

WELCOME

To a better world.





**You will be highly
interested & engaged too**

Project Brief.

The brief was to
create a VR
experience for the
school institution
and educators as a
business pitch for
them to understand
the idea of
edutainment and
collaborate for
further project
related to VR in
education

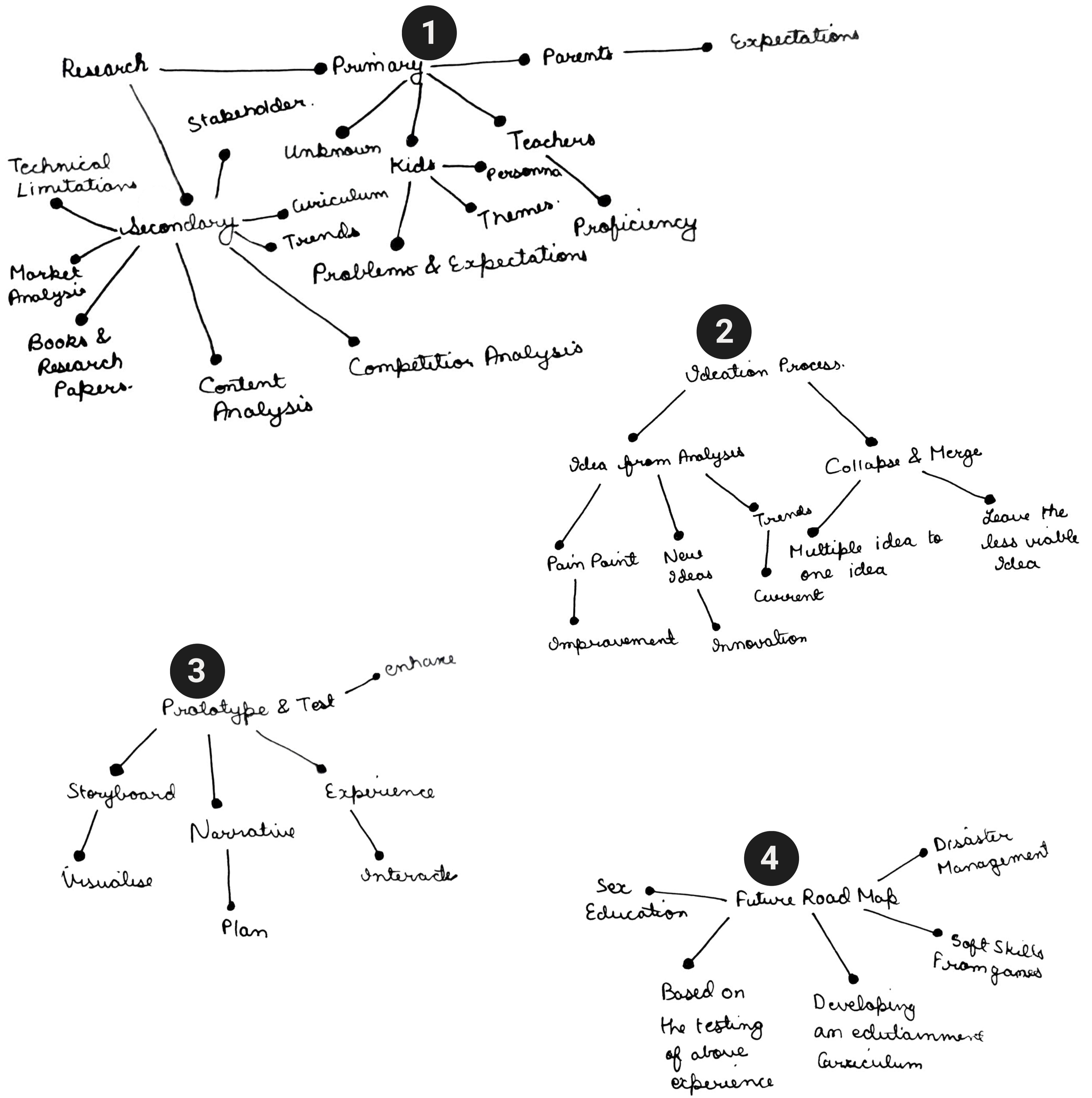


Despite the wealth of information contained within textbooks, students often struggle to connect with the material due to its static and passive nature, which eventually leads to lack of interest and proper understanding of the concepts.

Problem Statement.

**BOOK DEKHTE HI NEEND
AANE LAGTI HAI !**





Research Process.



Target Audience.

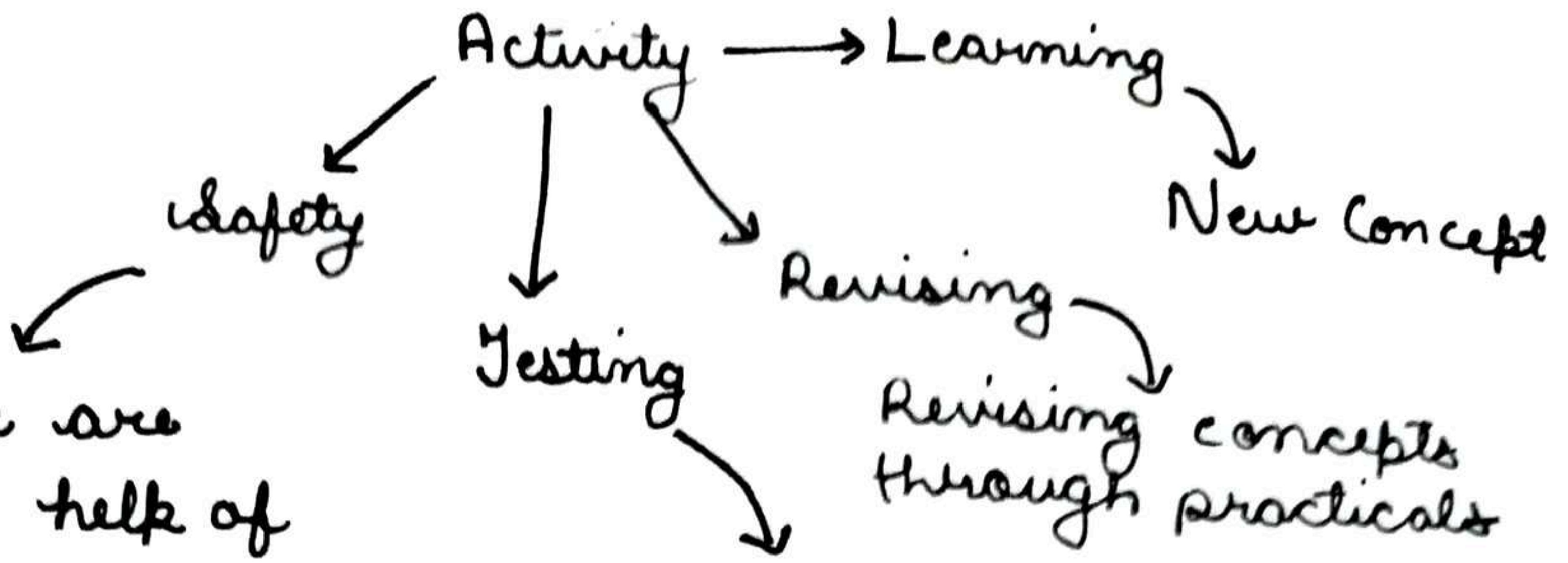
The game is tailored for Indian schools catering to students in classes 6 to 9, a critical phase where foundational knowledge is expanded upon and students begin to explore more complex subjects.

Why VR ?

- Deeper understanding
- Increases engagement
- Breaks down geographical & physical barriers
- Diverse learning resources & environments
- Safe environment without real life consequences
- Stimulate creativity and promotes innovative thinking.
- Beneficial for students with special needs
- Exposing students to future technology







As we are taking help of a virtual environment, we should not forget to introduce safety.

It will be more of a full proof plan to make revised things being remembered.

To make it more immersive we can unintentionally create distractions to break the monotonous feel.

Immersion is the key word to VR but we should keep in mind the interaction is important as well as it gives user some more freedom.

NARRATIVE

+

THEME

+

OBJECTIVE

Creating a safe environment to learn concepts
& using it in real world.

Thought
Process.

The global virtual reality in the education market is expected to reach \$32.94 billion by 2026 at a compound annual growth rate of 39.7%.



Students prefer classes that utilize interactive technology such as VR.



