#### ISF Junicorn Global Summit 2026



# Practice like it's real. Perform like a pro.

From living room to spotlight, practice with realism, perform with confidence



### Team Members



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**Marketing Expert** 

**Software Engineer** 

**Al Engineer** 

**VR** Developer

**Mobile App Developer** 



### **Problem Statement**

- Stage fright affects 3 out of 4 people worldwide
- Traditional practice methods (mirror, imagination, small groups) lack realism
- Limits confidence, performance, and career growth
- Students, teachers, CEOs, TED speakers, magicians, corporate employees, and even performers experience the same.



#### Our Solution (1)

### **Actura**

- A VR-based performance simulation platform that lets users practice in a realistic stage-like environment.
- Recreate real-world performance conditions, track anxiety through biometrics, and offer Al-driven feedback.

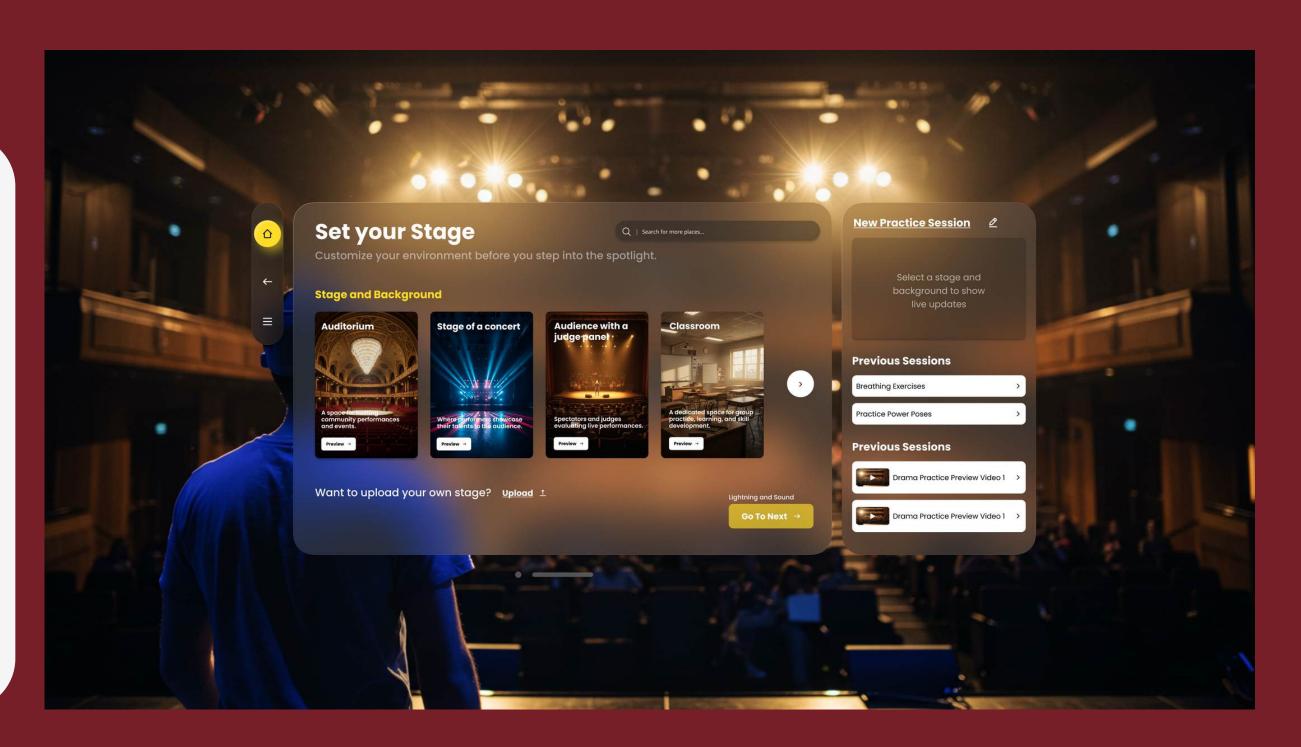




