

SOTA Digital Infrastructural Recommendations for the Education Sector

Theme: The future of education, mindset, and skillset.

Subtheme: Emerging educational tools to overcome localized socio-economic barriers (e.g., remote learning, artificial intelligence based tools [e.g. ChatGPT, ChatSonic], learning analytics, robotics support)



Agenda

Education

Technology

Product/Service

Diagrammatic Overview

Context

- Latest advancements in technology call for enhanced technical interventions in the education sector.
- Immersive learning can be imparted through various disruptive technologies like Augmented Reality, Virtual Reality, and latest technologies like Metaverse.
- To suit scalability among societies and due to non-zero literacy rates, vernacular medium of education delivery may be suggested.
- The ultimate objective of such measures facilitate the production of more industry-ready and hi-quality individuals.

Technology Interventions-Products or Services



Metaverse

SOTA Digital Infrastructural
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Sector

Vernacular
Technologies

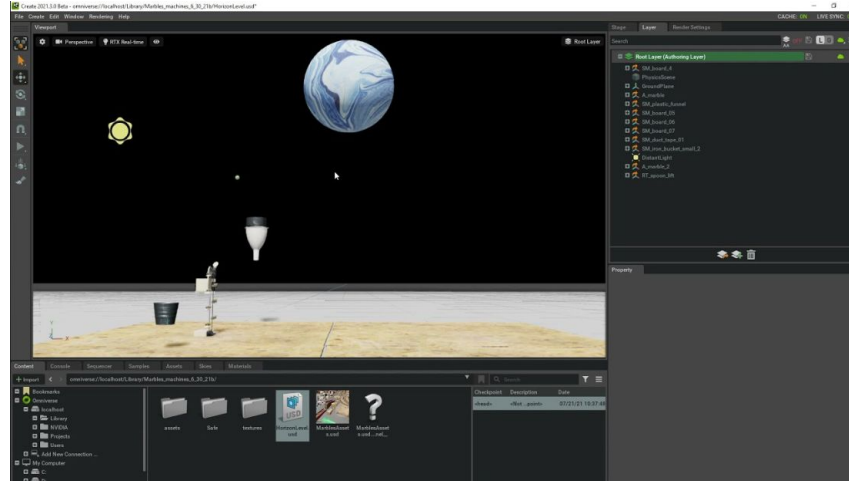
Curriculum

Vernacular
Language

Broad
Learning

Proposals

- Immersive Learning using NVIDIA Omniverse
- Augmented reality can be used to augment artificial objects to real environment
- Simple AR-enabled glasses being invented