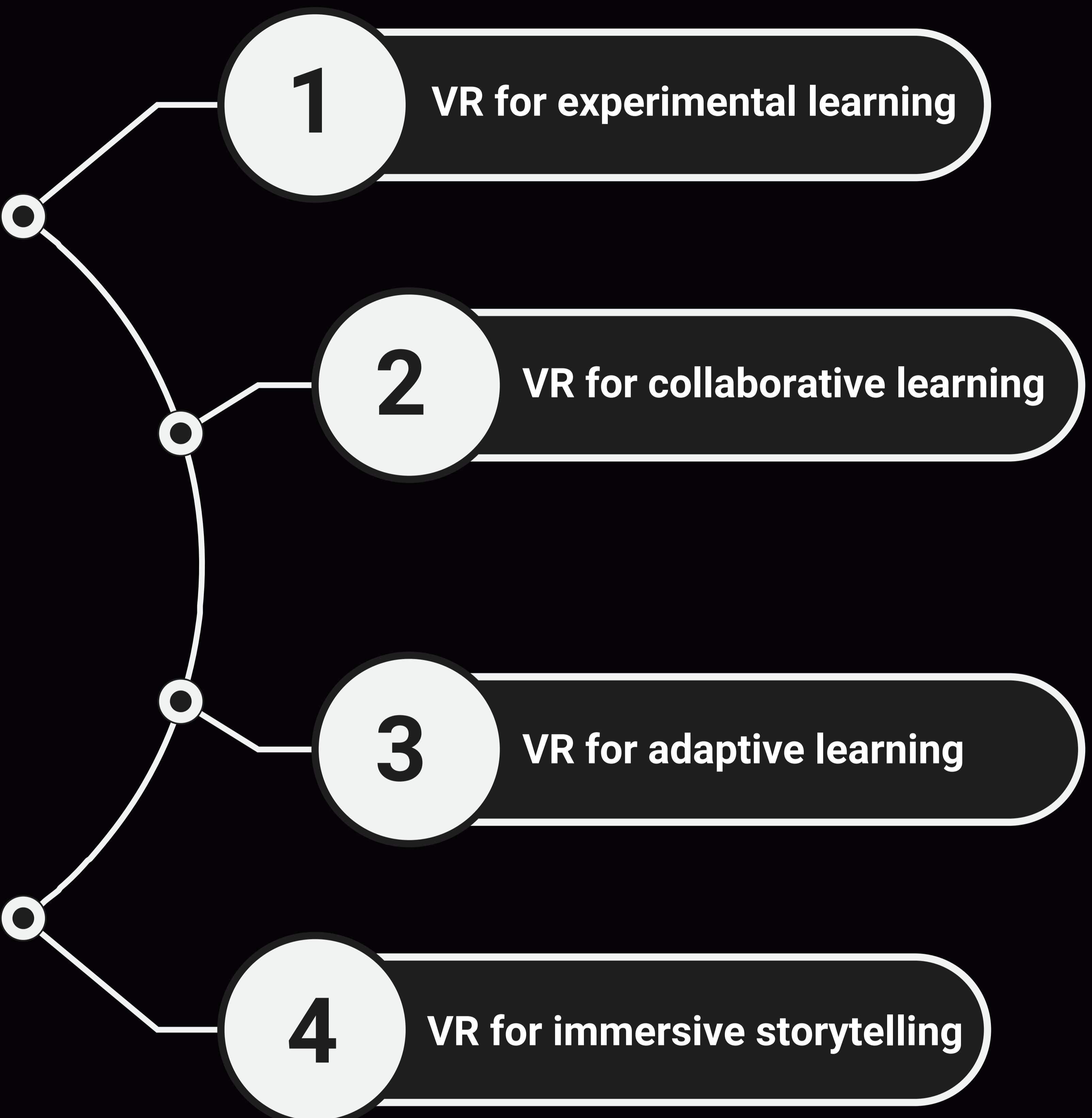
million VR devices were shipped for educational purposes.



Students who used VR to study achieved higher test scores.

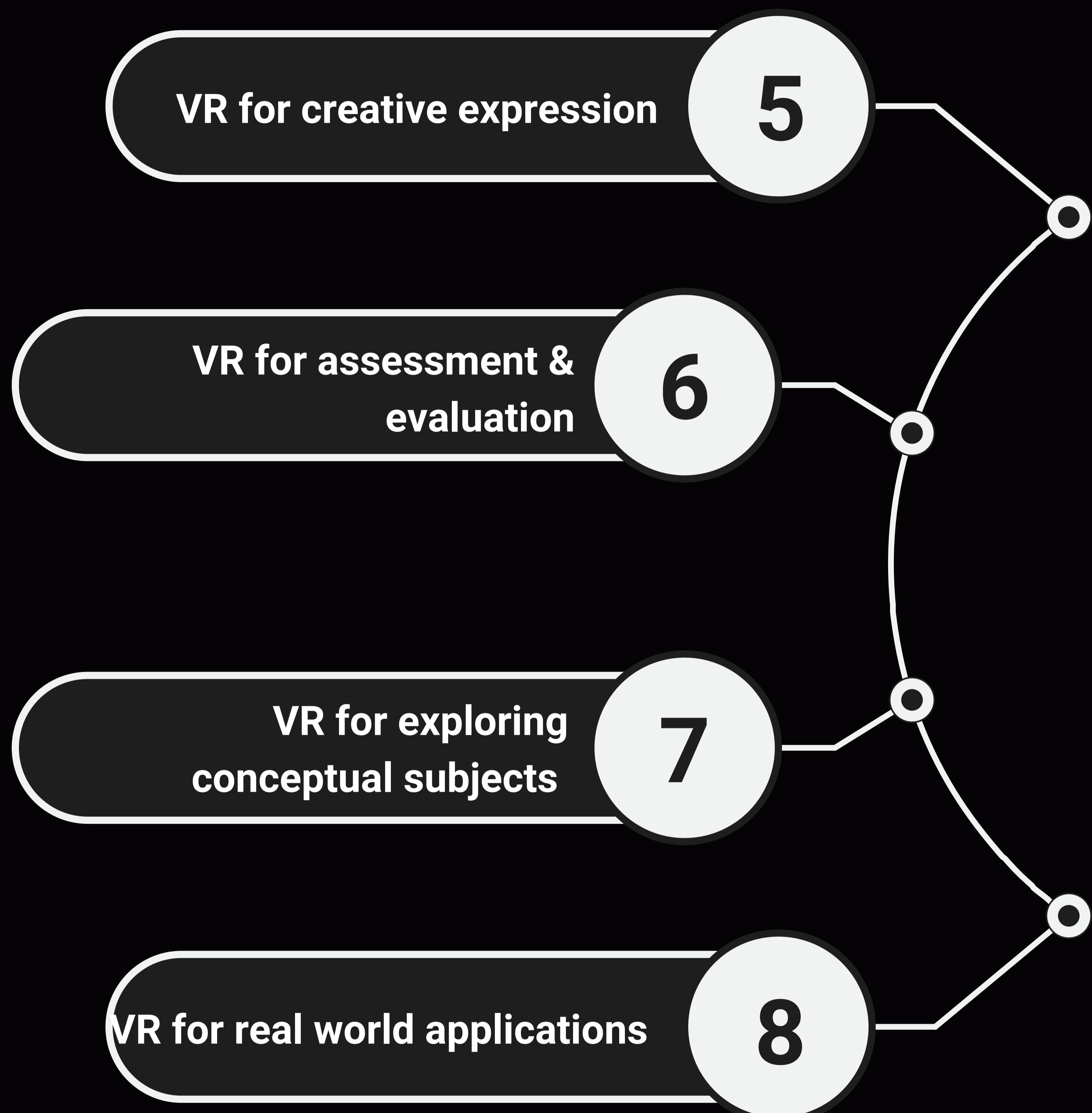
Students learned up to 2.3 times more using VR than in a regular class.

Market Analysis.



