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# BANANAS ● Academy ●

A game studio that makes mixed reality hardware and software.

In a world full of Apples, Go Bananas;



# TODAY

Cricket is a sport which demands a high level of technical skill from all players. Repeated practice of core techniques in a VR environment has been proven to improve confidence, skill level and knowledge retention to a significantly higher degree than traditional training alone - in some cases by up to 230%.

Most of cricket training today is done using balling machines or practicing with team mates. However a global sport like cricket requires more advanced training methods as the game becomes more and more competitive. VR environment with the right input methods can do exactly that.

"If you could study guys like Rashid Khan in VR, it would be amazing technology." - [Avdhoot Dandekar](#)



Light weight, cost efficient Haptic gauntlet that allows you to feel the weight of objects in VR. This is extremely important for practical use of VR (especially AR) in Sports Training. Can be made to work with Oculus, Valve Index and Mobile AR.

**TOUCH, FEEL AND HOLD THE FUTURE**



# SOLUTION

Are you tired of traditional cricket training methods that limit your ability to fully immerse yourself in the game? Look no further than our revolutionary VR cricket training software and haptic glove!

With our cutting-edge technology, you can experience the thrill of a real cricket game from anywhere you want. Our VR training software allows you to practice your batting, bowling, and fielding skills in a fully interactive and customizable virtual environment.

But that's not all - our haptic glove takes your training to the next level. By simulating the weight of a real cricket bat or ball, you'll get a more realistic and immersive experience that will help you perfect your technique and build the muscle memory needed to excel on the field.

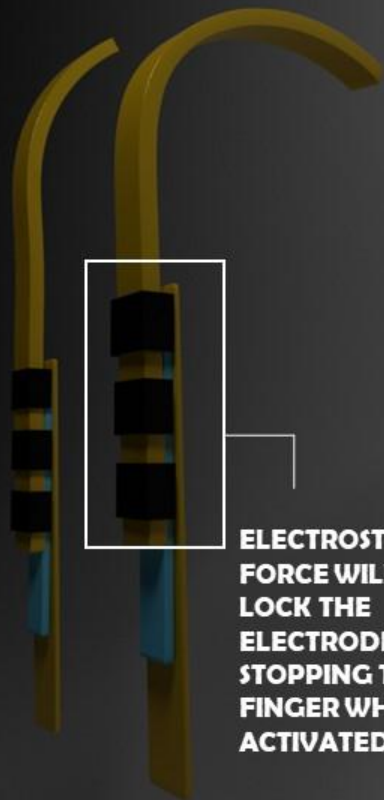
Whether you're a beginner looking to improve your skills or an experienced player looking to take your game to the next level, our VR cricket training software and haptic glove bundle is the perfect solution. So why wait? Start your training today and take your cricket game to new heights





 DIELECTRIC

 CAPACITOR FLEXIBLE ELECTRODES



**ELECTROSTATIC  
FORCE WILL  
LOCK THE  
ELECTRODE,  
STOPPING THE  
FINGER WHEN  
ACTIVATED**



**TURNED ON, CAN  
LIFT UPTO 2KG**



**INSTANT  
RELEASE ON  
TURNING OFF**

Felina brakes are capacitors with slidable electrodes. They are light weight and flexible allowing free hand movements and when activated can provide a electrostatic braking force of 2kg at a response time of 20ms which is more than enough to stop your fingers for feeling like you are holding an object.

By simulating the weight of a real cricket bat or ball, you'll get a more realistic and immersive experience that will help you perfect your technique and build the muscle memory needed to excel on the field.



**Flexible**

**Light Weight** (50-125g)

**Size Agnostic**  
(Supports all hand sizes)

**Feel the weight of the  
real cricket bat and ball**

**99\$ FOR  
CONSUMERS**



**Flexible**

**Light Weight** (50-125g)

**Size Agnostic**  
(Supports all hand sizes)

**Feel the weight of the  
real cricket bat and ball**

**ALL FOR 4999\$**

**Bundle with the VR Headset (Quest 2), Force  
Feedback Sleeves and Lifetime Software support.**

# COMPETITIVE LAND\$CAPE

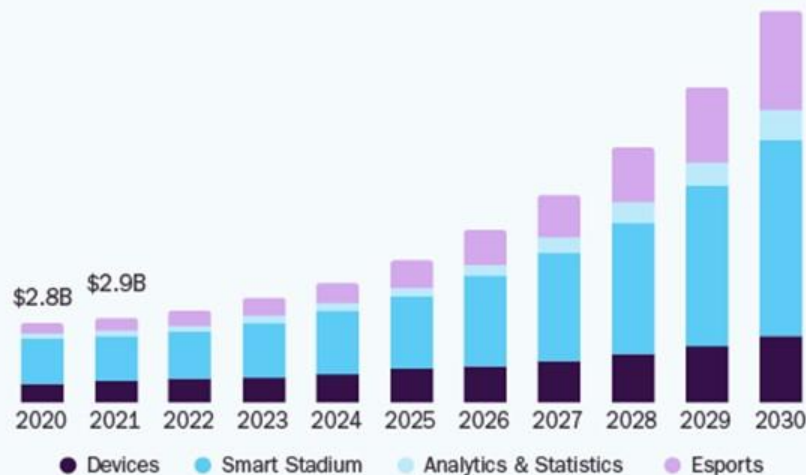
				
IMMERSIVE VR TRAINING	✓	✓	✓	✓
UNIQUE HAPTIC INPUT DEVICE FOR BAT AND BALL	✓	✗	✗	✓
SPECIFIC PLAYER SIMULATION	✗	✗	✗	✓
COST	150,000\$	6,000\$	700\$	4999\$



# MARKET SIZE

## U.S. Sports Technology Market

size, by technology, 2020 - 2030 (USD Billion)



### 19.4%

U.S. Market CAGR,  
2022 - 2030

Source:  
[www.grandviewresearch.com](https://www.grandviewresearch.com)

According to reports by Grandview Research and Zion Market Research, the global sports technology market was valued at approximately \$17.9 billion in 2018 and is expected to reach around \$40.2 billion by 2026, growing at a CAGR of 19.4% from 2019 to 2026. The report also suggests that the demand for virtual and augmented reality technology in sports training is expected to increase due to the growing popularity of e-sports and the need for immersive training experiences.

# TEAM



**AJAY WARRIER**

Founder/Chief Engineer

Ajay Warriar is a Computer Engineer with a Master's Degree in Digital Marketing. He has industry-level experience in game development (Godot/Unity), cross-platform mobile development (Flutter), and distributed applications (Ethereum Blockchain).

He also teaches programming to more than 45000 students from all over the world on Udemey.



**ABHIN MAHIPALAN**

VP Technology



**SURJIV KRISHNA**

VP Partnerships



**SAHARSH DAKOOR**

Electronic Engineer

## PART-TIME



**Vignesh CM**  
3D Designer



**Dinanath C**  
UI/UX



**Manoj E**  
Game Developer



**Adhiyan SB**  
Game Developer



**Thejas Satheesh**  
Game Design

**THANK YOU**

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