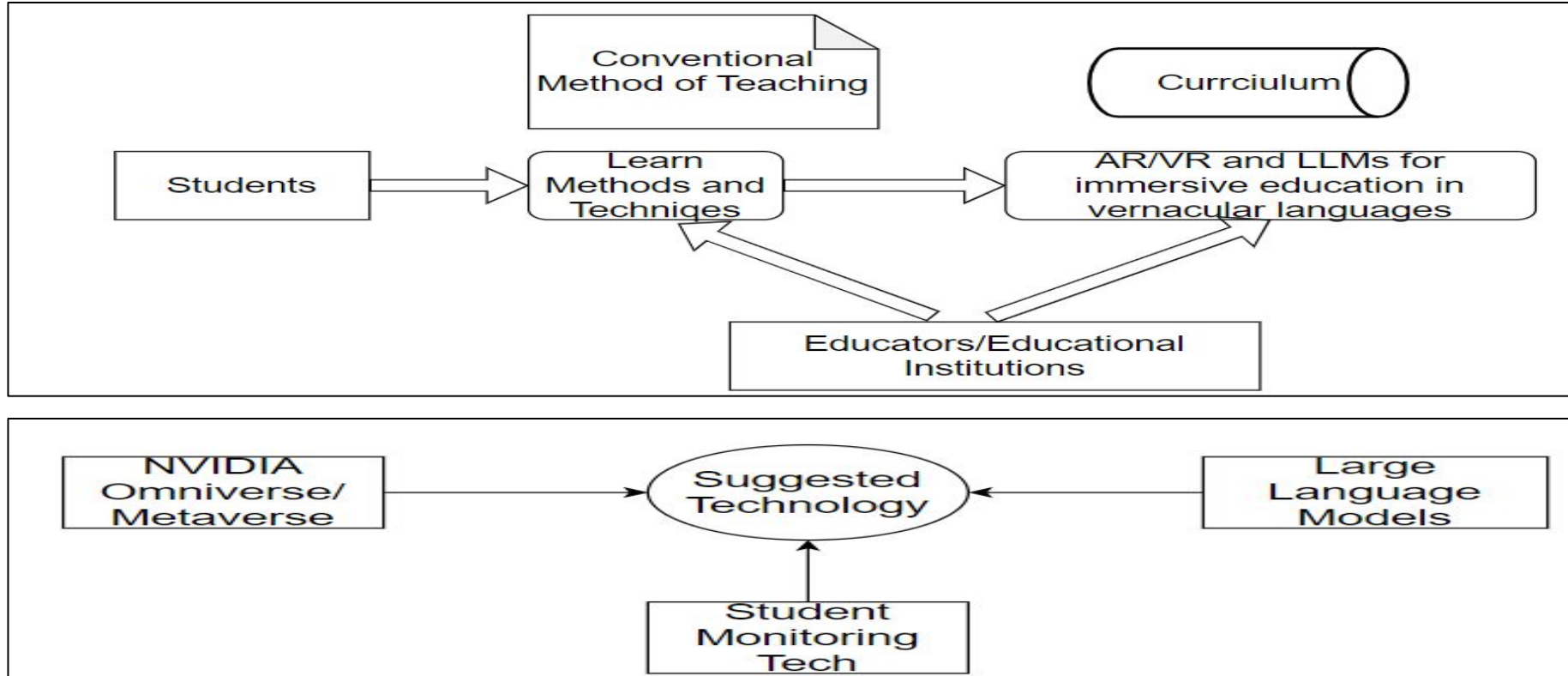


- Students are 90% more productive while dealing with Immersive Learning
- Practical applications can be displayed by showing dynamics of objects using the relevant capabilities of Omniverse

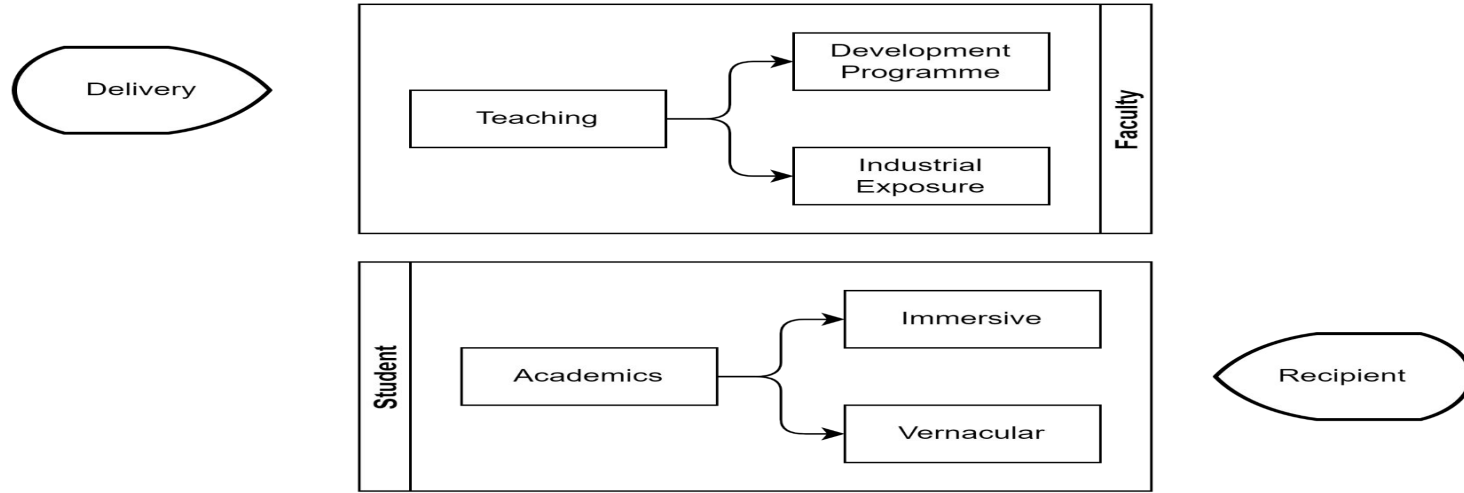
Example Use-Cases

- Space demonstrations
- Dangerous Scientific Demonstrations
- Large industrial processes
- Societal issues animations
- Physics dynamics and modelling

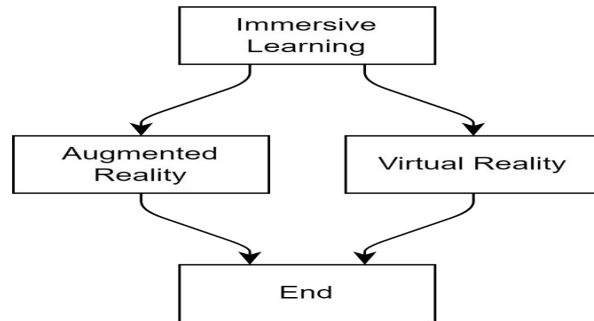
Diagrammatic overview



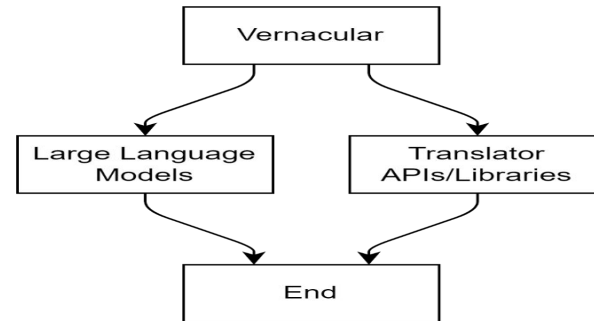
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Visual



Audio-Textual





**Imaginating
the Ideas**



Fundamental guidance



**Self learning
through practical
application**

**Encouraging
the young
minds**



Real world applications



Implementation and Development

Conclusion

- Technology interventions are critical to the all-around development of student communities in modern days.
- Immersive Learning and Vernacular medium of instruction may be seen as crucial factors in the current proposal
- Technologies like AR/VR and LLMs are mostly economical and are scalable.
- These technologies act as valid contributions to the proposed State-of-the-art technology-enabled education ecosystem.

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Thank
You