Trend

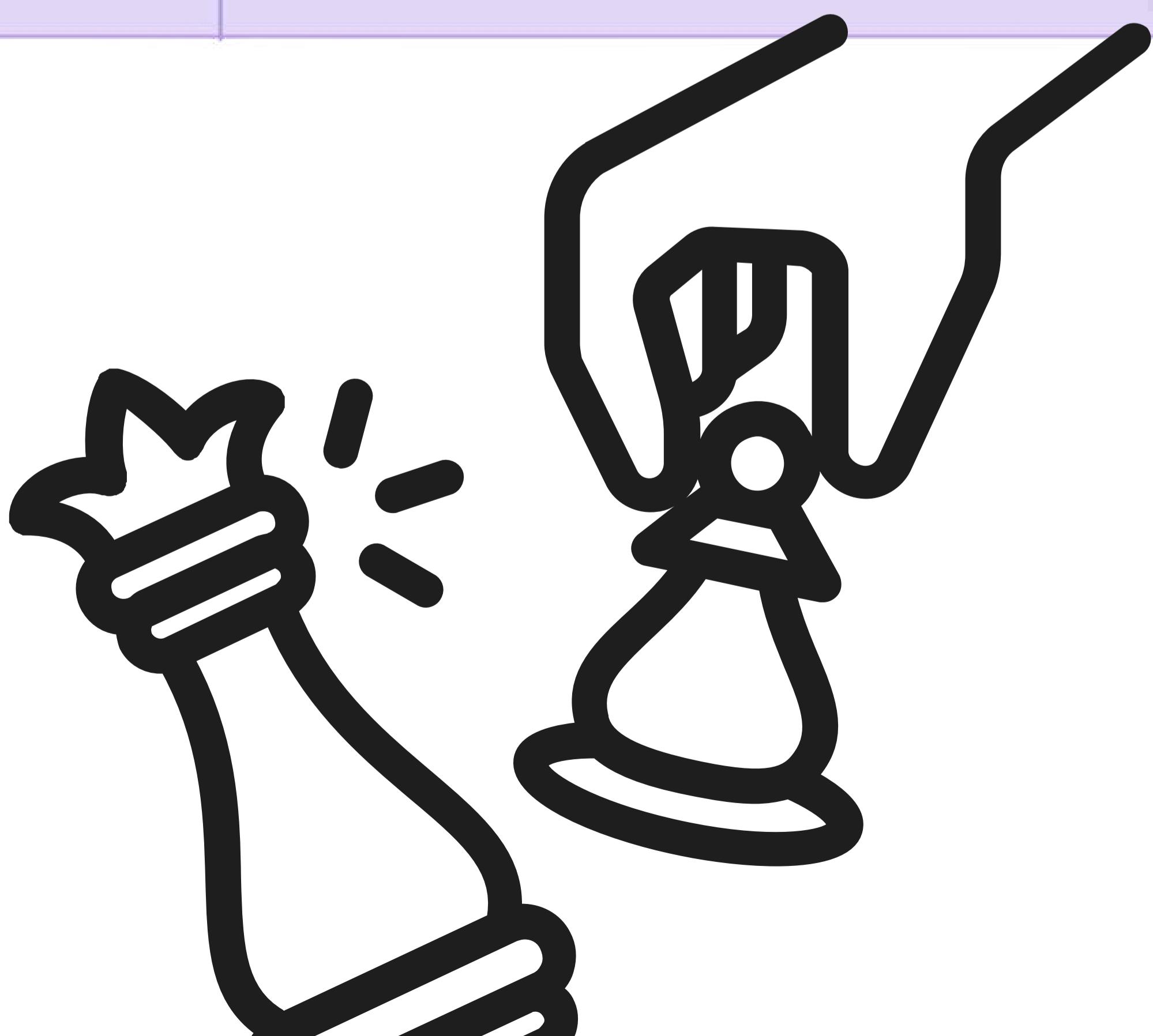
Analysis.



Competitor Analysis.

Our game sets itself apart by offering a fully immersive VR experience, complete with story-based learning, interactive quests, and AI-driven personalization.

FEATURES	BOOKSCAPE	BYJUS	VEDANTU
Content Delivery	VR Immersion	Video Lessons	Live & Recorded Classes
Interactivity	High (VR, AI-driven)	Medium (Quizzes, Exercises)	High (Interactive Whiteboard, Live Doubt Clearing)
Personalization	AI-based Adaptive Learning	AI-based Learning Paths	Personalized Recommendations
Immersive Experience	Fully Immersive VR	None	None
Engagement Potential	Very High	High	High
Technological Innovation	VR & AI	AI	AI
Accessibility	Requires VR Setup	Broad (App-based)	Broad (Online)



Answer only

Q.1 My name is Nakarsha Chouhan.

Q.2 My age is 14.

Q.3 I study in 8th 'H'.

Q.4 My school name is Orchids Central School of Excellence.

Q.5 My least favorite subject is History because of the dates are confusing and uninspiring instruction that we are bored.

Q.6 The subject is S.S.T or topic is History because of time that are not interesting.

Q.7 I prefer to learn complex topics where I understand like youtube, Tuition or Internet.

Q.8 Yes I know VR is virtual reality.

VR according to my understanding is virtual one

No, I don't ever used a VR.

Ans.1. Branjal Sharma.

Amp.2. 13 years old.

Amp.3. VIII H

Amp.4. Orchids Central School

Amp.5. Hindi. Because of the but whenever I write

Amp.6. Interest - Profit, loss (Maths)

Amp.7. By our teachers. We our schools.

Amp.8. Yes.

Amp.9. Virtual Reality (VR) is

Amp.8

important. That's the way in which I receive better understanding.

Amp.9

Absolutely yes, I mean who doesn't know about VR in the 21st century.

V.R short for Virtual Reality is a simulated experience that employs 3D near-eye displays and pose tracking to give the user an immersive feel of a virtual world.

Q.10 Yes, I have used it once.

Q.11 I have used for playing games. The environment there was different. I haven't experienced this before I was in a whole different world which seems to be real.

Q.12 No.

Q.13 I face problems like, Not remembering the concept of a

2. I am 12 years old.

3. I am studying in class VIII.

4. My school name is Orchids Central School of Excellence.

5. My least favorite subject is S.S.T.

I don't like it because I don't have any interest in it.

6. Topic - Tense in English.

7. My brother teaches me the complex topics.

8. Yes.

9. The full form of VR is virtual reality.

10. No.

11. I can't remember the sequence of tenses.

12. Yes, absolutely.

13. It should be related to study and sometimes it should be entertaining.

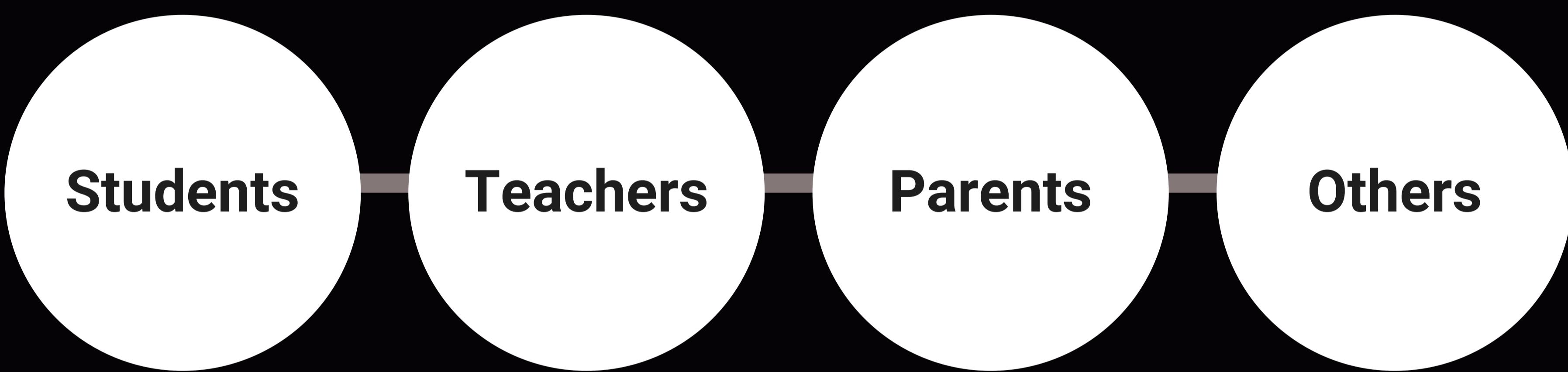
14. Some challenges -

1. It should be less expensive.

2. It can cause health diseases, so it should not be used more.

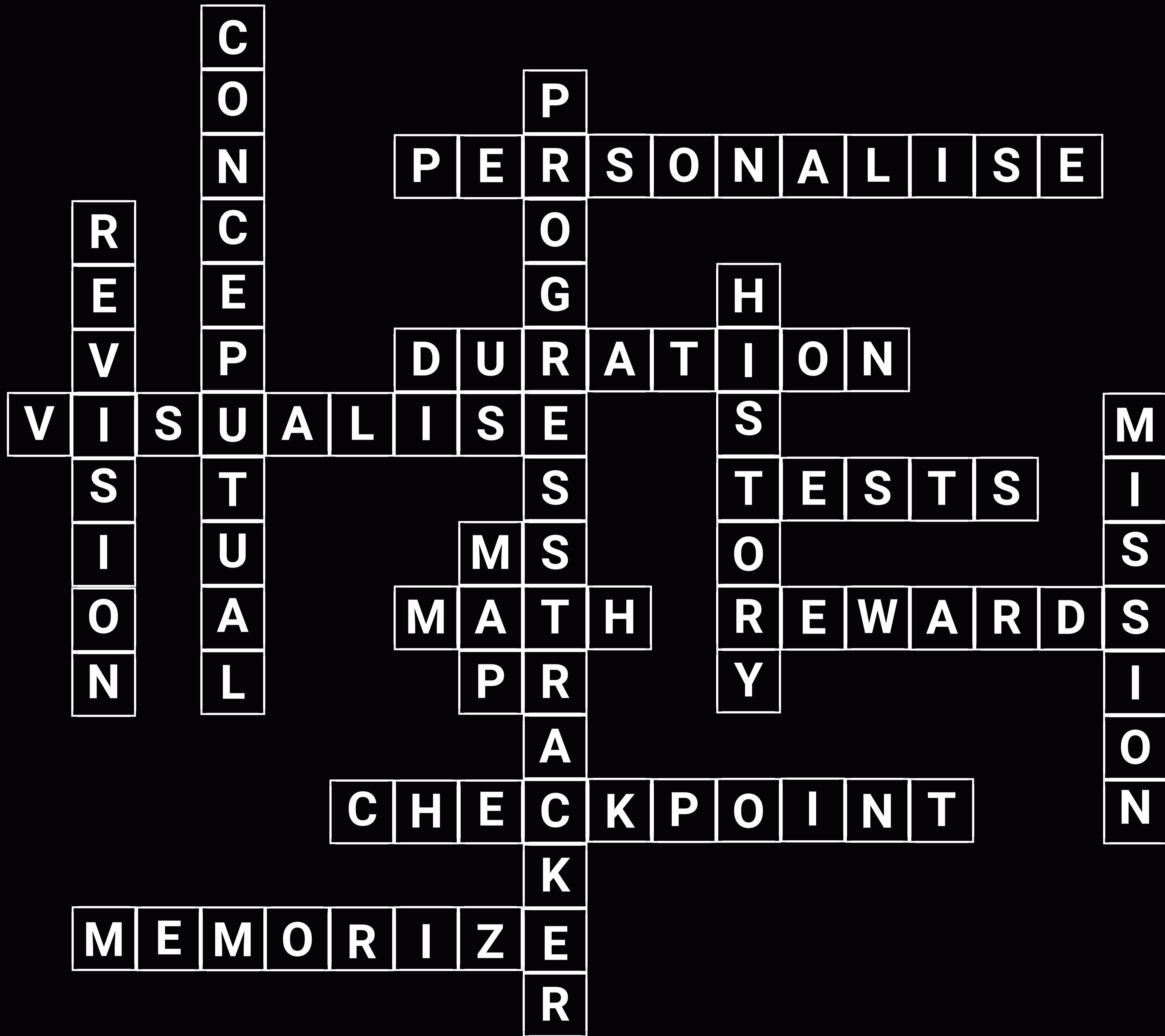
3. Lack of real communication.

