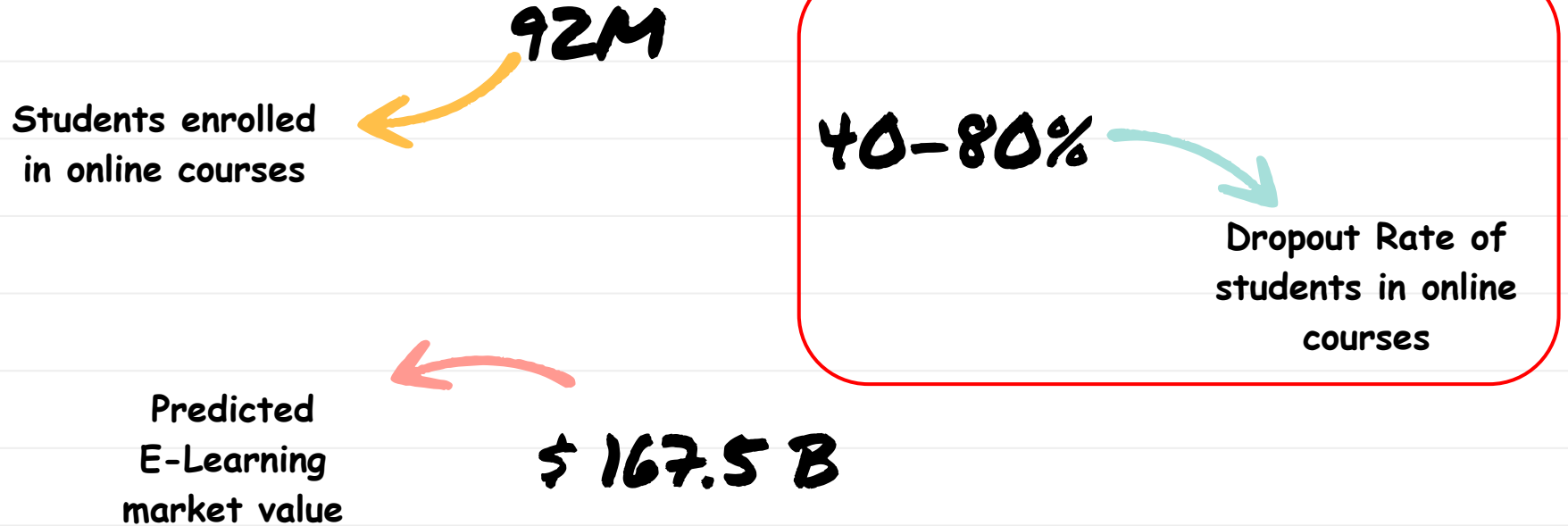


# **ZEPADEMICS**

## **ONLINE EDUCATION REDEFINED**

Team: 4B1A

# ONLINE EDUCATION IN A NUTSHELL



# WHY THE LOW RETENTION?

01



Loneliness

02



Lack of real  
time  
discussion

03



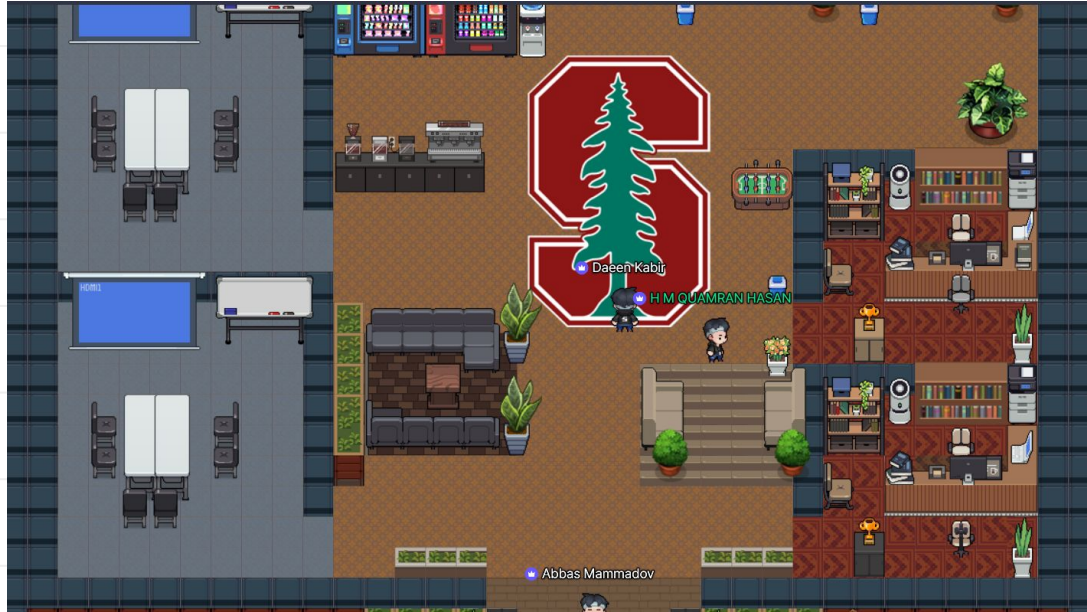
No office  
hours

04



No  
socialisation

# THE SOLUTION



ZEP Metaverse

+

e-Academics



ZEPAdemics

# 1. Real time Interaction with fellow classmates

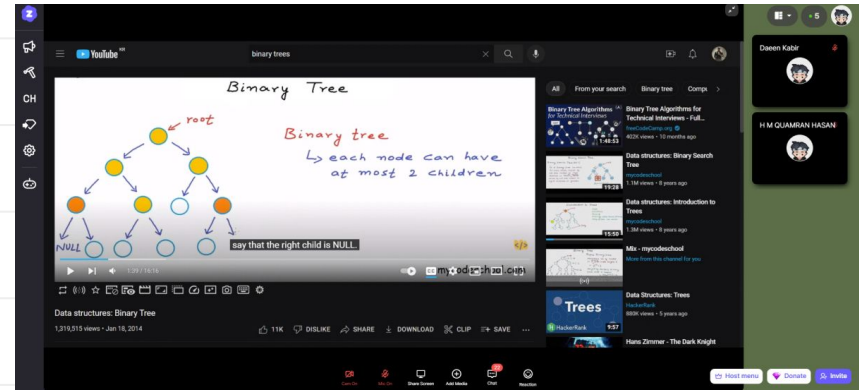
