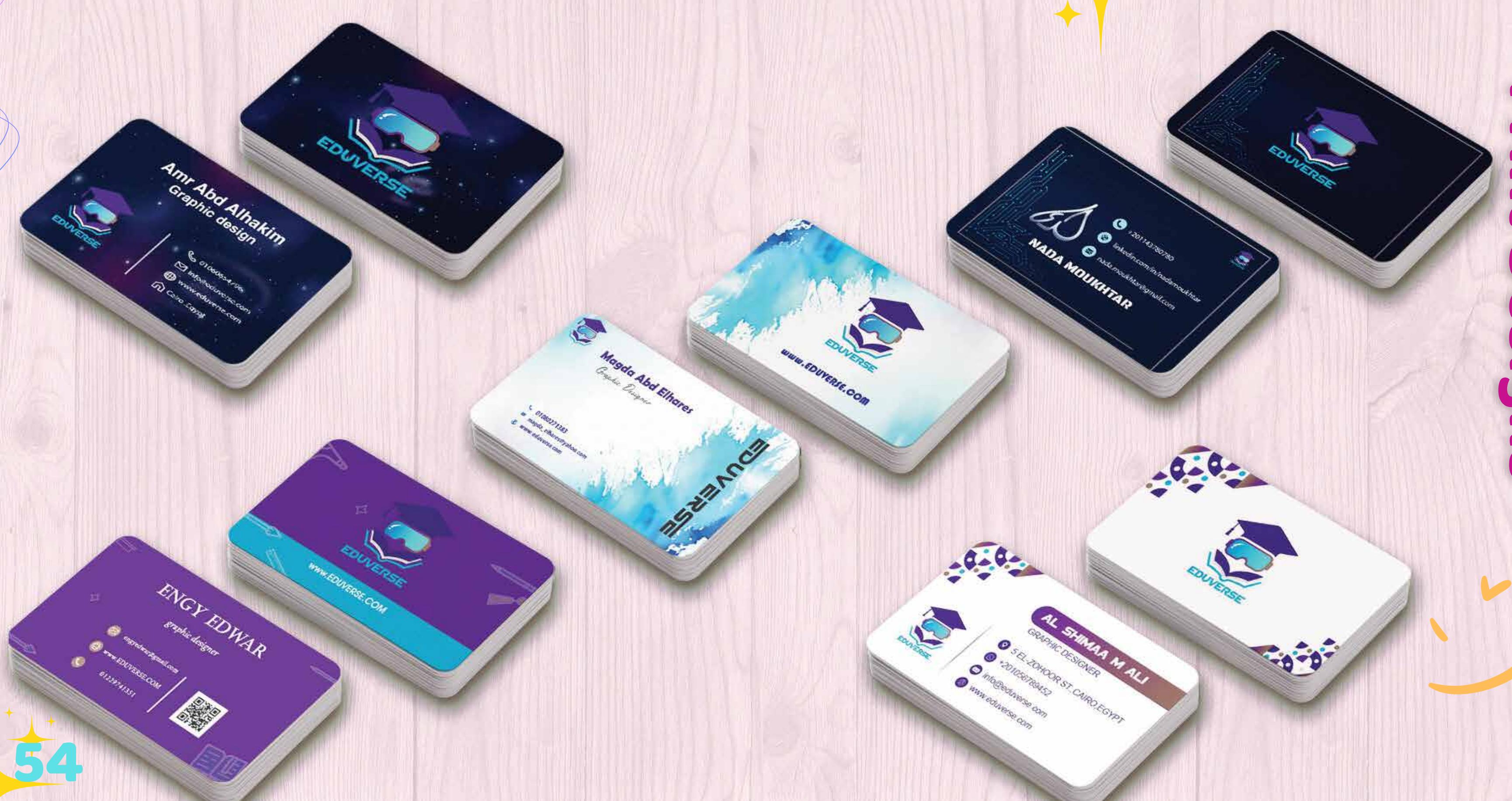


Print Designs

Business Card



Print Designs



ID Cards