### Our Solution (2)

01

VR Simulation of Real Stage

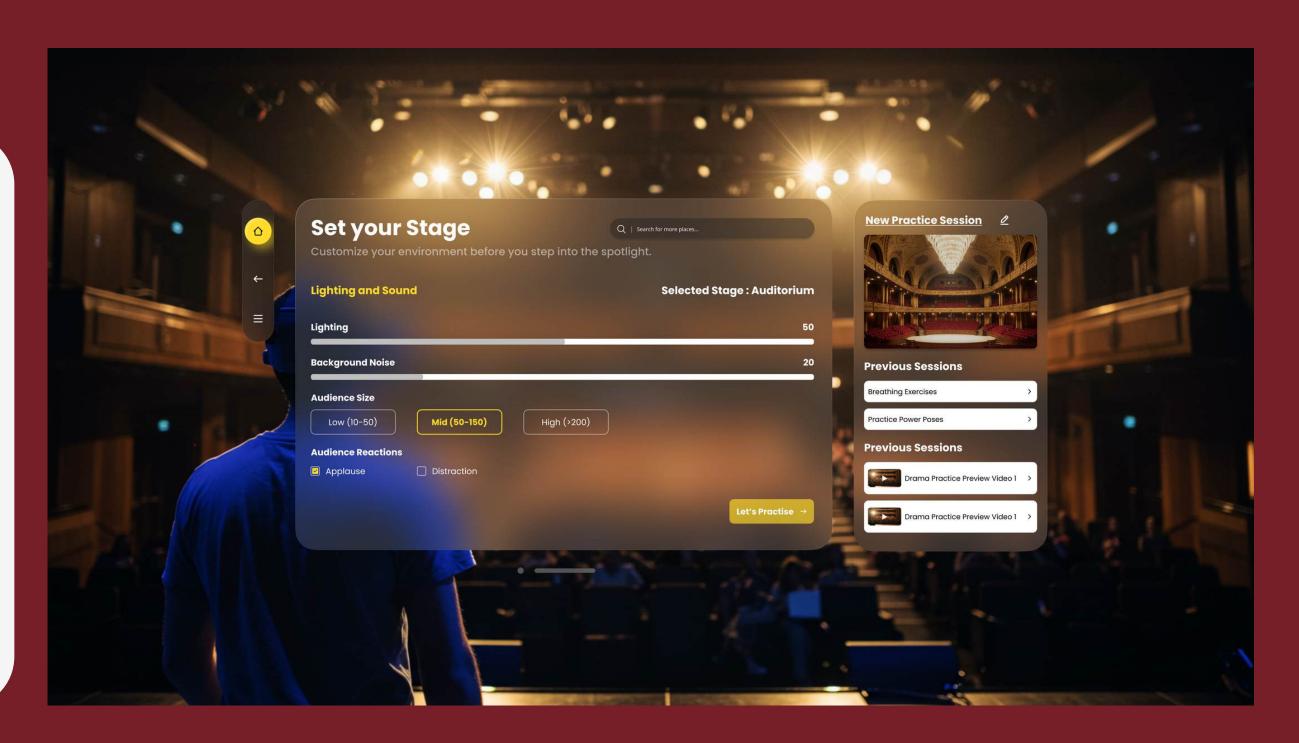




### Our Solution (3)

01

VR Simulation of Real Stage

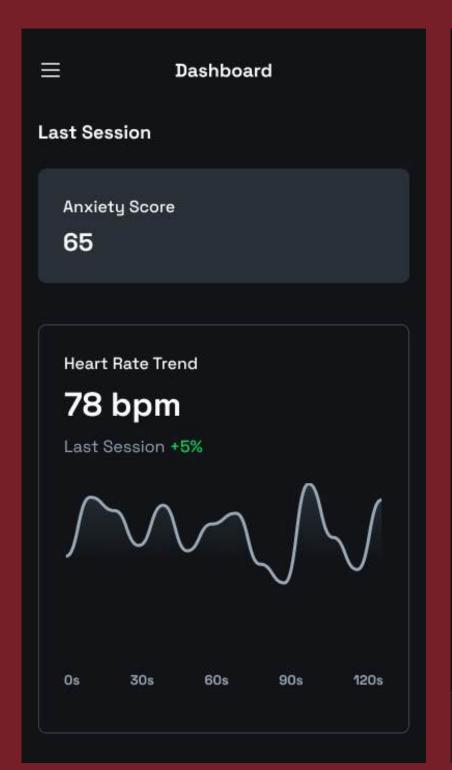


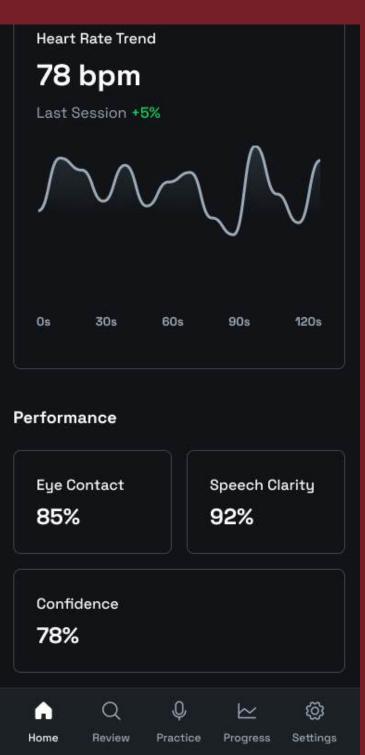


#### Our Solution (4)

02

Real - Time Anxiety Tracker based on Heart Rate









### Our Solution (5)

01

VR Simulation of Real Stage

02

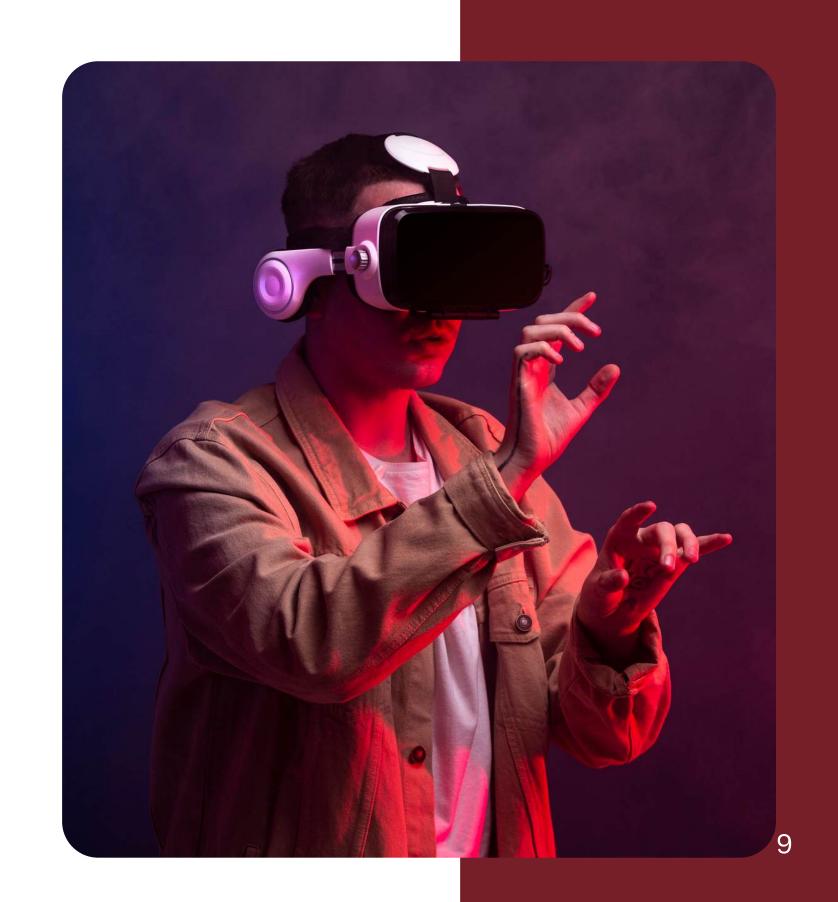
Real - Time Anxiety Tracker based on Heart Rate 03

