Meta-Expansion Prep Program

VR-training course made by Sehriyo representatives

Inspiring future game changers



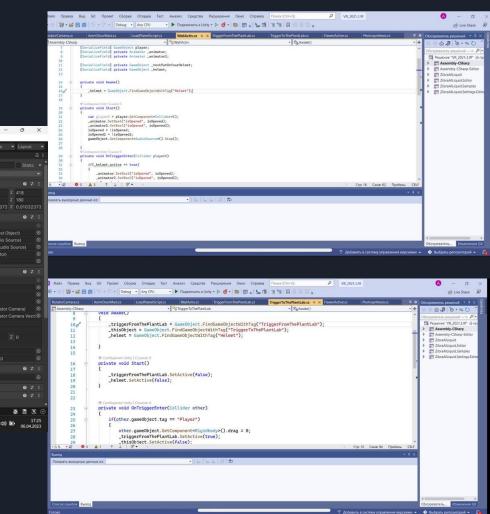
During the process of development, students are learning to implement their knowledge. Children need to practice staff they have learned to stay tuned and interested in what they are taught about. Moreover, it gives them an opportunity to broaden horizons and dive deeper into a particular subject.

Furthemore, It is easier for youngsters to pass tests and take exams in playful conditions. It reliefs odd stress and leads to better performance of test-takers. In Sehriyo we support and develop such educational method by creating VR environment to conduct knowledge-checks there in, as provided in example, Hogwarts style.

