

SCIENCE SIMULATOR

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PROJECT OUTLINE

PROBLEMS STATEMENT



TECHNOLOGIES USED

SCI-SIM- PROJECT CONTEXT

02



05

PROJECT STAGE

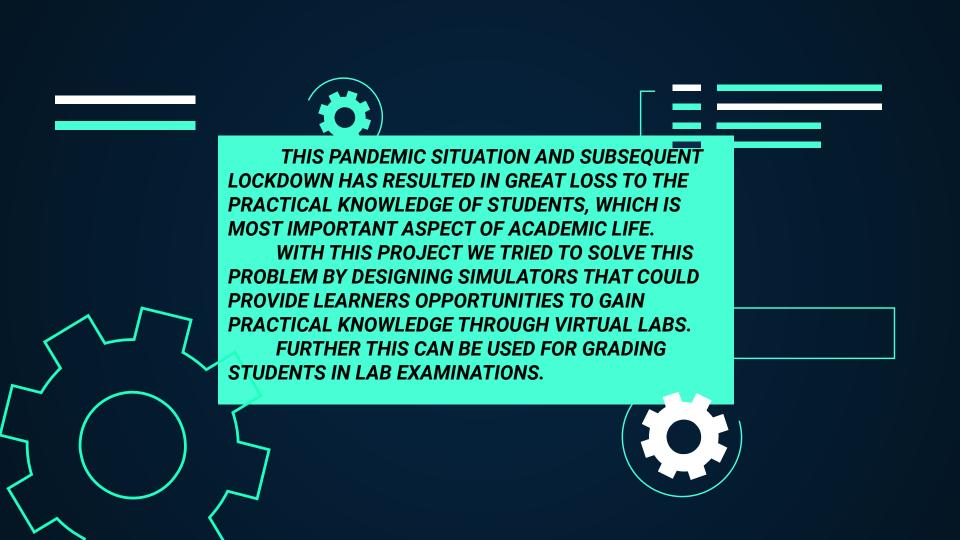
PROJECT AIMS

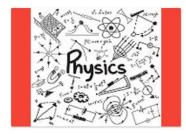
03





OUR TEAM













OUR PROJECT

THE PURPOSE OF THIS PROJECT IS TO PROVIDE SET OF RESOURCES -SIMULATORS TO STUDENTS SO THAT THEY CAN GAIN THE VIRTUAL EXPERIENCE OF LABS.

PROJECT OBJECTIVES



ON-DEMAND LABS

Platform where student can learn at their own pace.



INTEGRATED LEARNING

To provide a learning platform to students with virtual simulations.



SELF-EVALUATION

To provide students a platform for self evaluation.

TECHNOLOGIES USED





TARGET AUDIENCE

- -> SCHOOL GRADE STUDENTS
- -> UNIVERSITY GRADE STUDENTS
- -> OTHERS

UNIQUE SELLING FEATURES

INTERACTIVE DESIGN

IT HAS A INTERACTIVE DESIGN
THAT ALLOWS STUDENTS TO
LEARN AT OWN PACE

1.

SIMULATIONS

THIS COULD PROVIDE EXPERIENCE
OF LABS TO STUDENTS WITHOUT
PHYSICAL AVAILABILITY

2.

GRAPH

ALONG WITH SIMULATIONS HIS APPLICATION PROVIDES FEATURE OF GRAPH PLOTTING 3

FOCUSED CONTENT

CONTENT IS MAINLY CLASSIFIED IN ACCORDANCE WITH GRADE

DETAILED EXPLANATION

LONG WITH SIMULATOR THIS
APP PROVIDES DETAILED
EXPLANATION OF EXPERIMENTS

EASY T USE

UNLIKE MOST AVAILABLE APPS
THS IS QUITE EASY TO USE

NOW



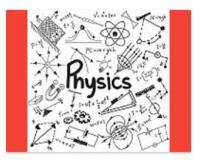
POOR DESIGN



PROGRAMMING MISTAKES



LACK OF ADAPTABILITY





FUTURE



ADDITIONAL EXPERIMENTS



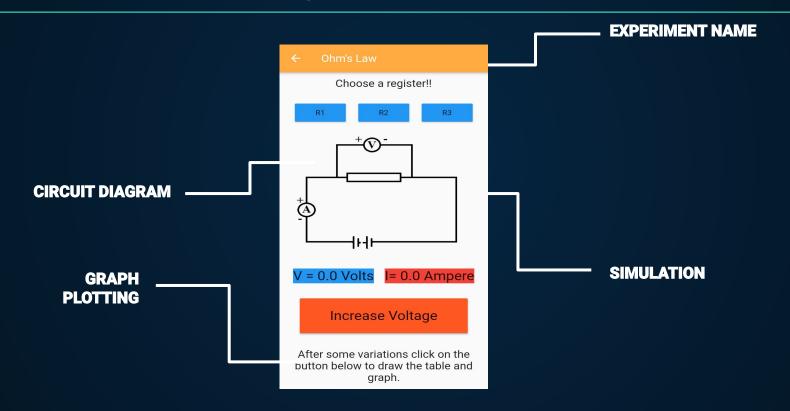
POSITIONING



ADAPTABILITY

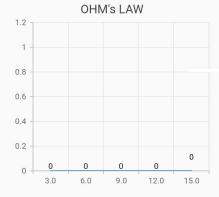


SNEAK PEEK



Chm's Law Arter some variations elies on the button below to draw the table and graph.

Draw Graph

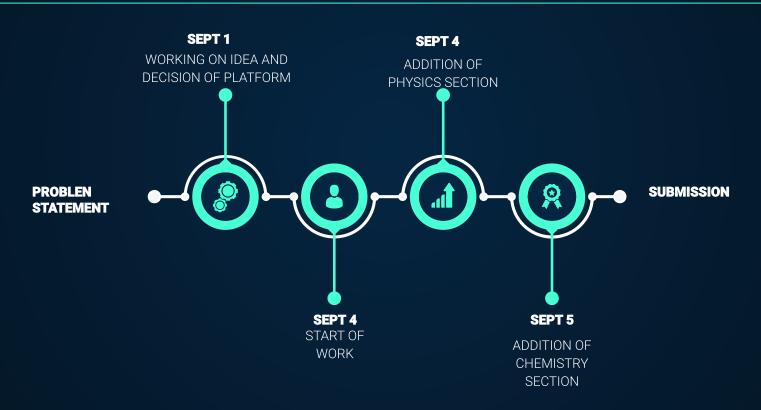


Reset

GRAPH

RESET

OUR TIMELINE





THANKS!

THE TEAM