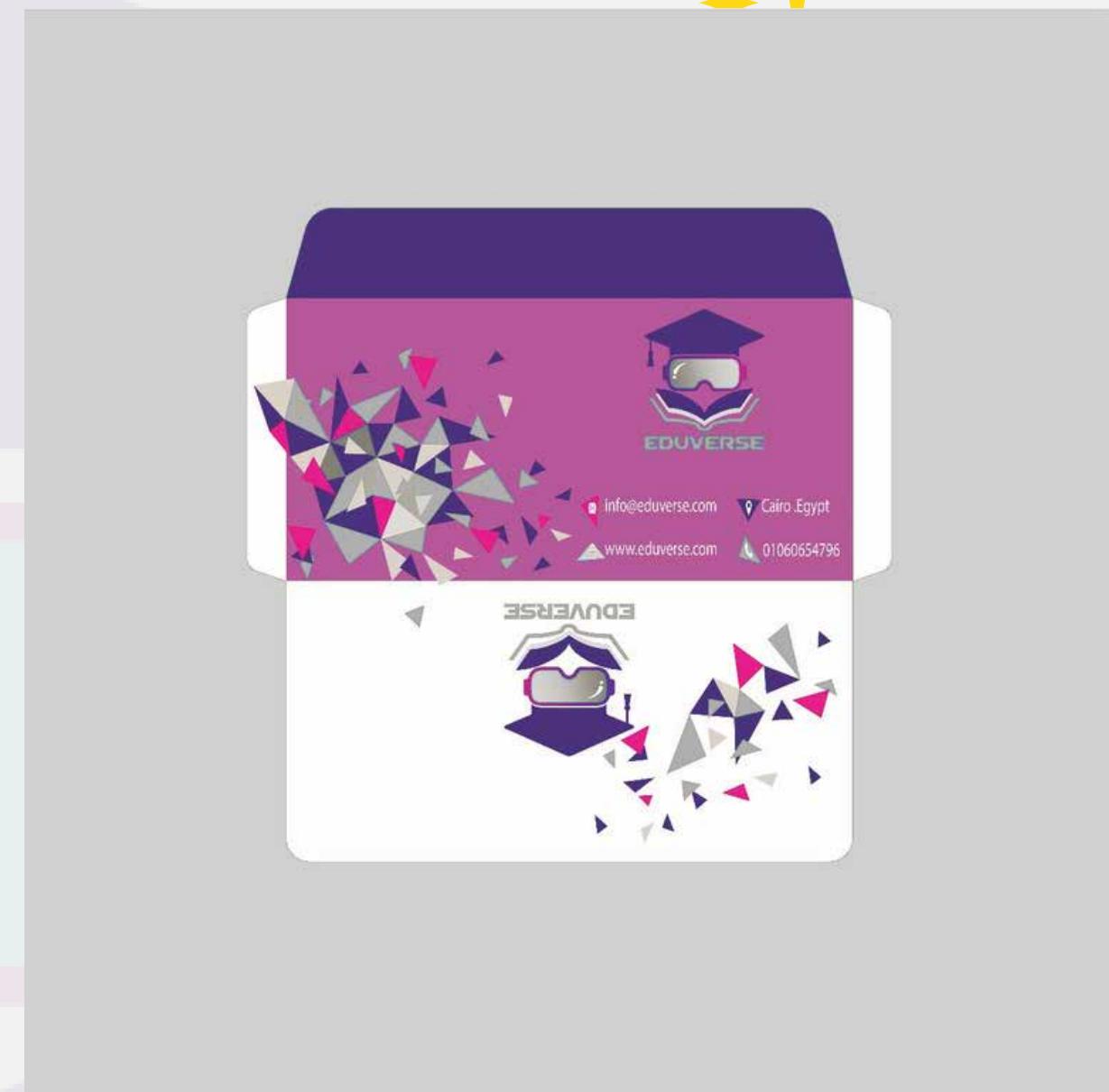
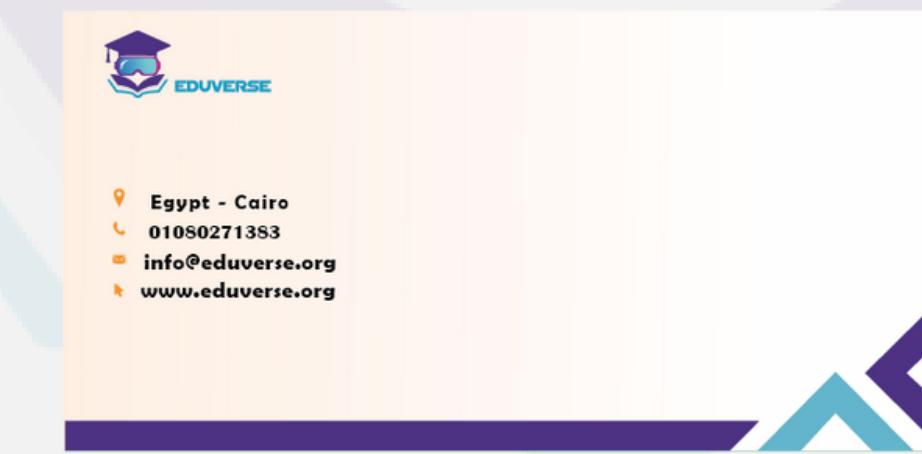
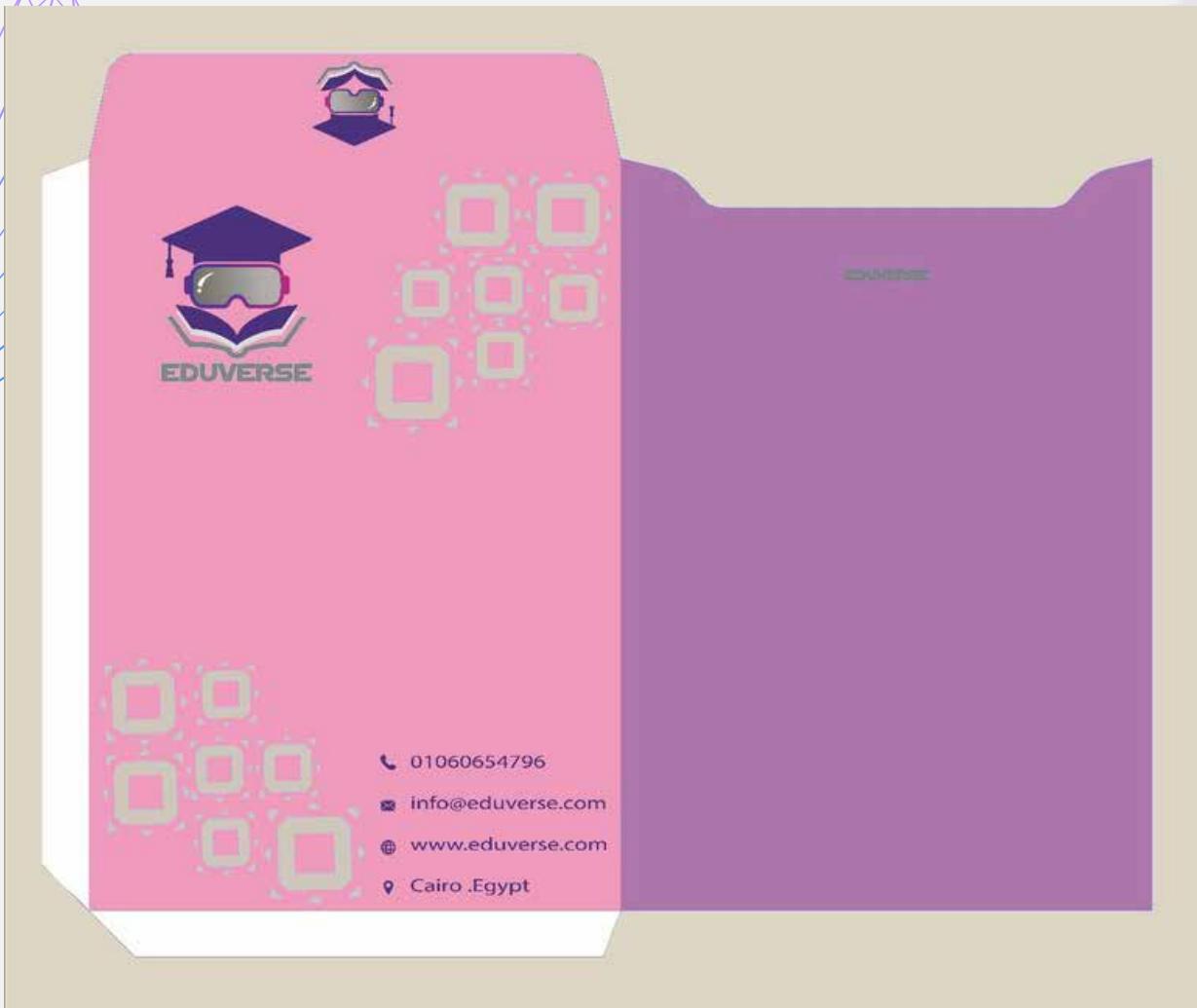