4. Lack of flexibility.

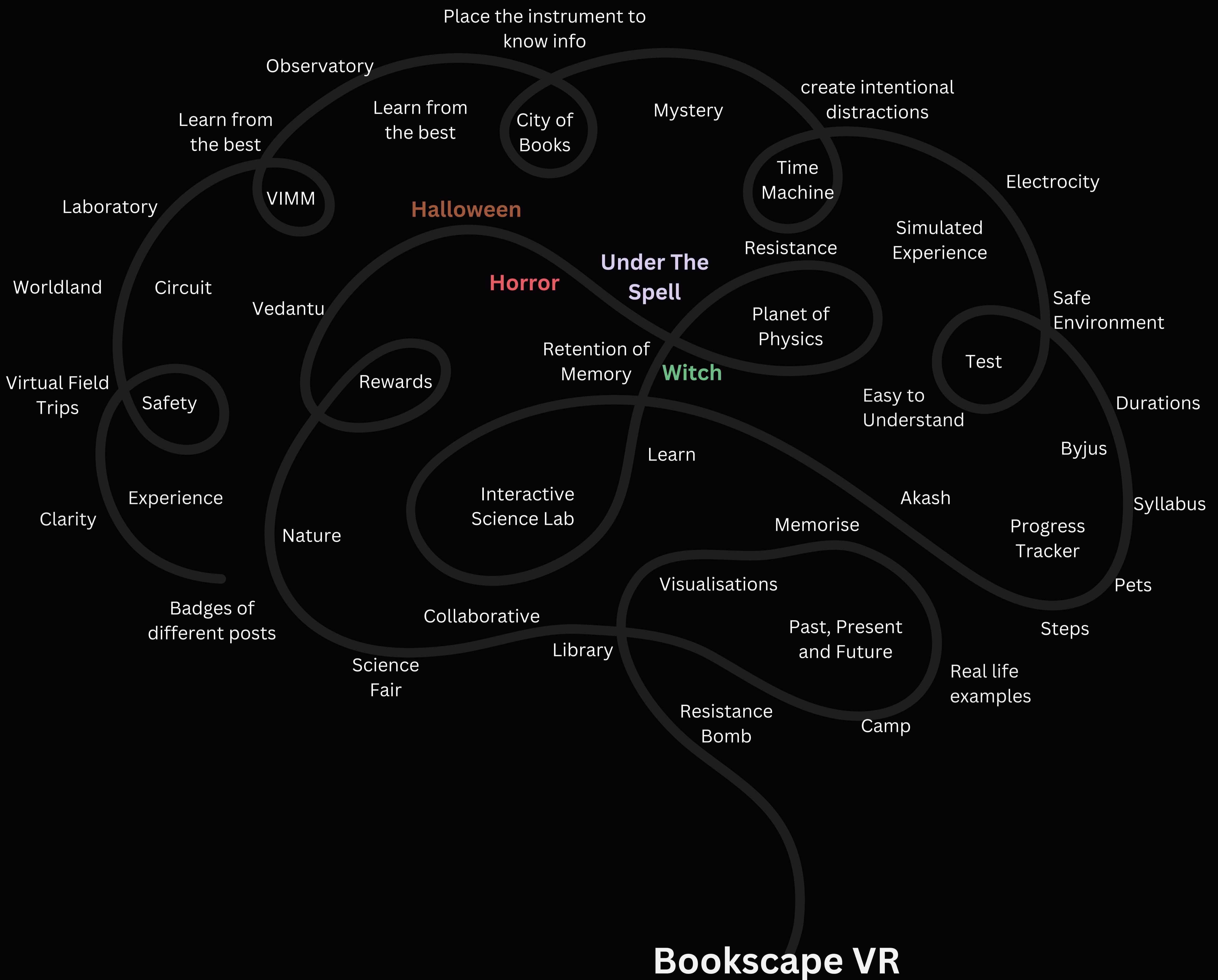


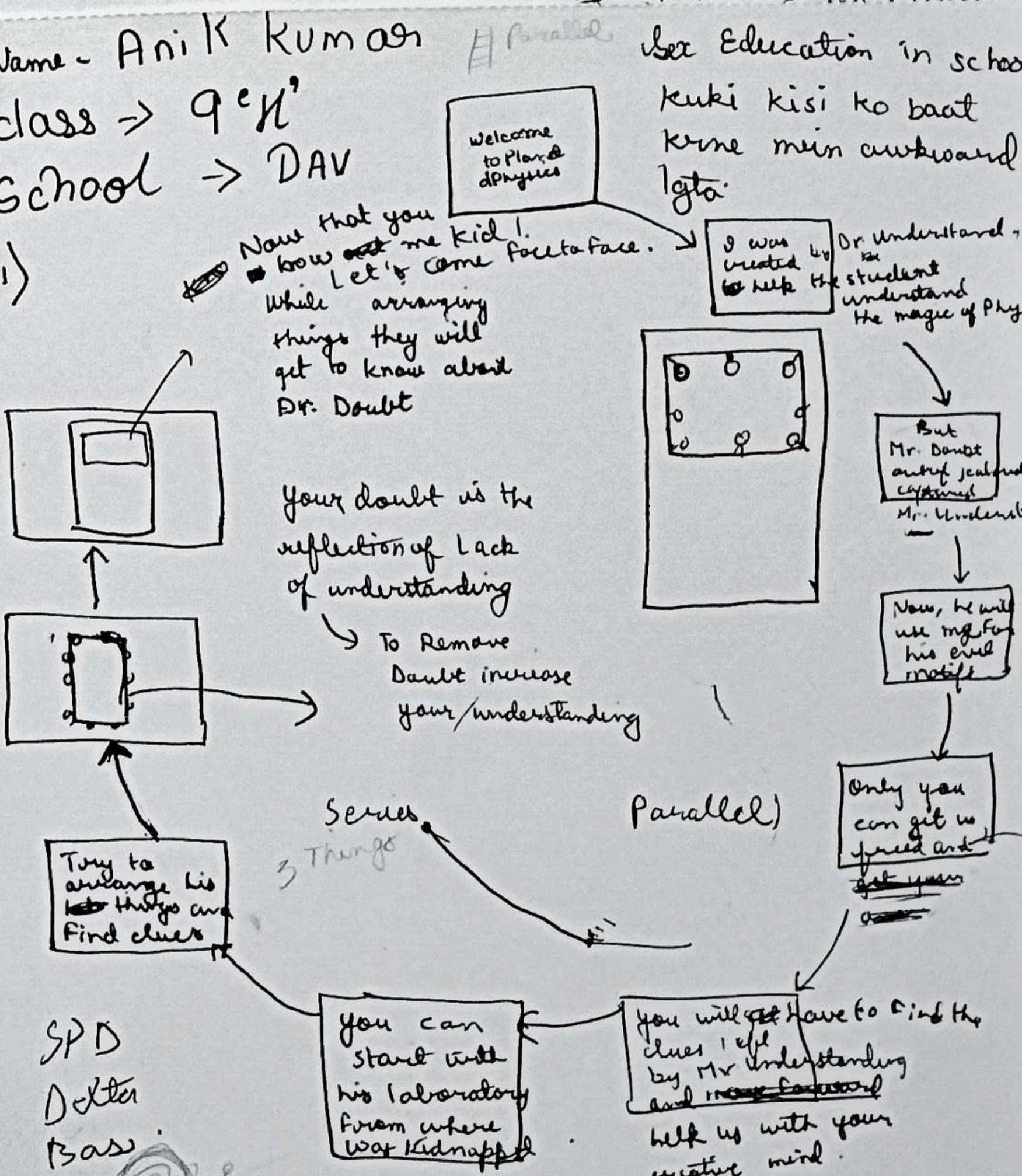