- Get to know who are your classmates
- Make new friends
- Socialize



## 2. Seminar rooms for group study

- Study and watch videos together
- Peer Learning to improve understanding
- Media only visible to participants of the seminar room

Inside Seminar Room POV



Outside Seminar room POV



Seminar  
room

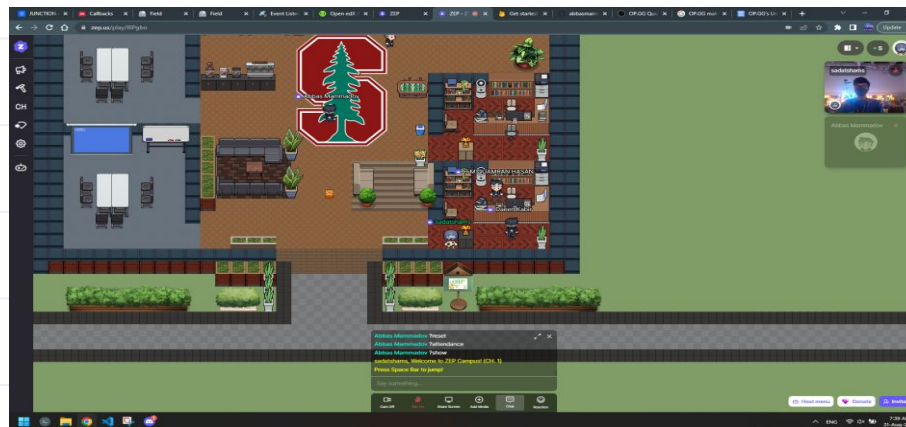
### 3. Office hours

- Real time 1:1 interaction with professor/TAs
- Solidify concepts for perfection

