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**“An era of smart human beings and super smart machines”**

NARR makes use of Man-machine interface (MMI) technology, where the concepts from different disciplines collectively known as STEM (Science, Technology, Engineering and Mathematics) is being used. Human machine interface technology takes place in our day to day life, whether it is when we are using our laptop or driving a car.

**Mechanical: -** This technology is used to create the physical structure of a Robot, depending on the area of application. NARR provides its own Robotics Development platforms for this purpose.

**Electronics:-** To Connect the different parts of the robot to a centralized brain and to allow the flow of electrons take place in required direction using wires, chips, sensors and batteries etc.

**Programming: -** Without the written instructions (which are stored in the brain of the robot), it is like a machine without brain. Giving the ability to take decisions according to situation to the machine is the task of a programmer.

**STEM Lab: -** NARR provides the STEM Lab for young brains to explore and give shape to their creative ideas. This lab is a place where students can explore their imagination by making live working models. Lab is equipped with STEM Modular Kits, which can be utilized to make live working Models. Lab comes in different levels and depending upon the knowledge, one can choose the area and section to be used. An instructor will be there to give a quick start for the utilization of the resources being installed. Following are the technologies which are available under the STEM Lab.

**Offerings:**

* **Workshops/Training (6weeks/6Months)**
* **Internet of Things: -** The Internet of Things (IoT) is a technology of connecting different devices through a wireless channel by making use of advance sensors, providing Artificial Intelligence etc. Nowadays people are making use of IoT for long distance communication or controlling the gadgets from the remote location. The Internet of things (IoT) is the network of physical devices, vehicles, home appliances, and other items embedded with electronics, software, sensors, actuators, and network connectivity which enables these objects to connect and exchange data. Each thing is uniquely identifiable through its embedded computing system but is able to inter-operate within the existing Internet infrastructure.

**Role of NARR in Internet of Things?**

NARR enables its students to learn this creative and innovative field by making use of advance sensors, end to end communication protocols and programming. This field is one of the most important areas of research

* **3D Printing:-** 3D printing, also known as additive manufacturing (AM), refers to processes used to create a three-dimensional object in which material is joined or solidified under computer control to create an object, with material being added together. The creation of a 3D printed object is achieved using additive processes. In an additive process an object is created by laying down successive layers of material until the object is created. Each of these layers can be seen as a thinly sliced horizontal cross-section of the eventual object. 3D printing enables you to produce complex (functional) shapes using less material than traditional manufacturing methods.
* **Robotics: -** NARR provides learning of this technology by giving the conceptual knowledge instead of providing something which is plug and play. Robotics is a branch of engineering that involves the conception, design, manufacture, and operation of robots. This field overlaps with electronics, computer science, artificial intelligence, mechatronics, nanotechnology and bioengineering. The whole idea of Robotics is derived from the human body and since its origin this field is seen as the replacement to the work done by human beings. But this is not the truth, actually with the advent of Robotics the work of humans is much easier now.
* **Aeromodelling: -** Aeromodelling is the activity involving design, development and flying of small air vehicles. It is a very exciting and interesting way to learn, apply and understand science and engineering principles. Aeromodelling generally involves small sized flying objects like Radio Controlled Aircraft (RC Aircraft), Gliders, Ornithopters, Boomerangs and Paper Planes. Although Aeromodelling looks like a lot of Aerospace/ Aeronautical engineering topic, it involves a lot of interdisciplinary concepts from various streams of engineering - primarily aerospace/ Aeronautical, Mechanical, Electronics, Electrical and Computer Science. Aeromodelling gives a good understanding of the roles each of these engineering skills play in real aircraft industry and provides enormous opportunities to develop innovative thinking and implementation. While designing an aero model is highly based on engineering principles, flying part of Aeromodelling is also considered to be an expensive hobby/ sport.
* **On Demand Projects: -** Our Company can provide projects to the students on demand in various disciplines. Following is the list of some projects with description
* **Industrial Applications: -** NARR deals in industrial automation since its origin, the research is carried out for the given project and implementation takes place. We customize the machines using advance technology, which includes the interfacing of Heavy duty Motors, pneumatics, compressor, industrial sensors and programmable brains. Some of the research projects whose technology is tested and ready to implement are as follows.

**About us**

Next Academy of Research and Robotics LLP. is a startup young and dynamic company born in the year 2015. The field of STEM Learning i.e. Science, Technology, Engineering and Mathematics is the area of research for the company. Till now the company has collaborated with many educational institutes, done the lab setups in schools and colleges and has made a mark in the field of industrial automation.

Company has successfully conducted Techronext/V1.0, which is a national level platform for the kids to showcase their creativity and knowledge in the field of STEM. NARR is a company which believes in the conceptual knowledge rather giving something which is plug and play. The company has its unique feature in which it promotes the students to create something from best out of waste and then merges it to the available resources. Using this feature we have created lot of projects which are now being used practically.

Our Trainers are not only just facilitators for young minds but they are also having a strong industrial experience in their hands which they pass on to the students. That’s why they are able to co-relate the knowledge with its practical implementation.

The company has its two verticals, Education and Industry. Company invests more in the field of research and has carried out successfully one of its own kind H.I.R i.e. Human Interaction Robot as a part of its research in which a team of School and college children were involved.

The company has vision and mission in which it wants the young, creative and dynamic minds to step out from the world of cramming and grades and use their imagination to create something from their knowledge.

**“I hear I forget, I see I remember, I do I understand”.**