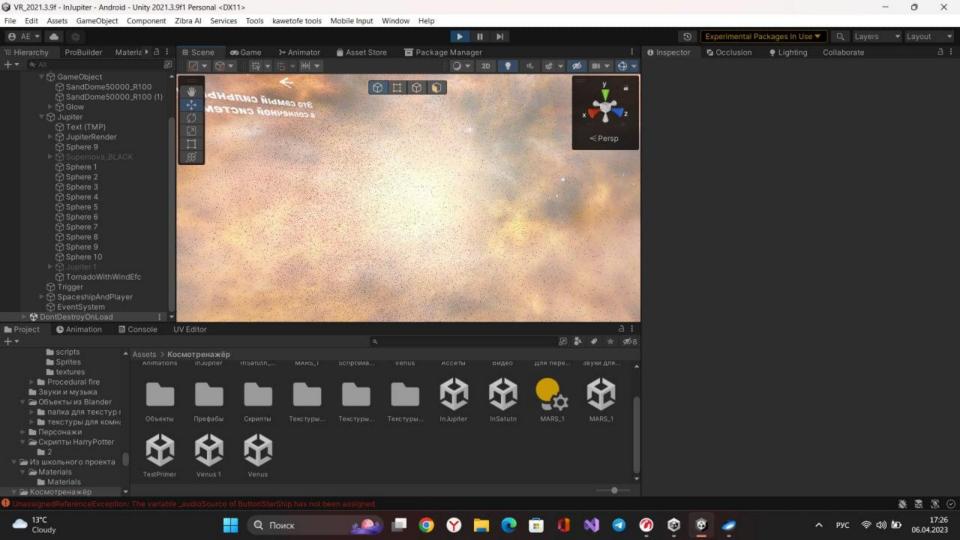


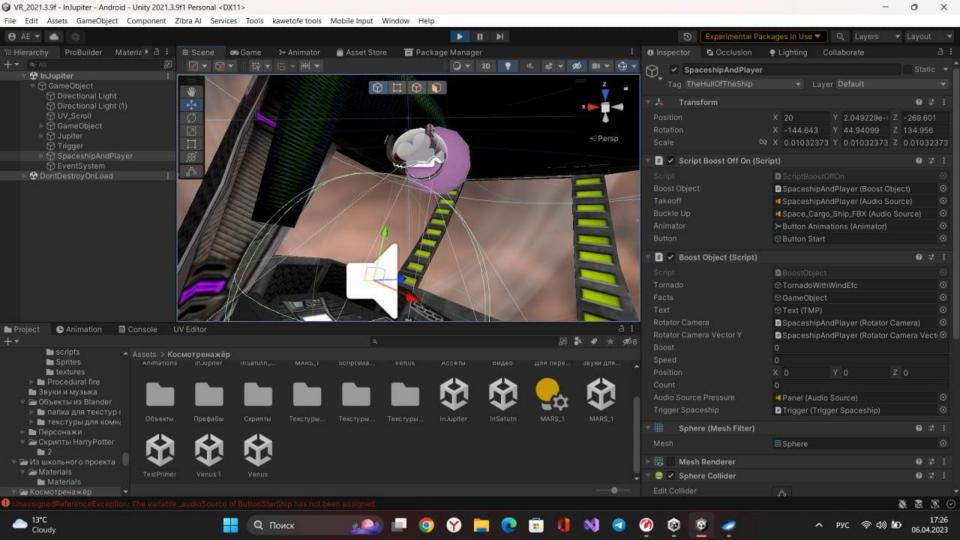
The Inside Out









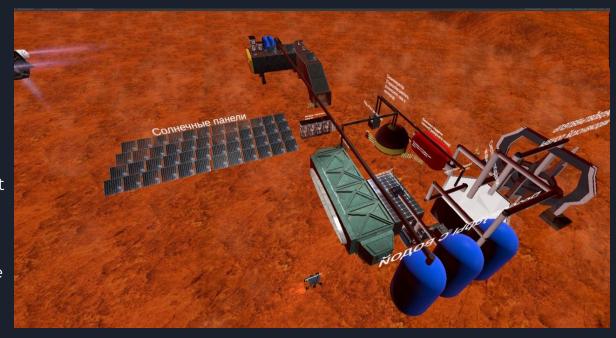


Welcome!

The simulator is your home for the next 10 months. All the systems and mechanisms have been developed in it from the largest to the smallest.

But it is not a relaxing vacation only.
The station was hit by series of cascade failures which led to the complete shutdown of all systems

Now you have to follow the instructions of the flight assistant "O-I B3K" in operating regime to save the station and bring it back to life.



The simulator was fully designed and tested by Sehriyo school representatives for studying human behavior in emergency situations on an alien planet and as a part of the process of education in the middle school and the high school.

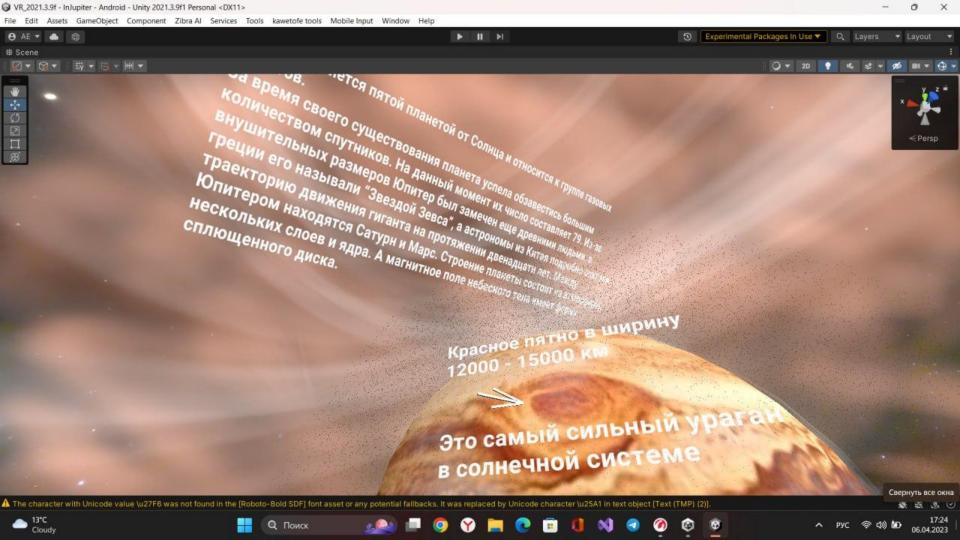
The entire Solar System is up to You!