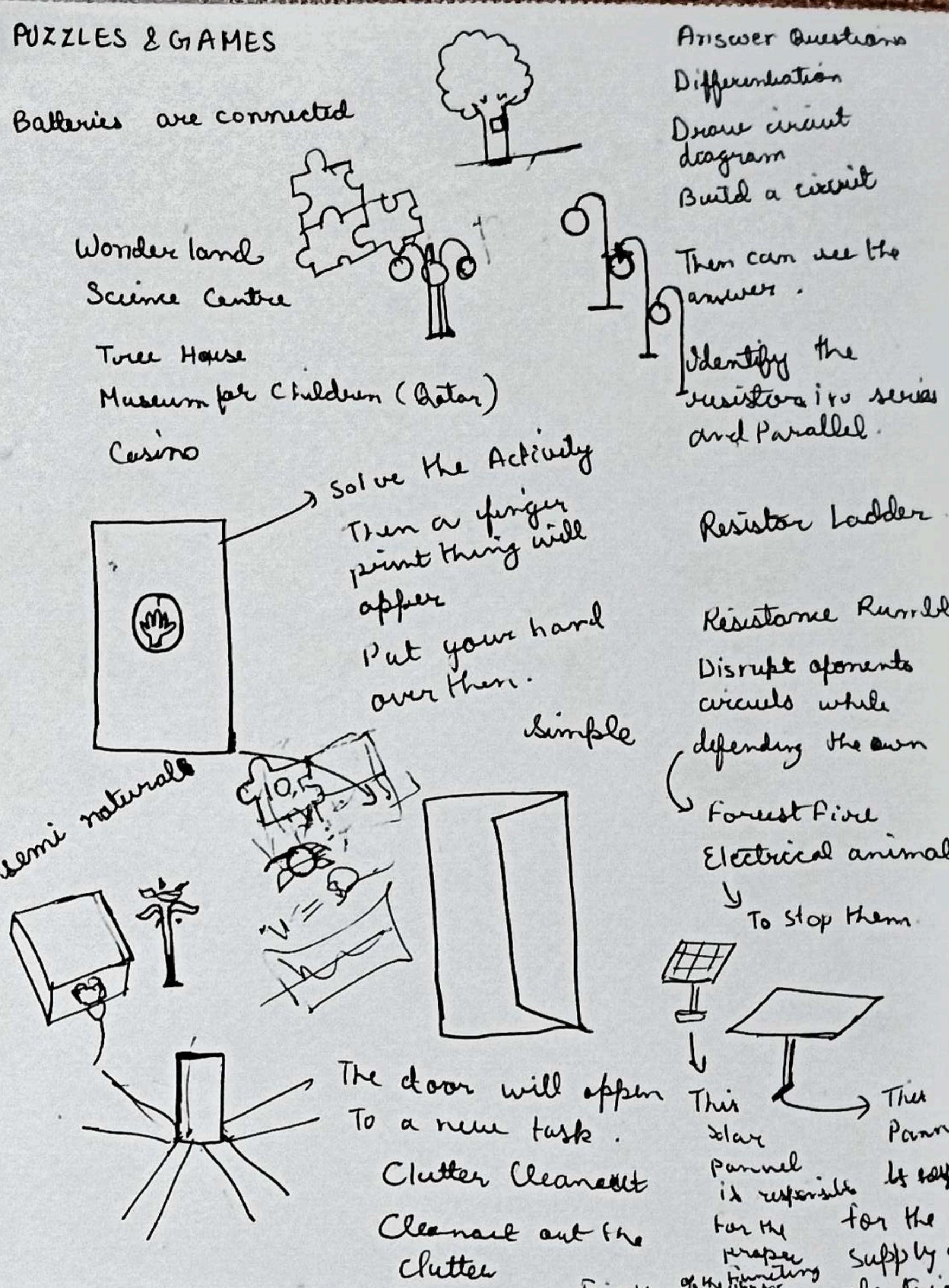
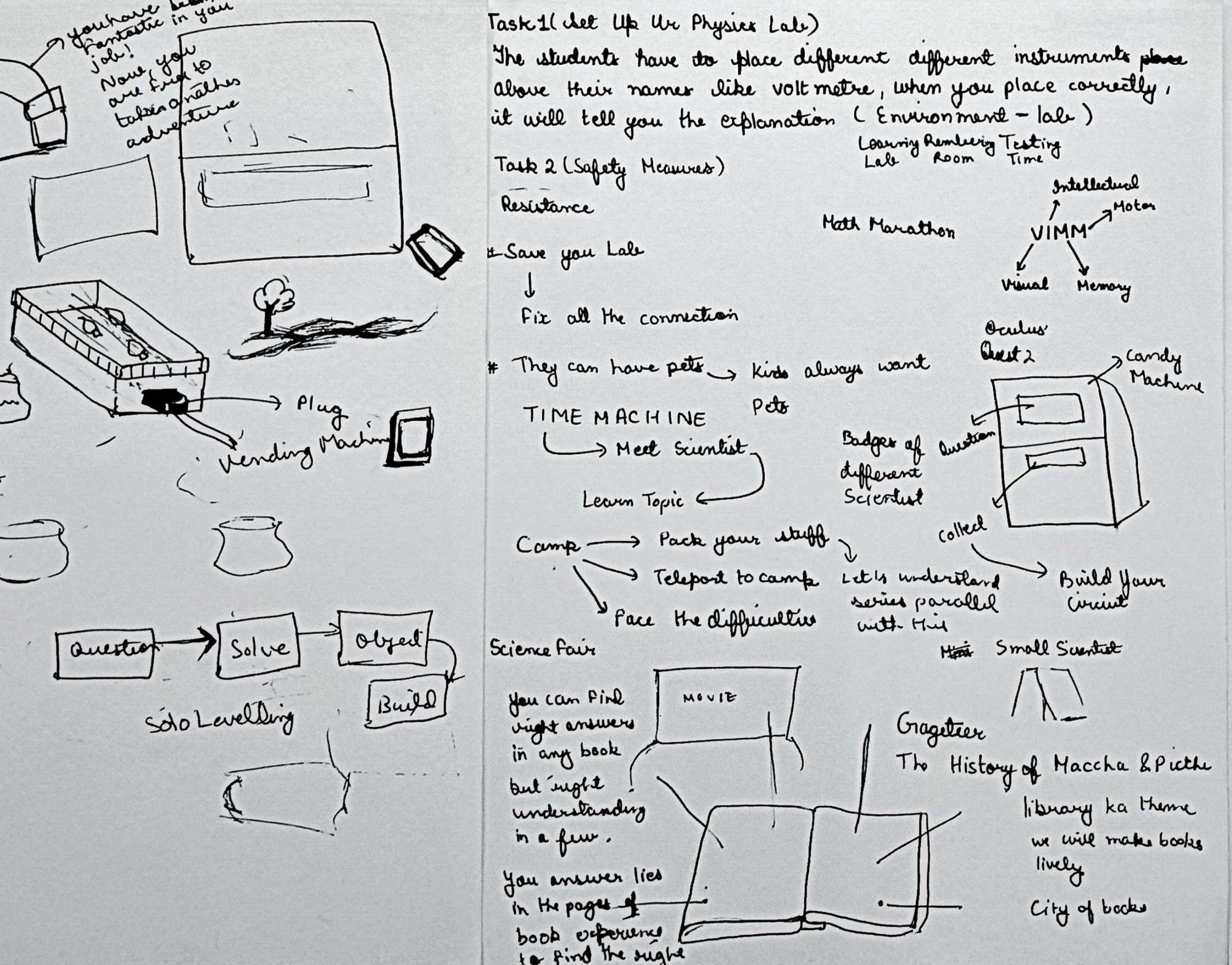
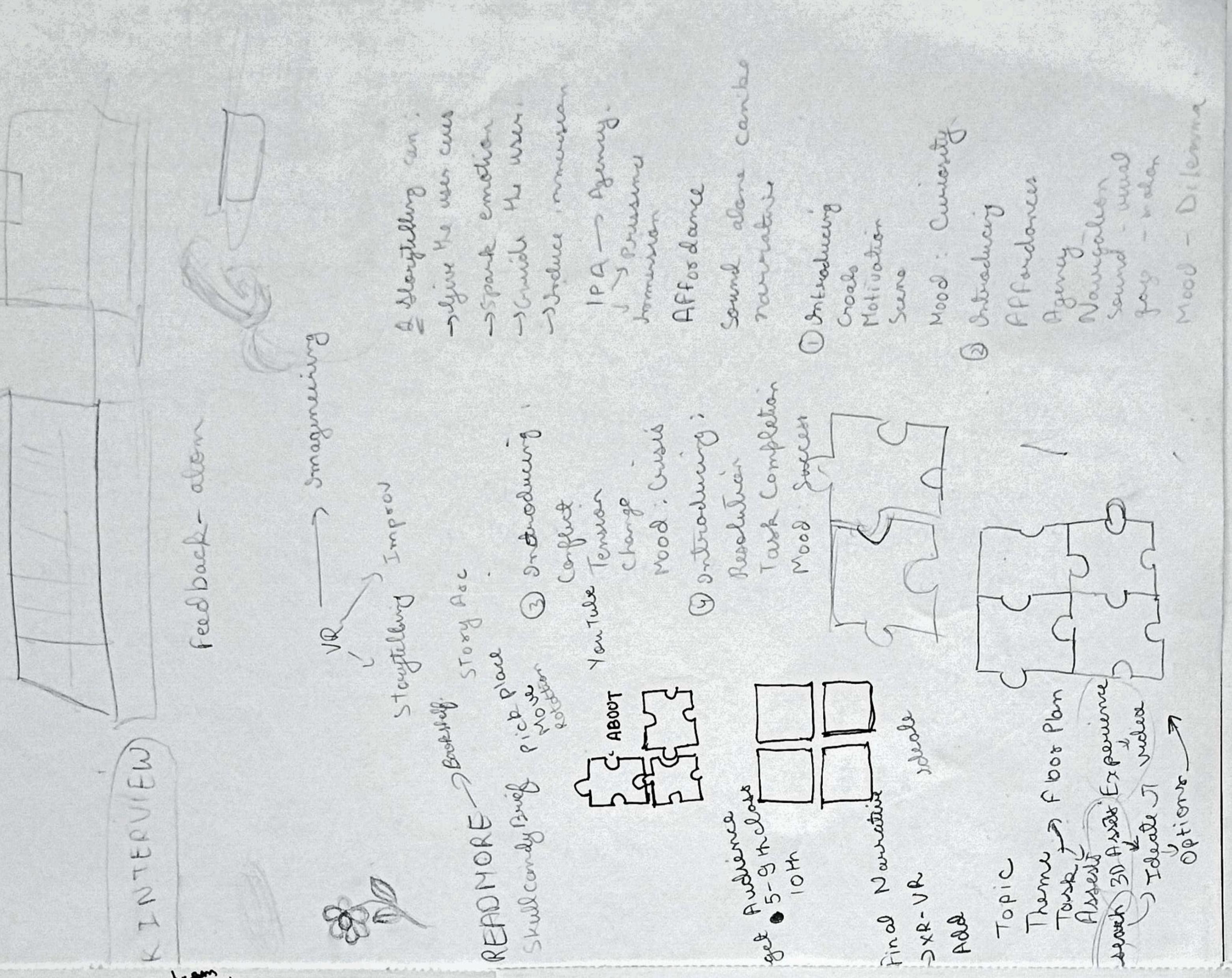
Interviews.