Print Designs

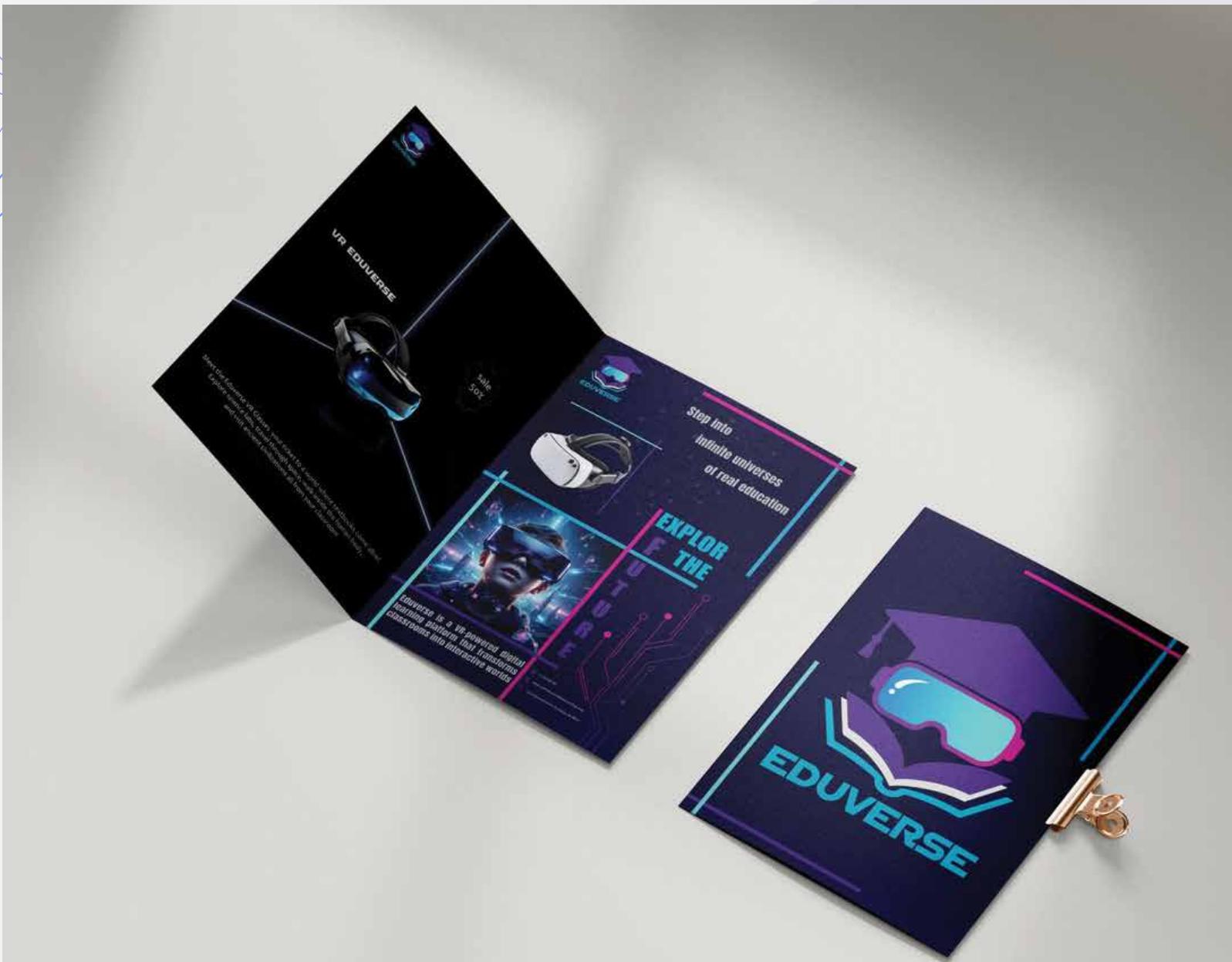
Envelop Design



Print Designs



Flyers



An advertisement for 'EDUVERSE'. It features a person wearing a VR headset, sitting in a chair and interacting with a glowing, circular interface that represents different subjects like Science, Math, and Languages. The background is a futuristic digital environment. The 'EDUVERSE' logo is at the top left, and the tagline 'YOUR GATE TO THE FUTURE' is at the bottom. Contact information and social media links are provided at the bottom.

Print Designs

Flyers



Trifolds



The image shows a three-panel brochure for Eduverse. The left panel features a girl wearing a VR headset with glowing blue lines and text about what Eduverse offers: Virtual Science Labs, Space Exploration, History & Museums, and STEM Learning. It includes a QR code and the website www.eduverse.com. The middle panel shows a girl holding a tablet with a glowing interface, with text about why students love Eduverse: "Education that feels like an adventure." The right panel shows a classroom full of students in VR headsets with their hands raised, with text about why schools choose Eduverse: Enhance lessons with interactive VR tools, Simplify complex topics with visual clarity, Boost student participation and focus, and Bring innovation and future readiness into the classroom. The top of the brochure has decorative yellow stars.

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Print Designs

Trifolds



WHAT EDUVERSE OFFERS

- Virtual Science Labs:** Human anatomy, biology, chemistry experiments
- Space Exploration:** Journey through planets, stars, and galaxies
- History & Museums:** Walk through civilizations and cultural landmarks
- STEM Learning:** Visualize math, physics, and coding in 3D

JOIN THE EDUVERSE REVOLUTION



Why Schools Choose EDUVERSE

- Enhance lessons with interactive VR tools.
- Simplify complex topics with visual clarity.
- Boost student participation and focus.
- Bring innovation and future readiness into the classroom.