Al - supported feedback during Speech Practices



### Technology Stack

- Platforms: VR headsets (Meta Quest etc.)
- Tools:
  - Unity (for VR development),
  - Figma (interface design)
  - Heart rate monitoring APIs
- Languages:
  - C# (Unity)
  - Python (Al feedback system)
  - MERN Stack (Application)

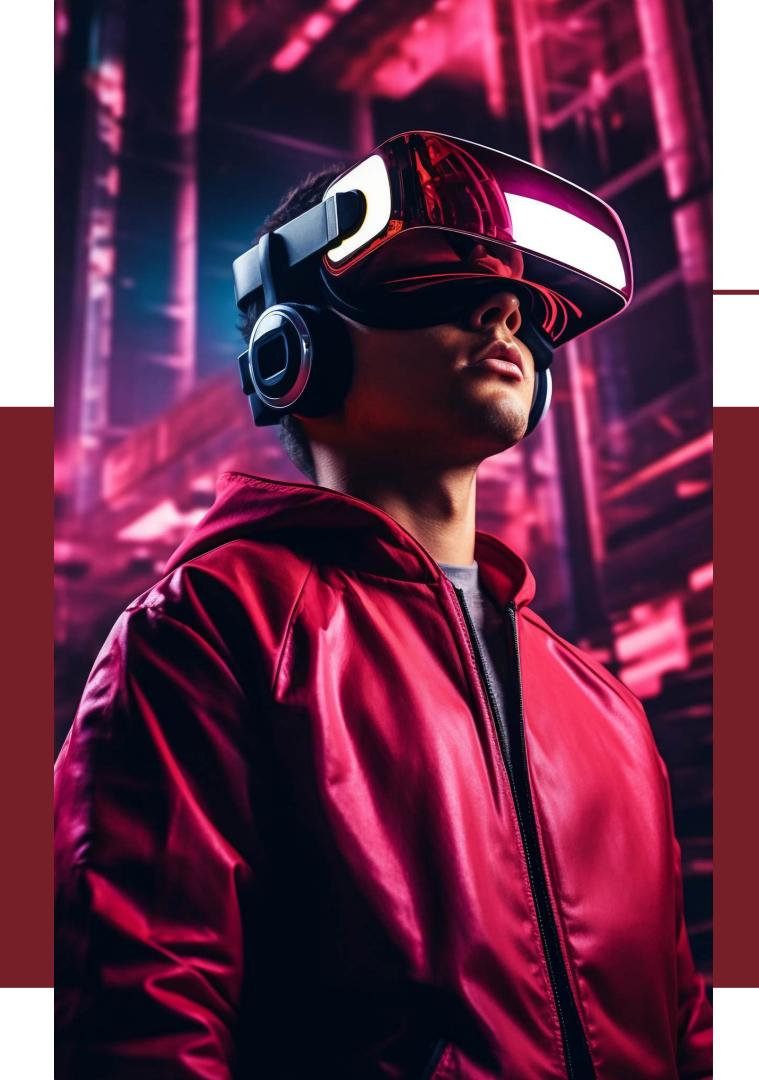




### Market Opportunity (1)

**Target Customers** 

- Students preparing for exams & presentations
- Professionals in sales, marketing & consulting
- Public & motivational speakers
- Magicians, entertainers & performers



### Market Opportunity (2)

Trends Supporting Growth

- Rise of remote learning & virtual training
- Mental health focus → solutions for anxiety & stage fright
- AI & VR advancements enable immersive training
- Growing demand for public speaking & performance tools