You are the next generation of nearby space colonizers. To achieve success in your mission, you need not only to test yourself from different angles but try emergency simulations as well. For this purpose and for providing the deepest realism and preparation level our simulator was established.

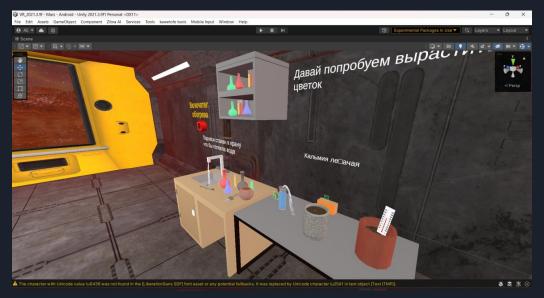
It is up to you to choose which planet you want to try. The best thing about this simulator is that conditions can be easily changed to suit You and Your goals.





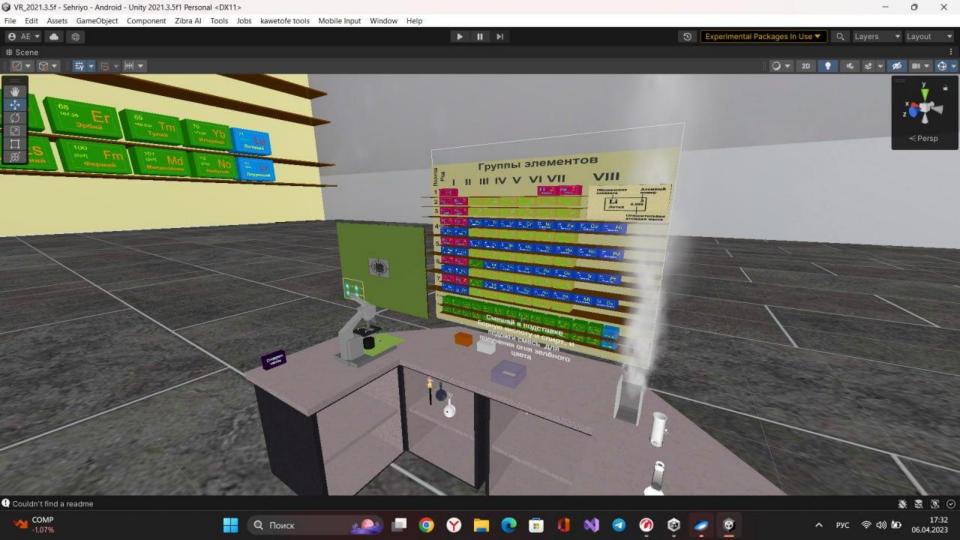
Time to experiment

Here you can see the laboratory, the place where the crew needs to test new types of GMOs to increase the benefits of food production In the real world of Mars, we can grow up to 12 species of plants. The most common are potatoes, tomato and avocados.





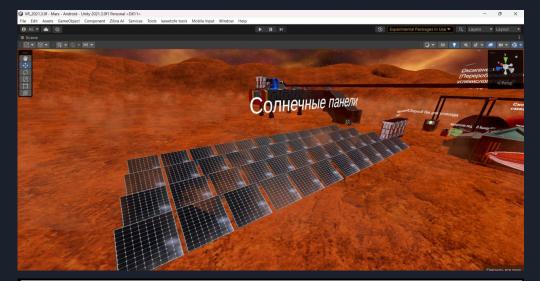
Example of the gameplay process during laboratory arc. Person tested should conduct experiments to ensure that all systems of the lab are working

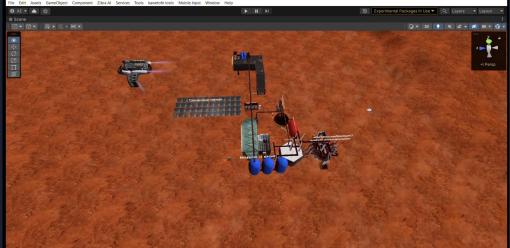


Let there be light!