EDUVERSE

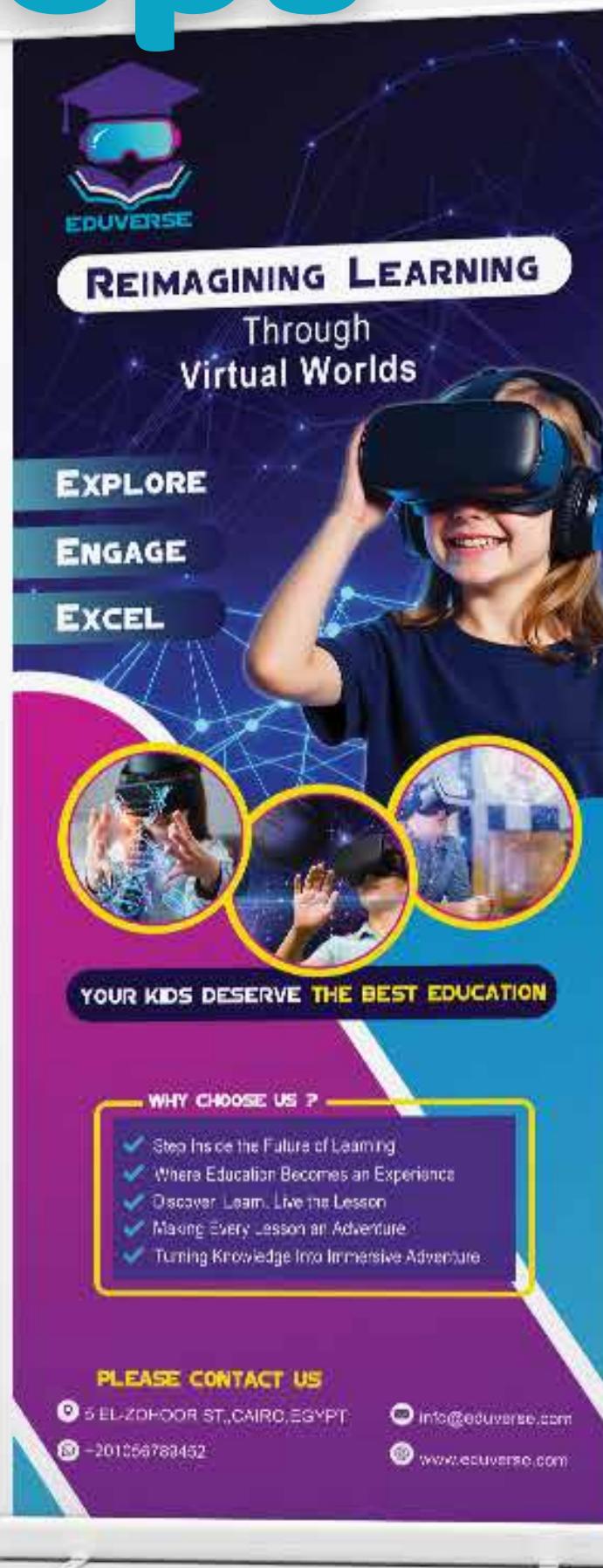
+201143780780
www.eduverse.com
Egypt 



Print Designs



Rollups



Print Designs

Mockups



Print Designs

Mockups



Print Designs

Booth Mockup



Social Media Designs



**ALL
ALIVE