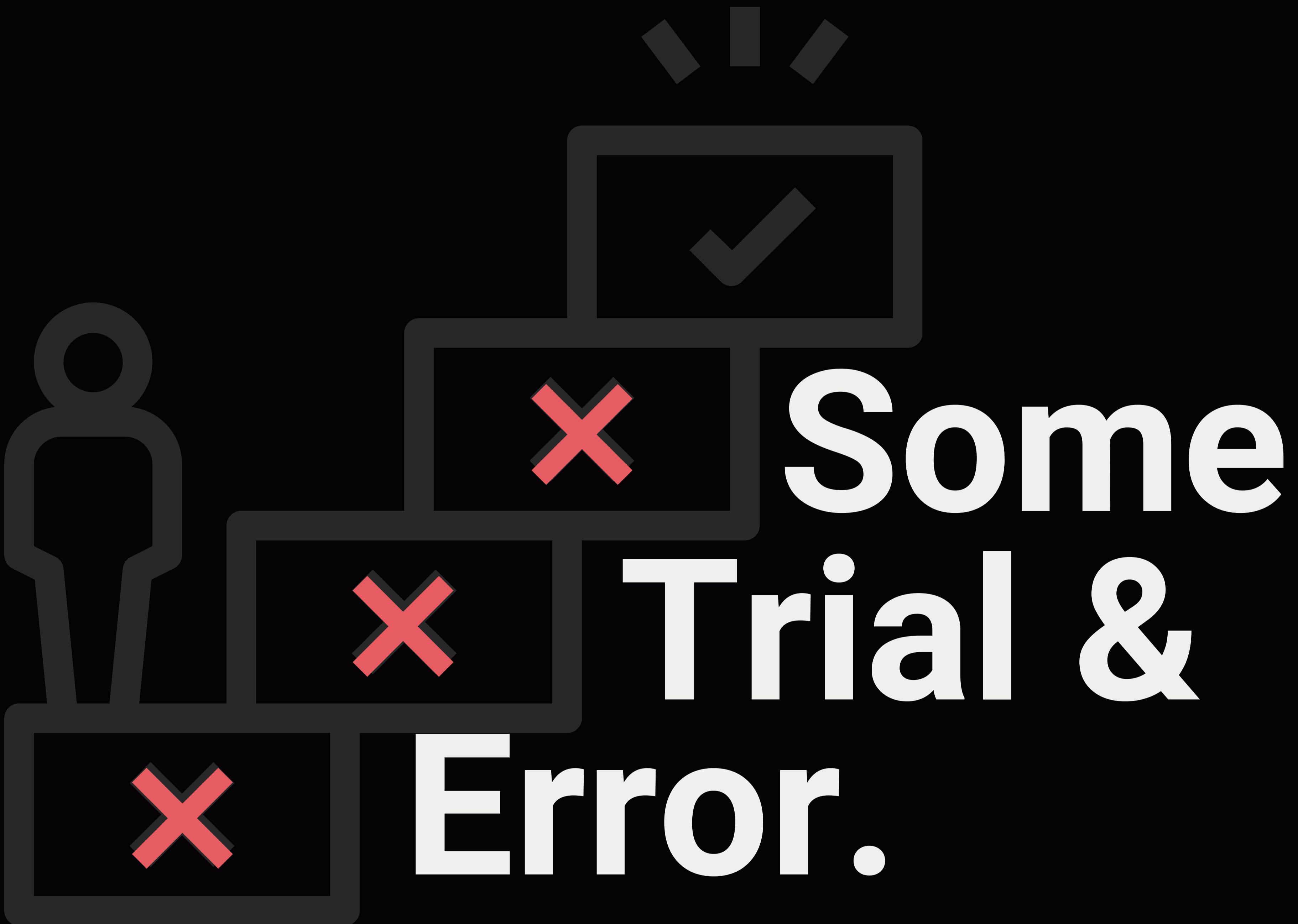
Analysis of Interviews.



Brainstorming.

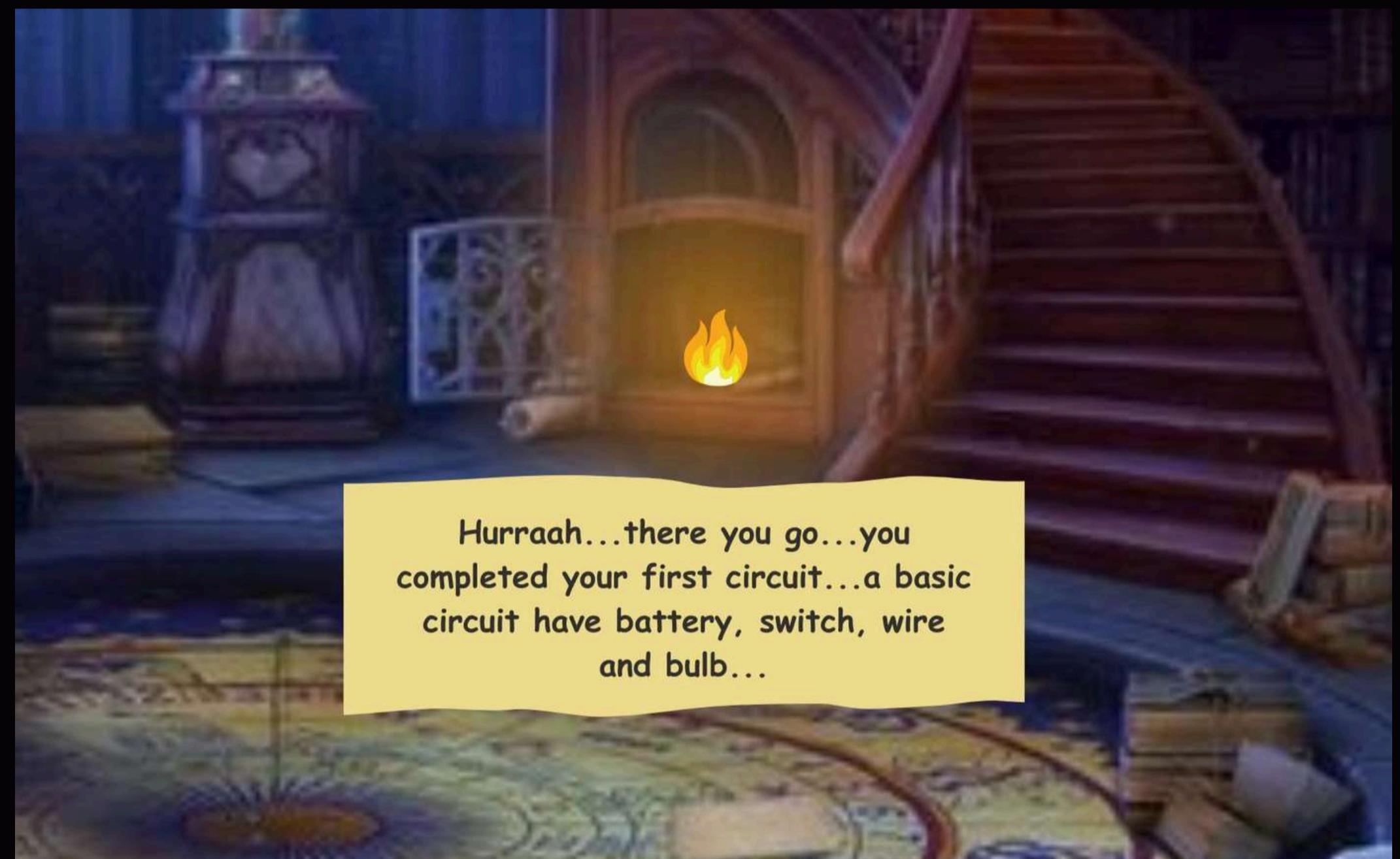








Trial 1.