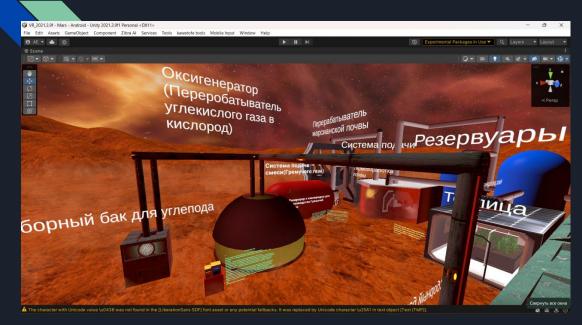
Our colony is powered by two solar energy sources and RTGs power. The first is used mostly in the daytime and in good weather. We resort to the second one at night or in a case of dust storms. Together they produce an estimated power of 45 kW in the form of 150 square meters of solar panels and about 8 REEG.

Capacitors have accumulated some power during the previous shutdown and can help in the launch of the station as well.





Utilities



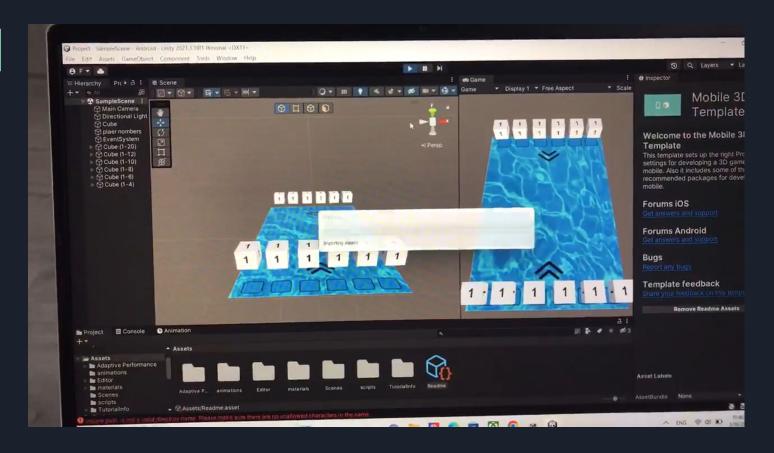
The industrial part is a filter and pump system for the carbon dioxide recycling into oxygen and methane using the Gaucher reaction.

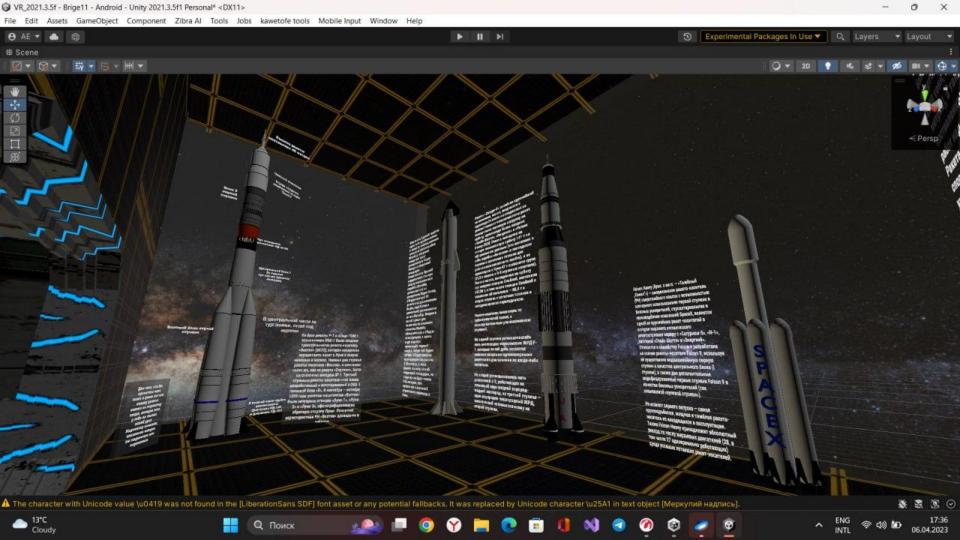
It gives as opportunity to dedicate ourselves to the most important task while not worrying about oxygen and energy consumption respectively.