IN
ONE
PLACE**





Posters

EDUVERSE

01080271383

من أيام سقنا رع وخد ما قنا بنتباع



EDUVERSE

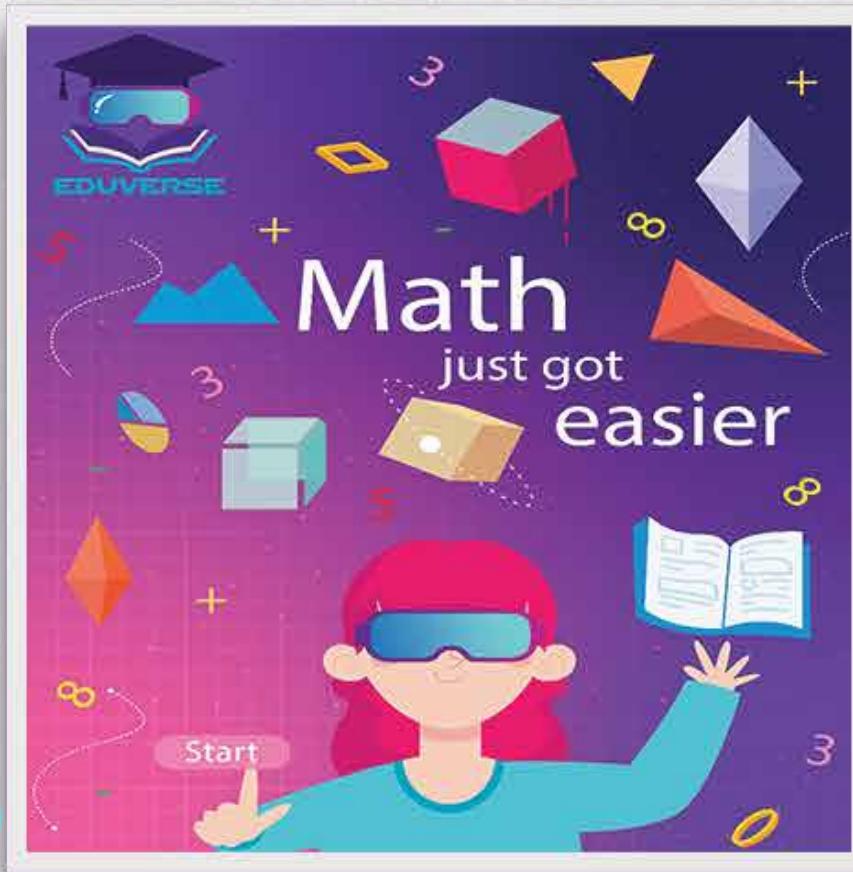
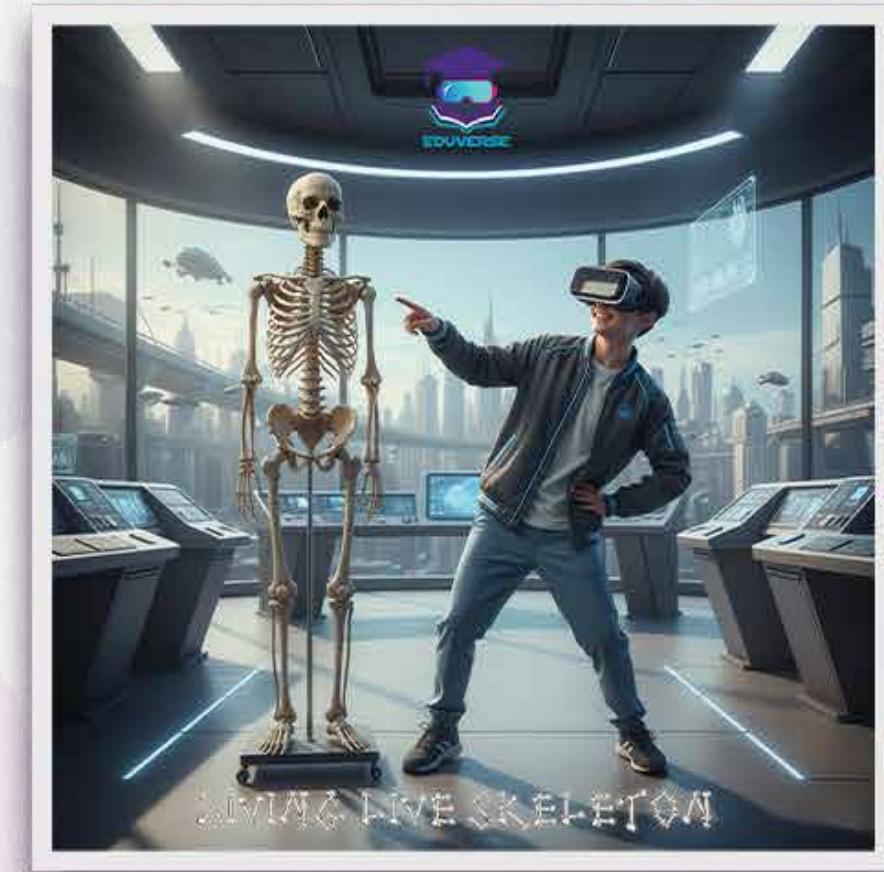
بمناسبة
افتتاح
المتحف الكبير
خصم كبير
لأول
مشترك