Scene: Observatory

In a realm of knowledge, two physicists clash: Mr. Understanding, creator of a virtual physics planet, and Mr. Doubt, envious and power-hungry. When Mr. Understanding is kidnapped, students journey to his planet, solving physics puzzles to rescue him. Battling Mr. Doubt's traps, they uncover clues, free Mr. Understanding, and restore balance to the realm. Through bravery and learning, they defeat ignorance and tyranny, returning home as heroes of education.

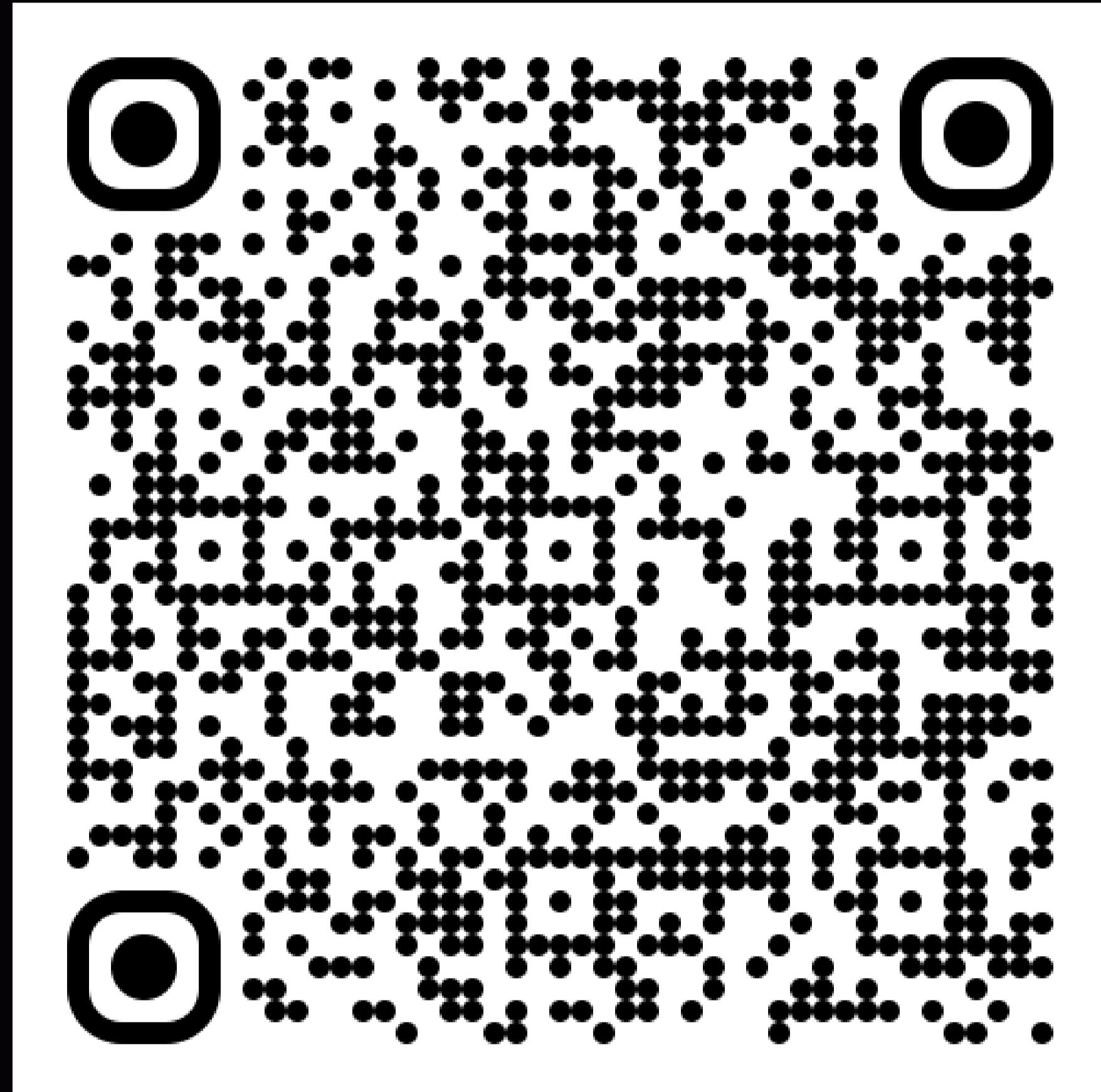
Planet of Physics.

The Physics Camp.

“THE PHYSICS CAMP” is an immersive VR educational game that takes players on an outdoor expedition through electrifying landscapes while exploring the concepts of series and parallel resistance.



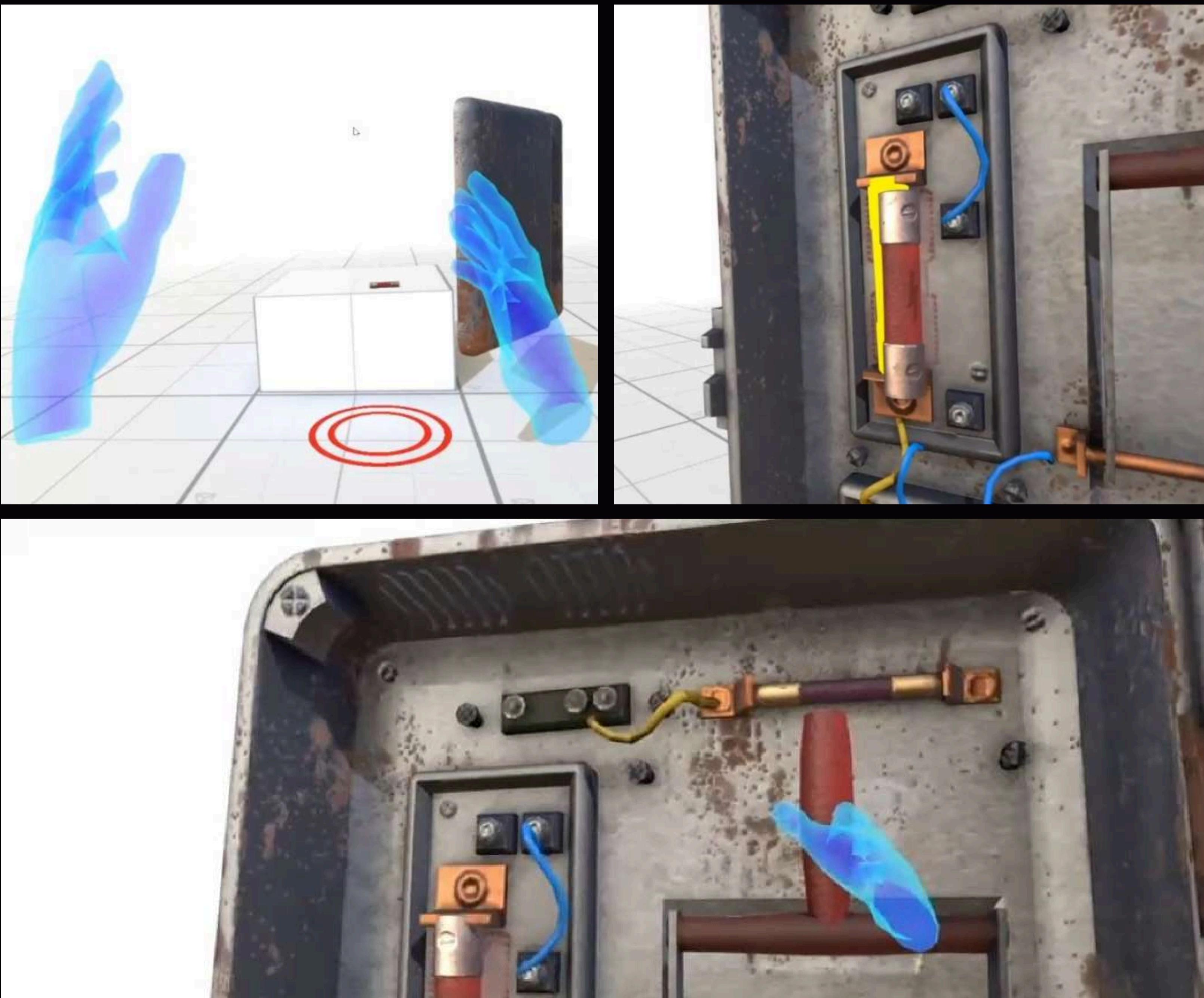
**“SCAN TO
EXPERIENCE”**



Trial 2.