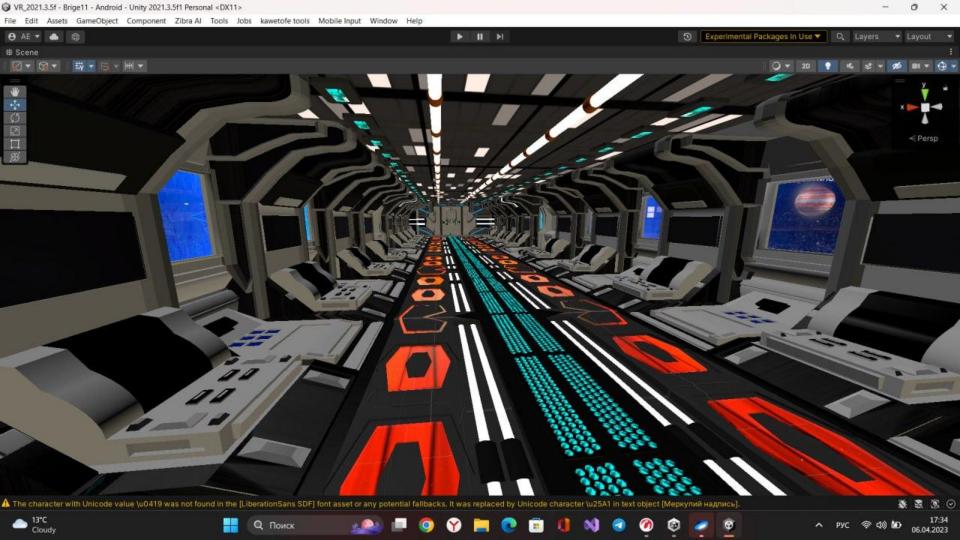
You can see below the tester caught during his acquaintance with utility systems.

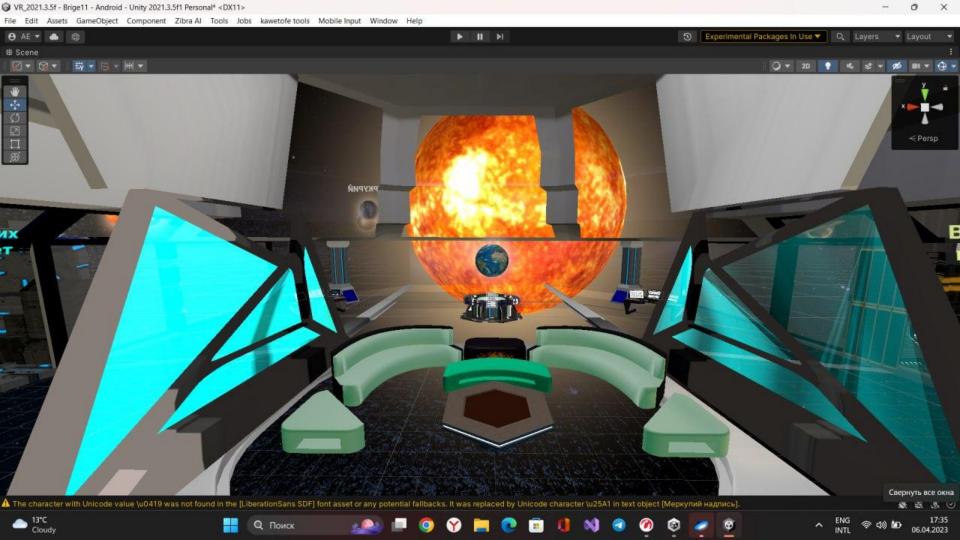


More Examples









First person view

https://drive.google.com/file/d/1KpzsulNADyv-FtZgHZhtaupisf0T2Jwi/view?usp=drivesdk

Here you can observe test-version of one of the colonies. To be precise, on Mars



Thank You!