HackOrbit 2025

Team name - Jai Ho

Team Members - Harshit Raj,

Pushkar Joshi

PROBLEM STATEMENT

OBJECTIVE

Traditional educational labs often lack **engagement, interactivity, and can feel boring and disconnected from real life,** which makes students less interested and affects their learning. This setup often limits hands-on practice and creativity, making education less impactful. **Virtual reality and gamification** can address these challenges by transforming labs into a fun, immersive, and collaborative spaces that boost learning and excitement.

THE PROBLEM WE FACE

According to a study by the National Training Laboratory, students retain **only 10% of what they read, compared to 75% of what they experience through active learning methods**.

Traditional labs are not interactive since students can't perform all experiments in small rooms or is too dangerous.

Science labs equipment are too costly and may not be accessible to remote or government schools and the students suffer becuase of lack of resources.

Students with physical disabilities, may find traditional science labs challenging and less engaging.

OUR SOLUTION

Eduverse VR

Redefining Science Education with Immersive, Accessible, and Cost-Effective VR Labs

Our Aim:

The aim of the *EduVerse VR* project is to revolutionize science education by replacing traditional physical science labs with immersive, interactive, and cost-effective Virtual Reality (VR) labs. We seeks to make science learning more accessible, engaging, and safe, while providing students with the opportunity to perform complex experiments that may be difficult or impossible in a traditional classroom setting, and provide students with the tools to explore and understand scientific concepts in a dynamic virtual environment.

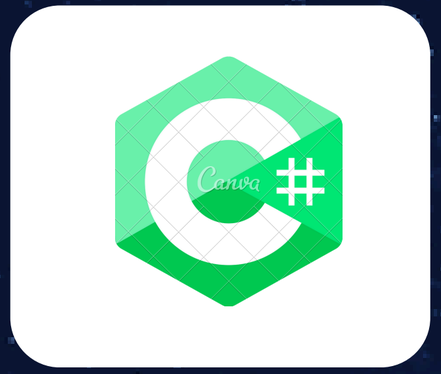
FEATURES OF THE PROJECT

- **Enhance Learning Engagement:** Create an immersive and interactive VR platform that allows students to actively engage with science concepts, making learning more enjoyable and effective.
- **Provide Accessibility for All Students:** Offer a platform that caters to students with varying learning abilities, including those with physical disabilities, by providing accessible and customizable virtual science labs.

- **Reduce Infrastructure Costs**: Minimize the need for expensive lab equipment and maintenance by replacing traditional labs with a single, cost-effective VR solution that can be scaled across schools.
- **Enable Complex and Safe Experiments:** Allow students to perform experiments that are too dangerous, expensive, or difficult to carry out in real-life labs, all while maintaining a safe learning environment.

TECH STACK

Blender



CSharp

VsCode

EDUVERSE VR

Adobe

THE IMPACT WE ARE TRYING TO MAKE...

For Students:

- Students can learn and practice science labs in a more interactive way by performing experiments that are **difficult to conduct in a small room or too costly.**
- Students can easily grasp the theory behind concepts by **learning visually, rather than just listening** as in a traditional classroom.

For Schools:

- With VR classrooms schools can organise **collaborative VR labs** with other colleges and schools.
- It can also help school to **organise labs online remotely** in pandemic situations like COVID-19.

For Government:

- By replacing traditional science labs with VR labs, the government can **save crores** that would otherwise be spent annually on school lab infrastructure, requiring only a **single investment.**
- Hence it solves problem of Limited Space and Resources, environmental pollution of real chemical use and makes it avaialble to remote and government schools.

TEAM NAME
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- Harshit Raj - harshit.raj2021@vitbhopal.ac.in
- Pushkar Joshi - pushkar.joshi2021@vitbhopal.ac.in

Thank you