Social Media Designs





Posters



Posters

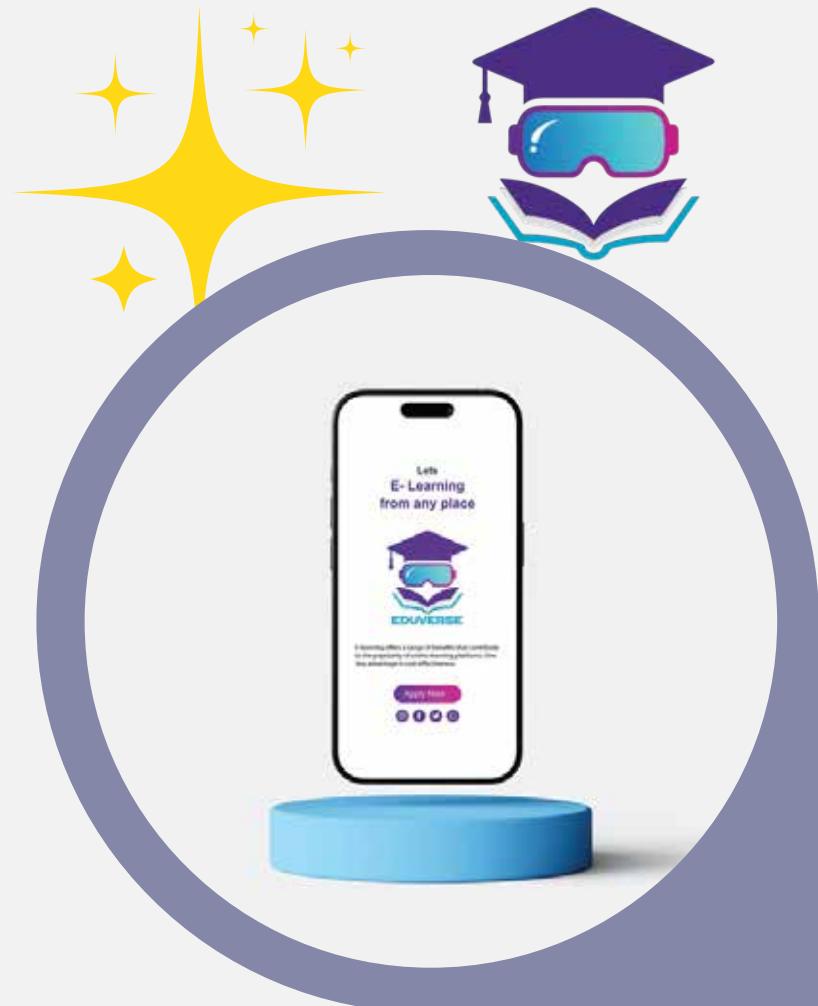
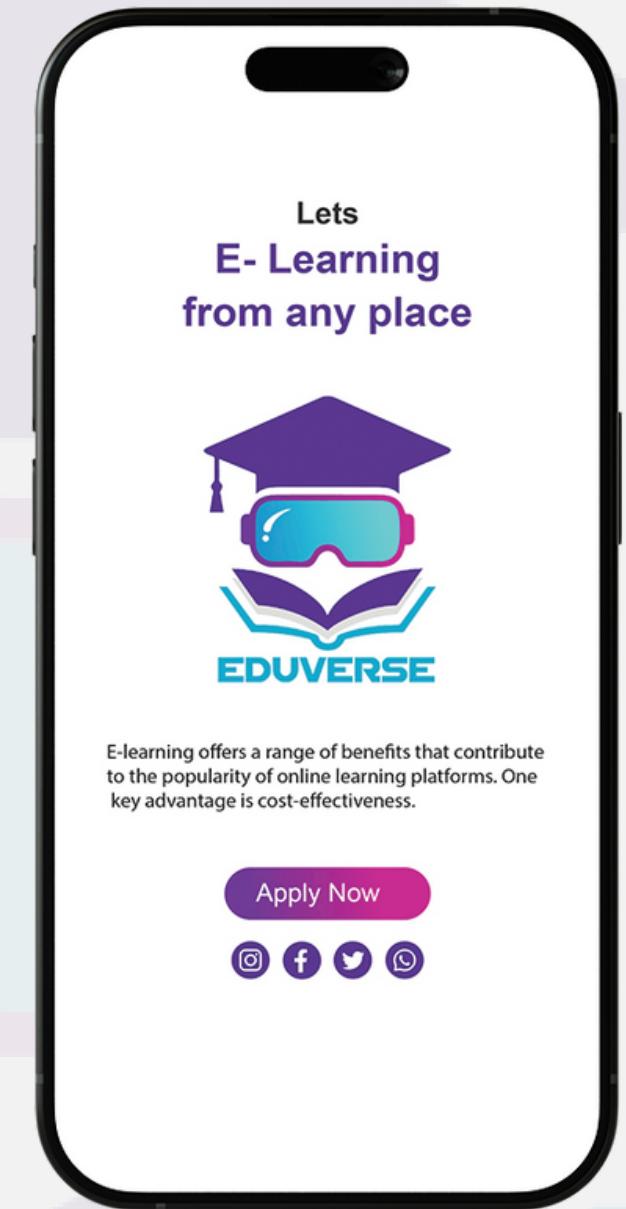