### Market Opportunity (3)

**Market Size** 

- Growing demand for public speaking & skill development
- Public speaking coaching market: \$2.3B (2023), growing 5% annually
- VR in education & training: \$9.9B by 2027



### Competitive Landscape

Products Features	Actura	VirtualSpeech	Ovation	oVRcome.
Custom content import		×		×
Live Performance Feedback				*
Recording and Playback		×		
Real environment implementation			*	*
Multi-Language support	*	*		*
Expandability beyond speaking scenarios			*	*



- Record real stages → 3D virtual replicas for rehearsal
- Al-powered speaking scenarios
- Self-recording → view performance from the audience perspective
- Vision: expand beyond public speaking to all stage performers





### The push we need

- Seeking: mentorship, beta testers, and earlystage funding
- Next steps: develop advanced prototype & run pilots in universities + corporates

Join us in empowering millions to practice confidently and perform successfully





#### **Business Model**

01

B2B Subscriptions

~\$14/mo

~\$119/yr

02

**B2B Licenses** 

\$199—\$500 per seat annually

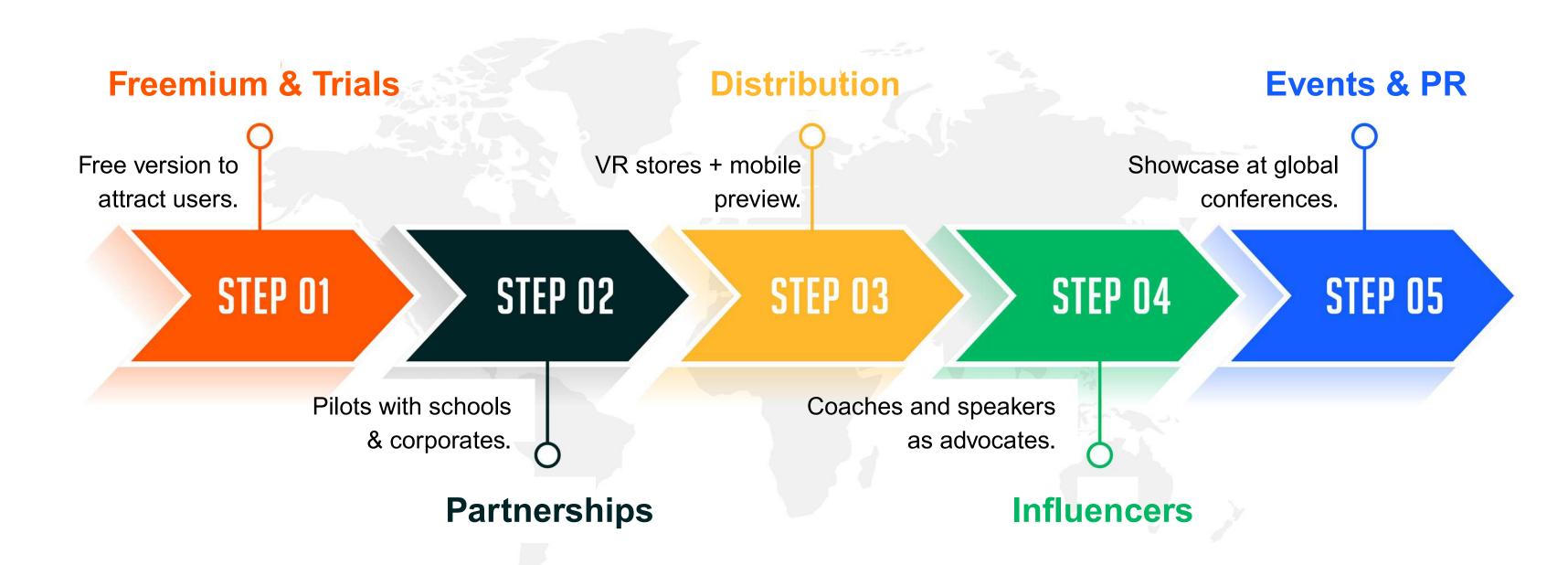
03

**Venue Scans** 

\$49—\$199 one-time

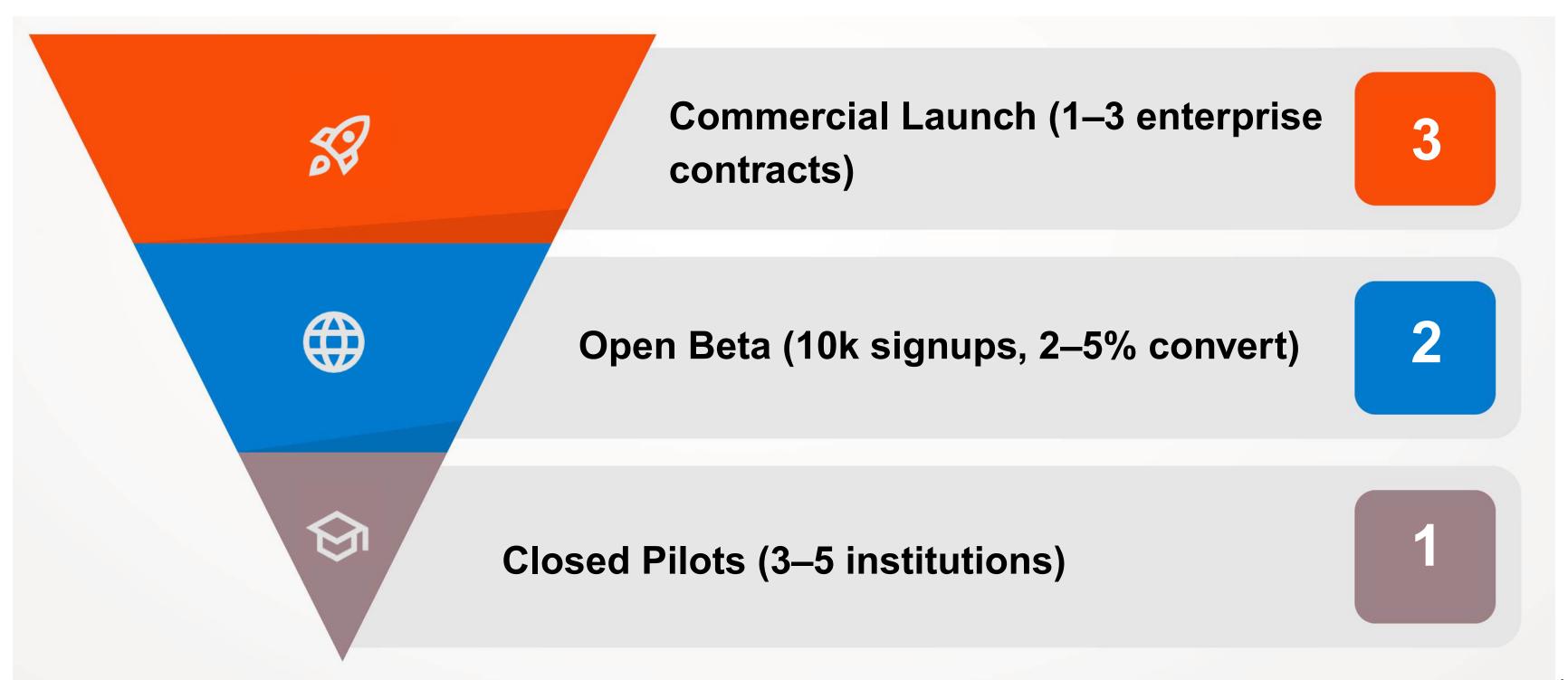


#### Go to Market Stratergy





#### **Early Adoption Strategy**





## Thank You

Thank you ISF Junicorn and mentors for this opportunity.