

 ICC | NIUM

NEXT IN



A [Global Hackathon](#) challenging you to enhance the digital cricket fan experience



Powered by 

Team Name : PrayasVi

Problem Statement : Providing Realtime Player and Cricket Experience to Large Number of Fans

Cricket Experience Centre cum VR Museum

Hub for Cricket Fans

Action of Players in 3D

World of Cricket in VR

IPL

World
Cup

Women's
Cup

ODI

Opportunity

**VR based Environments and
headsets**

**Implemented around
Experience Centres**

**Minimal Fee at a larger
scale**

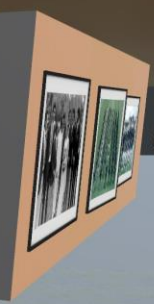
**No/Less
Existing
Solution**

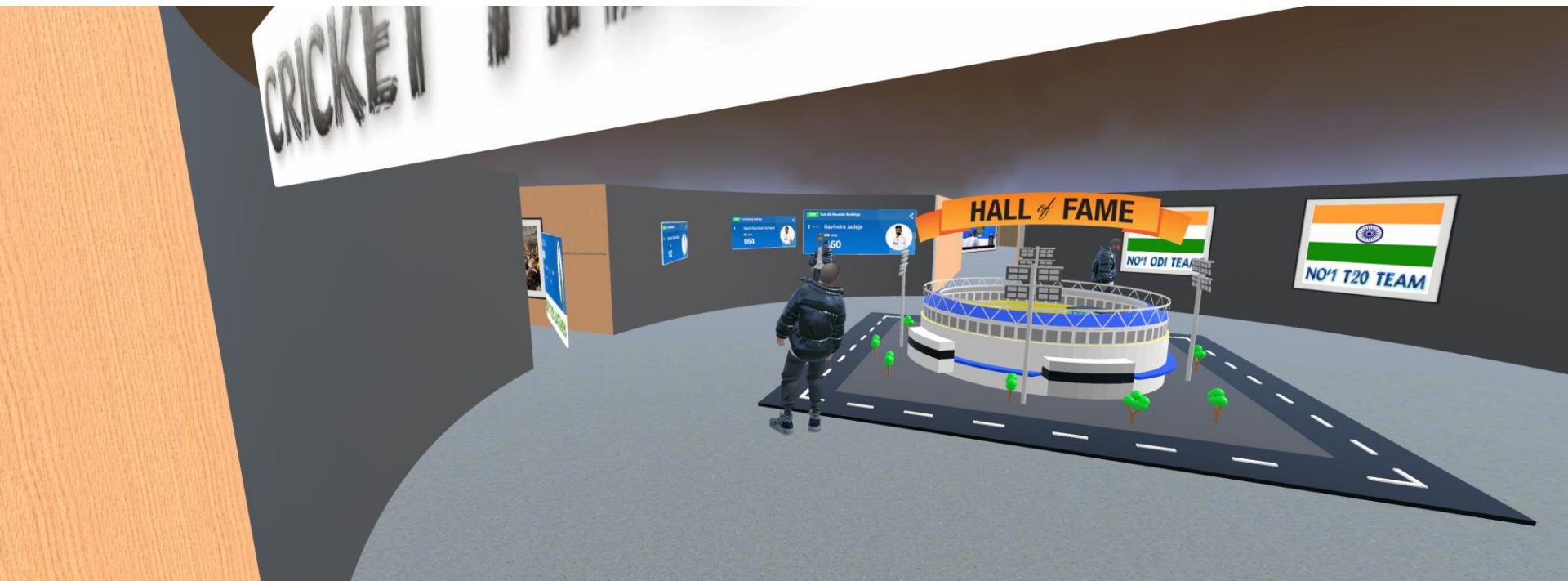
**First Mover
Advantage**

**Upgradable
Solution**

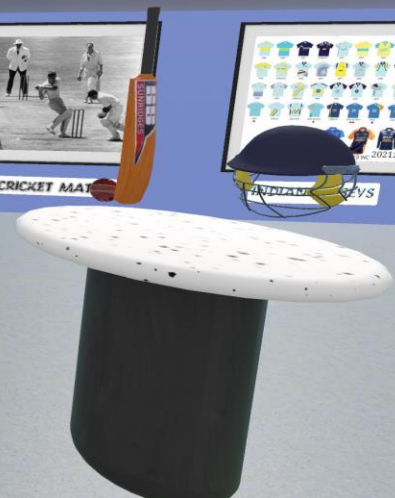


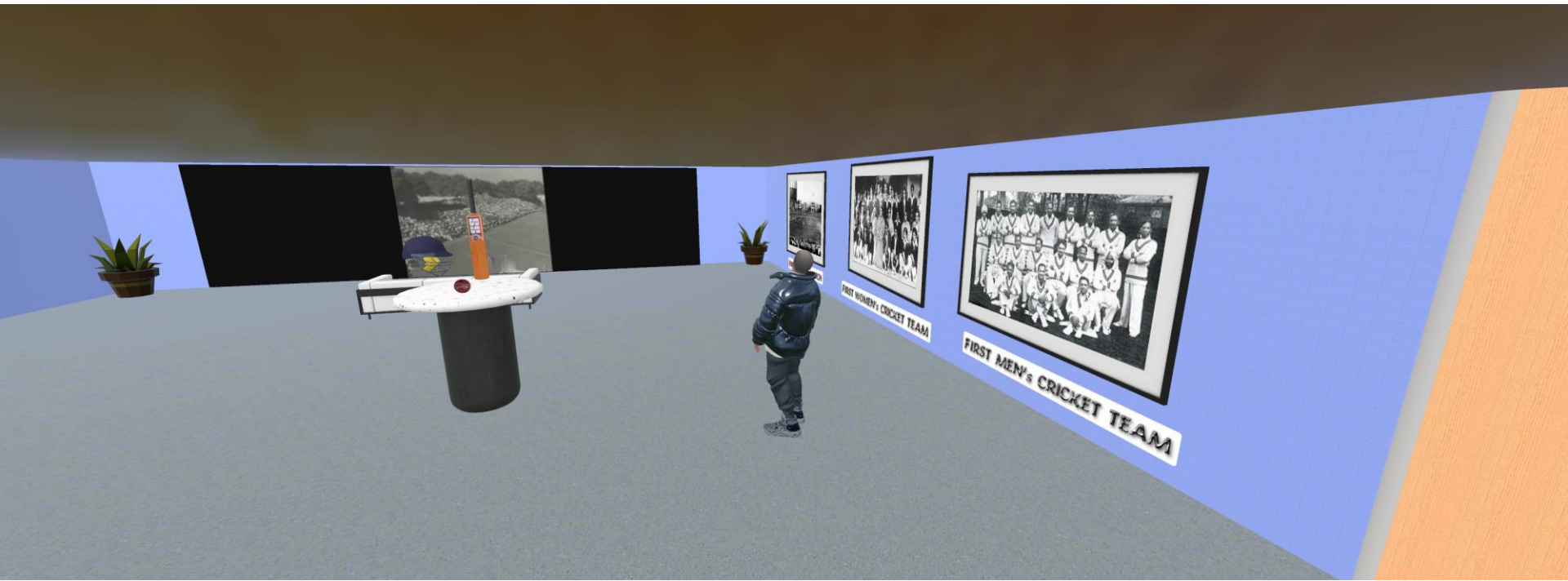
CRICKET HISTORY















INDIA's ODI Cricket World Cup



Kapil Dev and the story of the 1983 World Cup





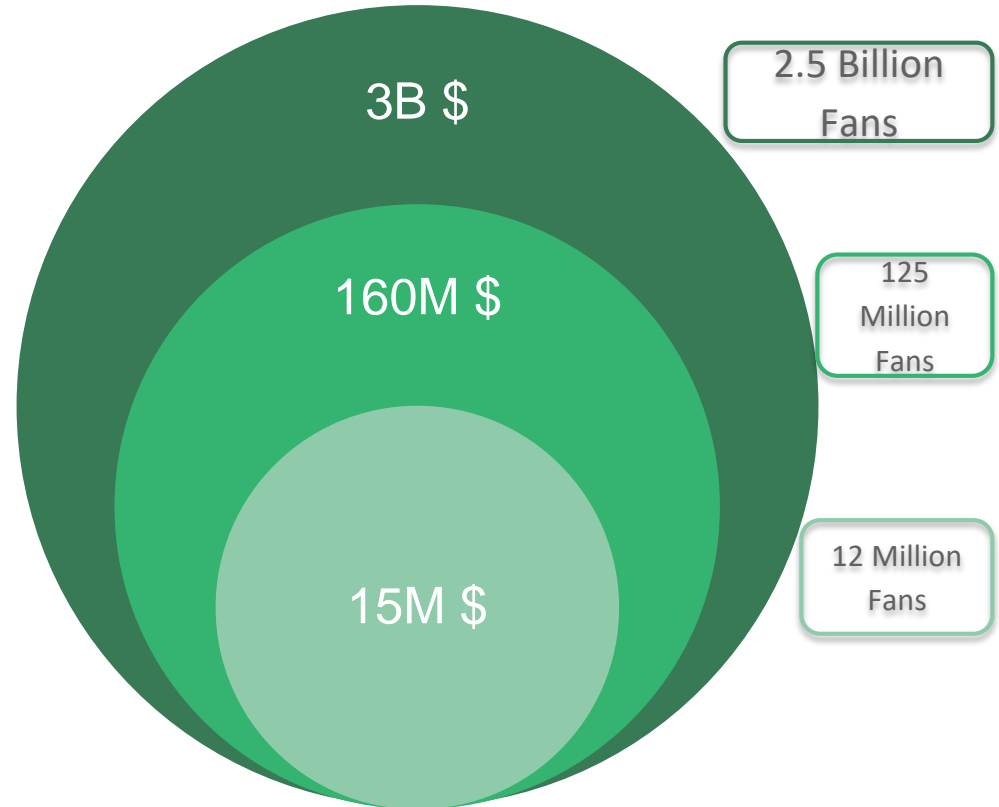




Target Customer

Target market

**Cricket
fans**



Features

**Cost
Effective**

**Scalable
Solution**

**Upgradable
Solution**

One Stop

**Scalable
Solution**

**Upgradable
Solution**

Blueprint of VR Museum

IPL

History

Action and
Experience
Zone

Hall of Fame
Multistorey

World Cups

AV Hall

Business Logic of the solution :

VR Headset Sales:

- By selling VR headset inbuilt with our Museum and provide to customer as take way device so that they experience it anywhere they want

Experience Centre:

- Which is one of kind centre where Fans can come experience the whole museum at the centre available at different locations all over india by paying a nominal entry fees

Technology used :

Spatial Unity Unreal Engine

3D Modelling

Python for Avatar

VR Headset

Estimated cost of/after implementing the solution :

Heads	Cost
VR Headset	1,00,000/- Rs
Manpower	5,00,000/- to 10,00,000/- Rs
Sensor fusion	7,00,000/- to 8,00,000/- Rs
Prototype Development	10,00,000/- Rs
Total	Approx. 30,00,000/-

Thank you