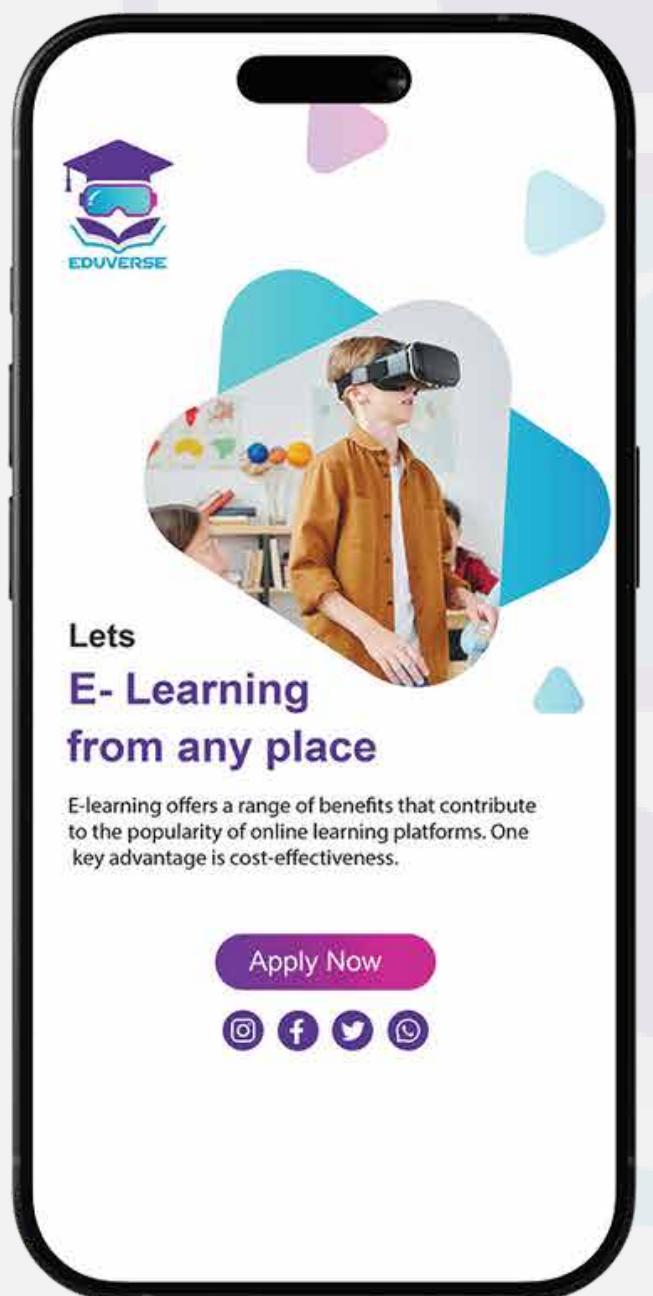
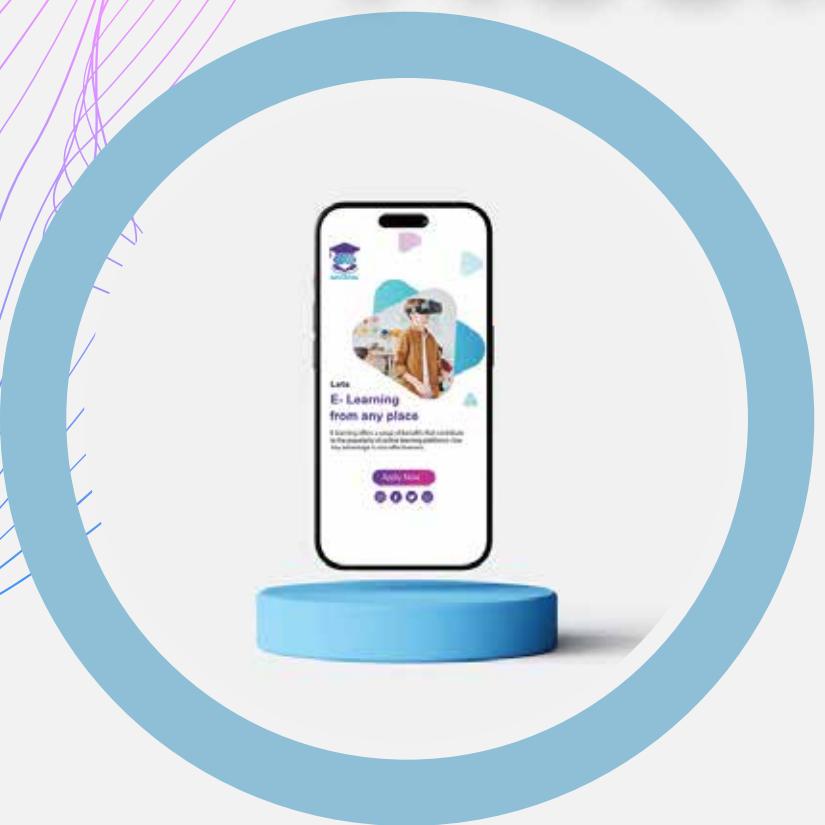