Inside Office Hour room POV



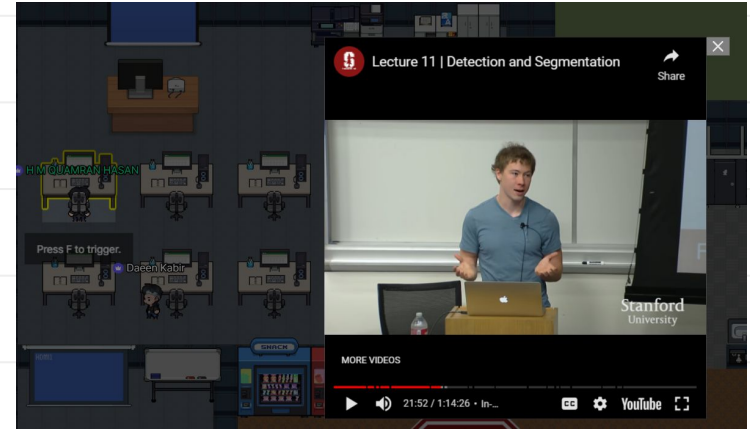
Outside Office Hour room POV



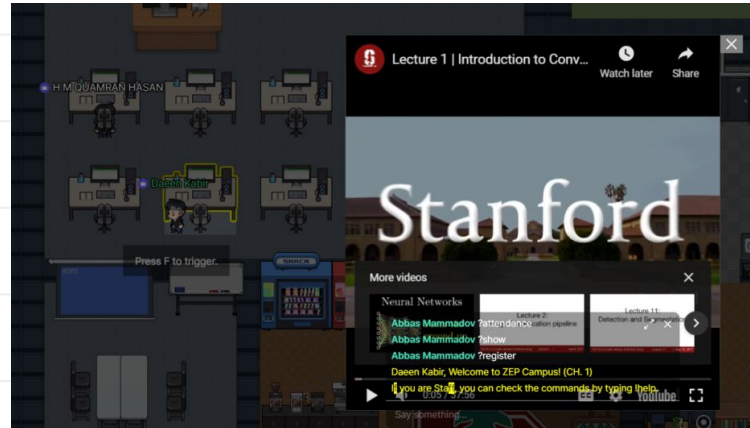
## 4. Lecture Room

- Non-real time lectures
- Study at your own pace

User A POV



User B POV

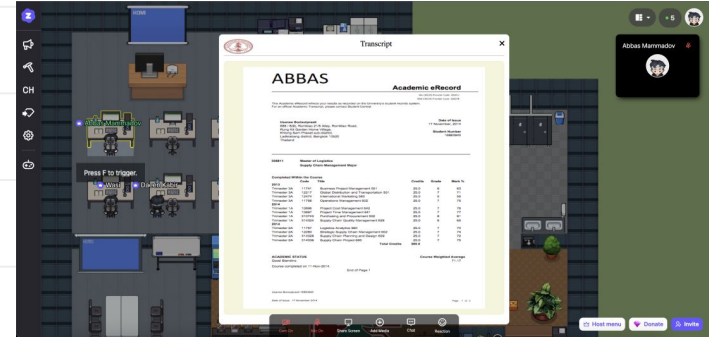




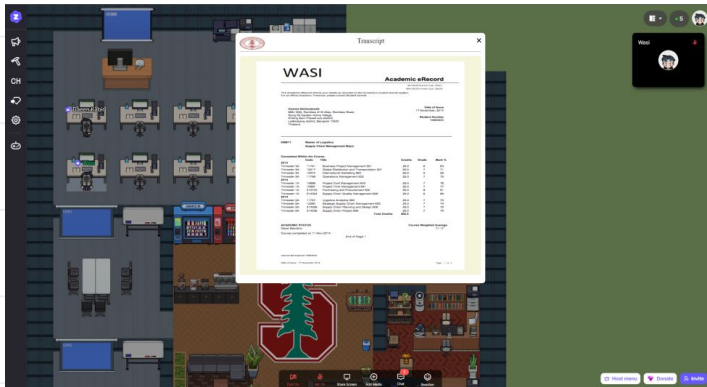
# Grade Sheet

- Check the grades at the end of exams or quizzes

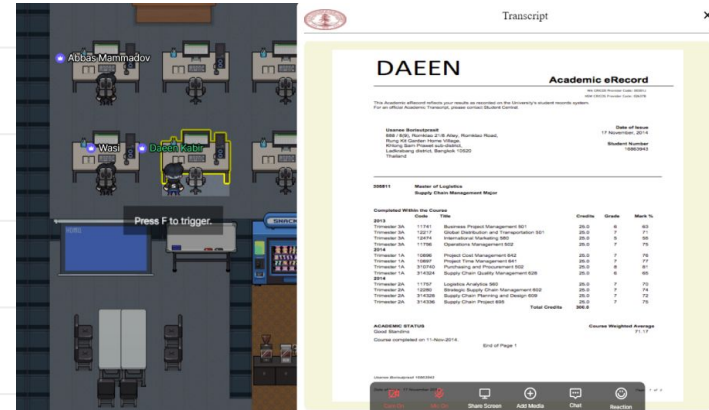
### Student A POV



### Student C POV



### Student B POV



# ATTENDANCE CHECK

Fun and interactive way of attendance checking

## WHY SHOULD ZEP CONSIDER THIS?

- Booming student body in e-learning platforms
- Billion dollar industry with promising future outcomes
- Easily scalable to add more campus and platforms.
- Perks of being a first mover in the blue ocean market