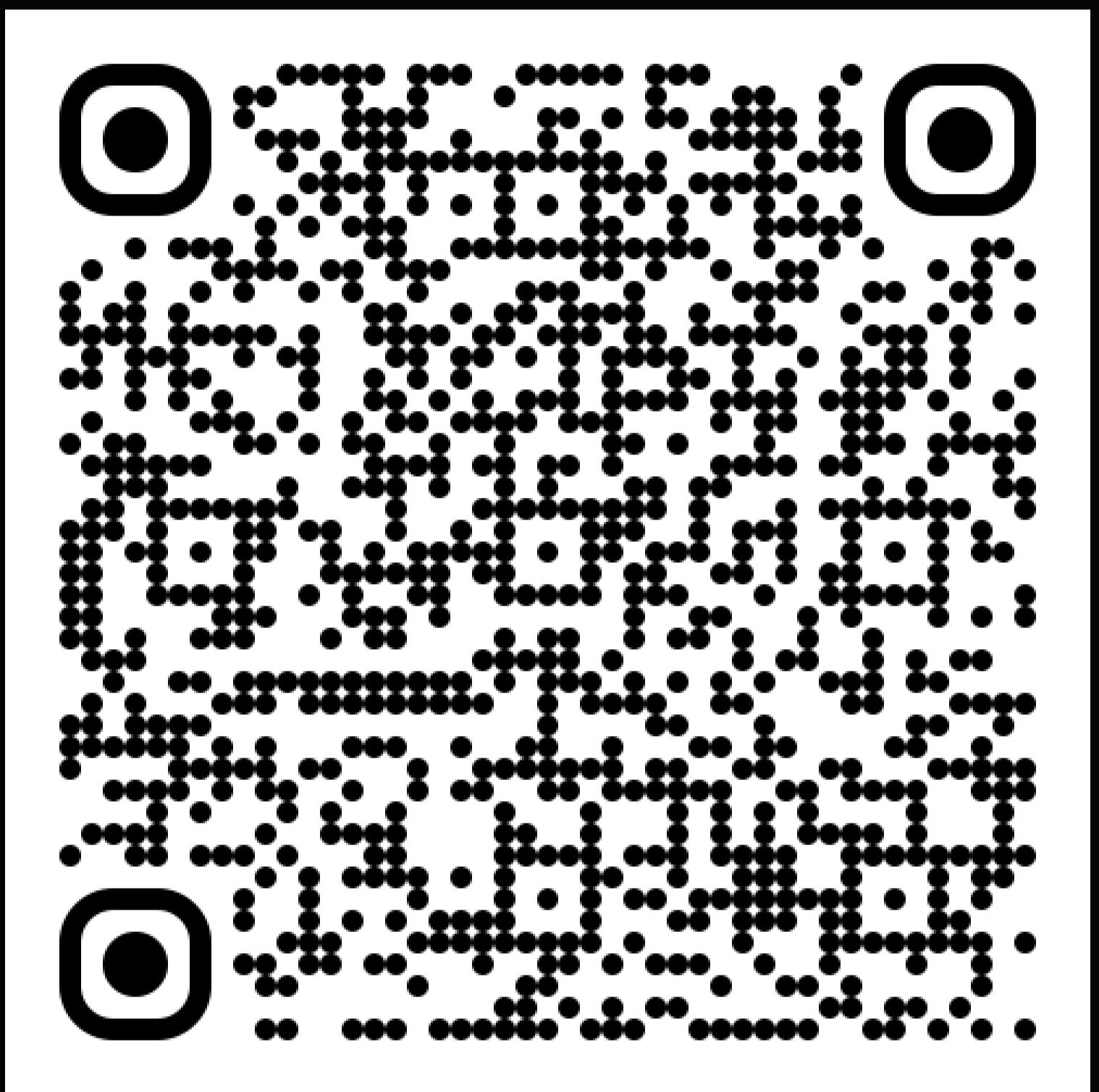


Trial 3.



Scene: Circuit Box

“Sought Circuit” is a VR stimulated environment of fixing and understanding the use of an electric circuit.



**“SCAN TO
EXPERIENCE”**

**Sought
Cuiircuit.**

Under the Spell.

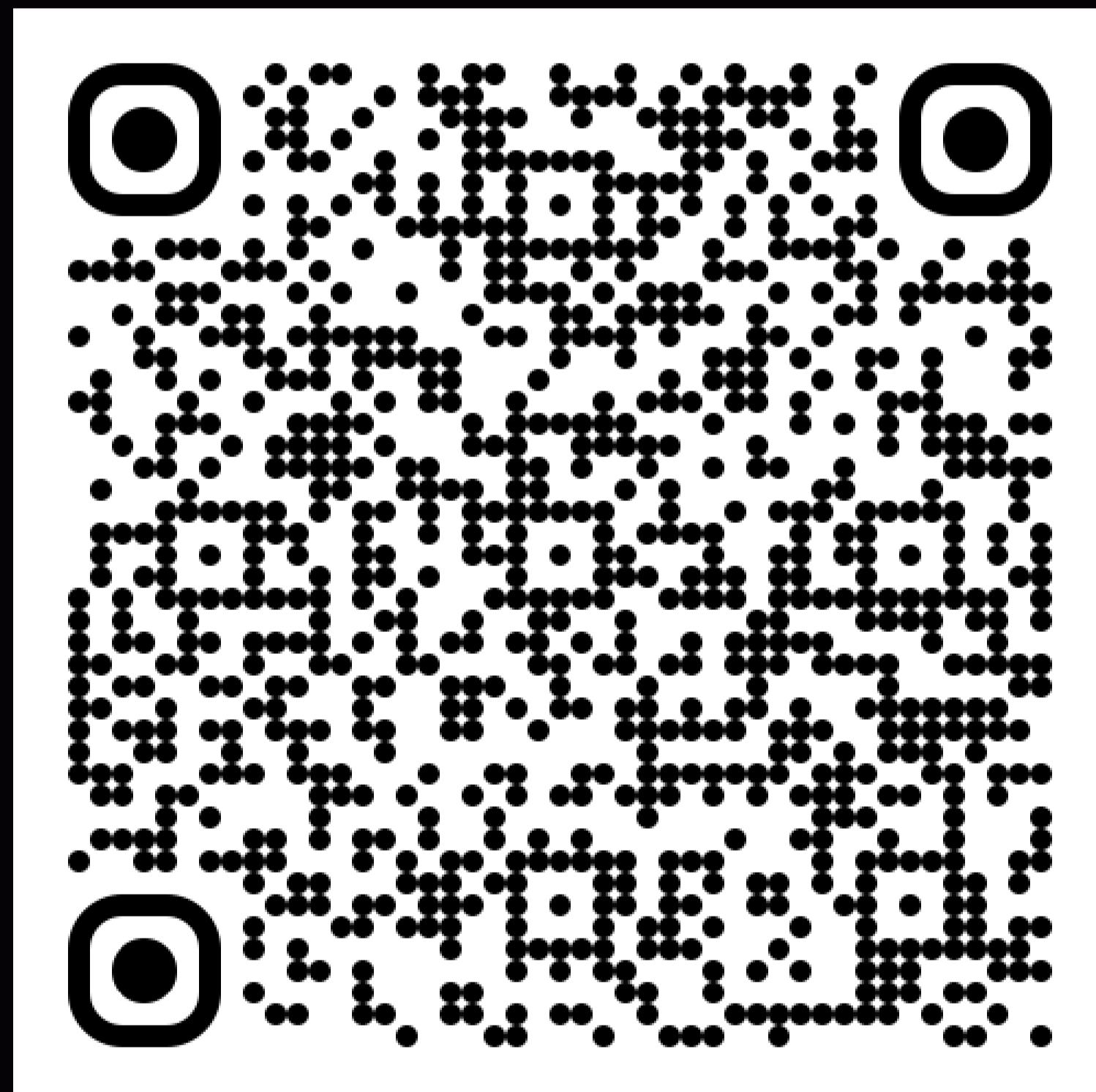
Theme: Halloween

In the VR game “Under the Spell”, players step into the shoes of young chemists tasked with protecting the vibrant city of Chemistry from the clutches of an evil witch. The witch, desperate for power and control, has cast a mysterious spell over the city, causing chaos and confusion.

“Under the Spell” is not just a game—it’s an educational journey that challenges players to think critically, solve problems, and learn about the fascinating world of chemistry in a fun and engaging way. Are you ready to step up and become a guardian of Chemistry?



**“SCAN TO
EXPERIENCE”**



Final.

M E
M O



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Thank You.

For all the small & big help I received