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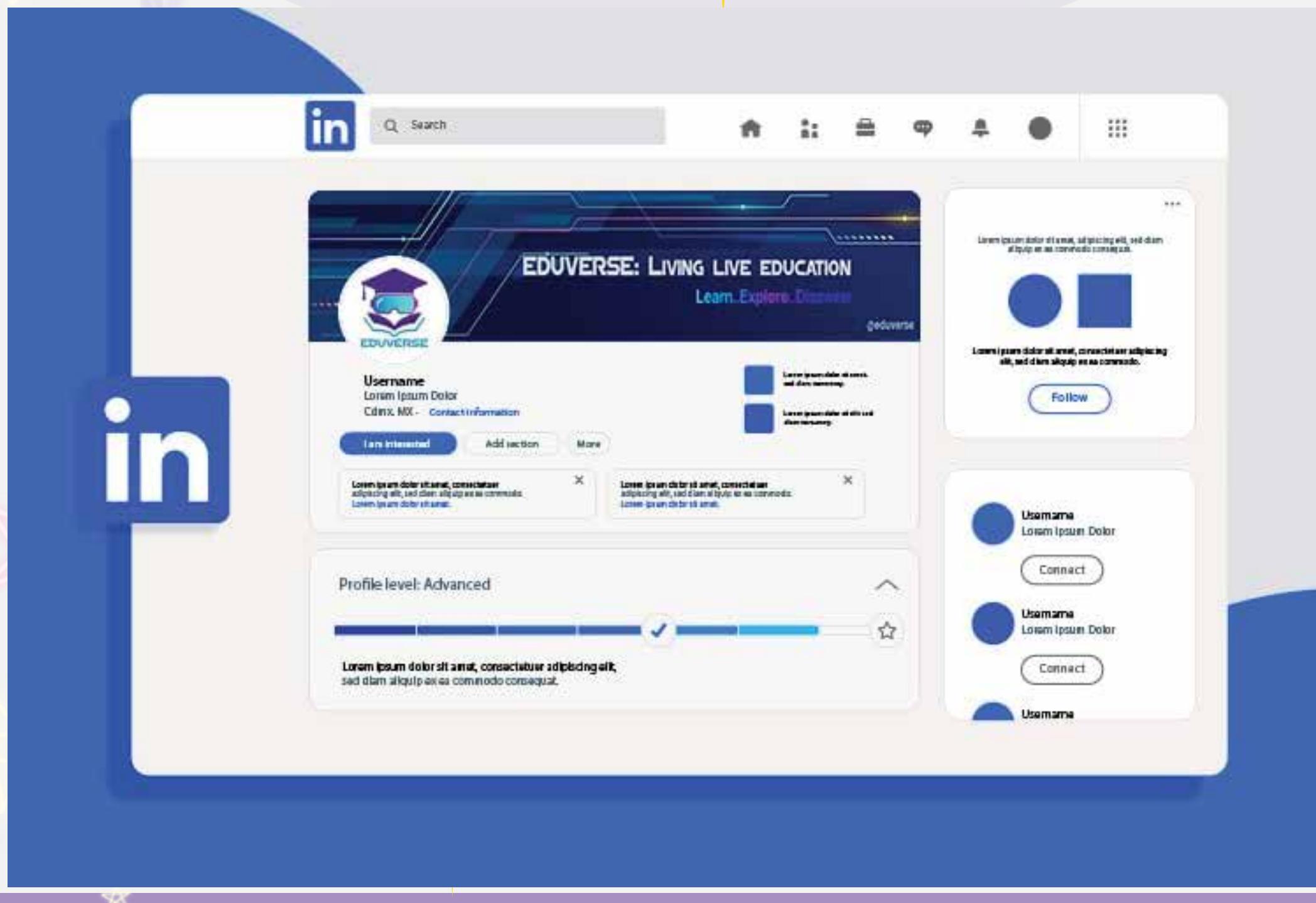
Mobile app Interface



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Website Interface





**With all our hearts, we thank our mentor,
Eng. Mohamed Gamea, whose encouragement, wisdom,
and unwavering support lit the way for us throughout
this journey. We are truly grateful for the warmth,
dedication, and amazing spirit of our team. Every
success we celebrate is a testament to the effort,
passion, and unity of each one of us.**