

# DATOX

Where Smart Learning Meets Fun

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# Problem Statement

Students often face difficulties in understanding complex subjects due to outdated teaching methods. Traditional textbooks and teacher-led instruction fail to capture their attention, leaving gaps in learning and poor retention



# Solution

1

An AI-powered app designed to make learning interactive, engaging, and accessible.

2

Features include personalized explanations of each page of ch in detailed but in short form with relatable examples gen-z examples, VR simulations, and relatable examples for better understanding. also explanation

3

Focuses on improving retention and mastering complex subjects for grades 1-12.

trying to make students theoretical imagination into reality to understand complex subject (bio,chem,history,english etc)much better



## Key Features

**AI-driven Explanations:**  
Simplifies complex concepts with personalized, easy-to-understand language.

with Gen-Z examples or daily relatable examples

**"VR-based Simulations:**  
Turning theoretical concepts into reality through immersive visualizations to enhance memory retention."

**Schools can see progress of their students as students will be having profile and schools having ids**

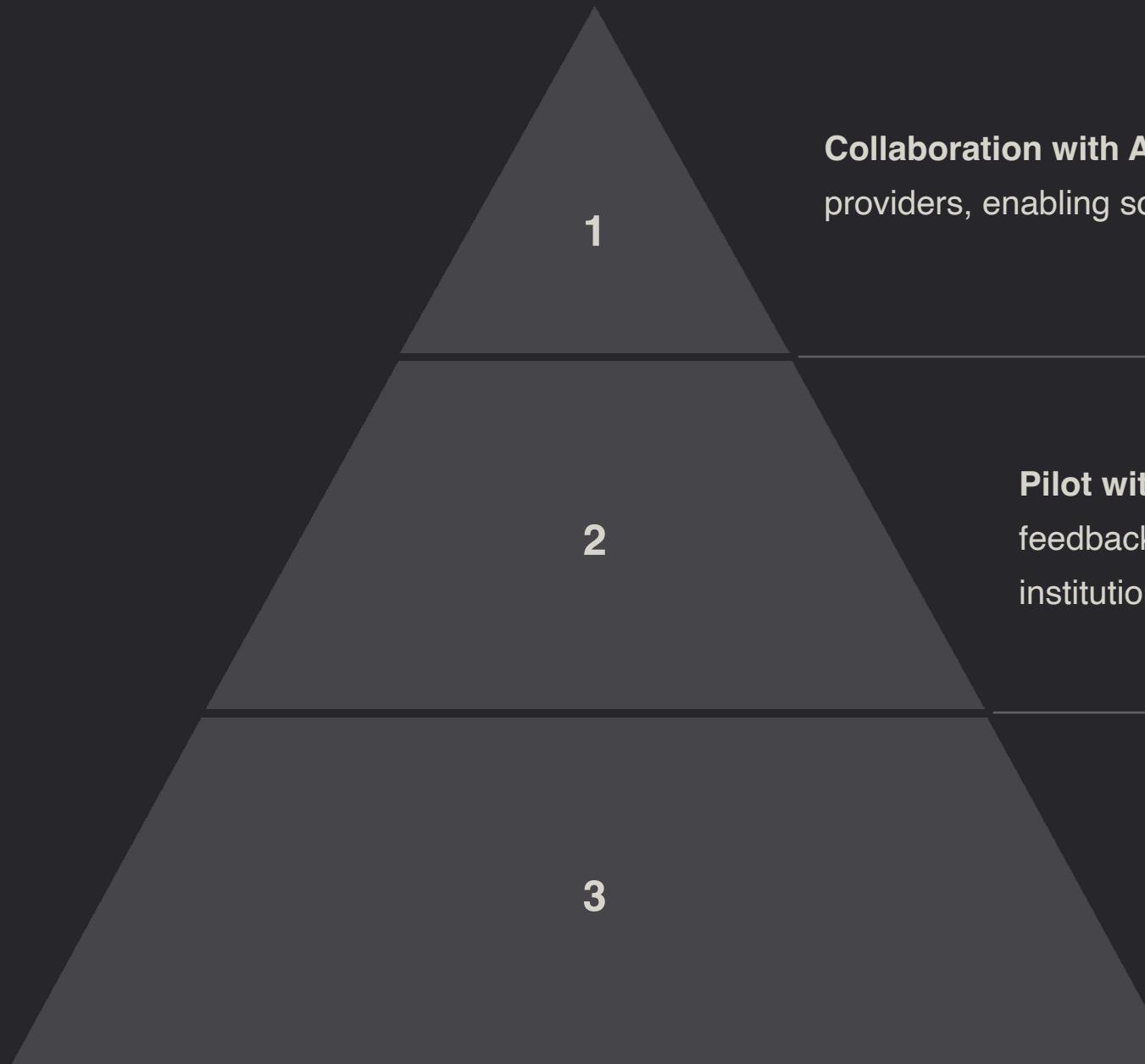
**Practice Questions:** Answers to textbook questions and auto-generated practice questions of each and every single page for preparation.with easy solution



# Benefits

1. Enhanced Conceptual Clarity: Simplifies complex subjects, making them easier to understand and visualize.
2. Skill-based Learning: Focuses on understanding and applying concepts, eliminating the need for rote memorization
3. Long-term Retention: VR simulations and personalized explanations improve memory retention and deeper learning.

# Implementation



**Collaboration with Affordable AR/VR Brands:** Partnering with cost-effective AR/VR hardware providers, enabling schools and boards to purchase devices at a low price.

**Pilot with Own School:** Launching the app initially within our school to gather feedback, test its effectiveness, and refine features before expanding to other institutions.

**Partnership with Education Boards:** Collaborating with educational boards to integrate the app into their curriculum, with the option for schools to buy AR/VR devices from our partners at very discounted rates.

# Competition in the Education Field

- **Traditional Education:** Textbooks and lectures lack engagement and interactivity.
- **EdTech Platforms (e.g., Khan Academy, Coursera):** Provide videos and quizzes, but lack immersive AR/VR and AI-driven personalization.
- **Immersive Tools (e.g., Labster, zSpace):** Offer AR/VR, but are expensive and limited to specific subjects.

**Thank you**