

3D & AUGMENTED REALITY SYSTEM

SATORI

# Training & Education

# About



Department of Mechanical Engineering  
Indian Institute of Technology Madras

POWERED BY



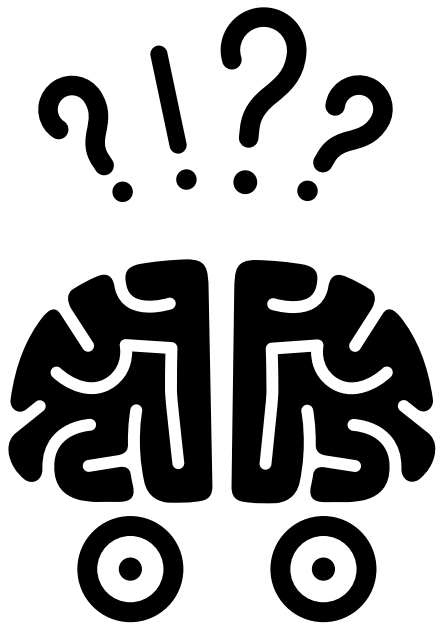
VRmech Engine

- Satori training and education apps allow students and trainees to visualise difficult concepts and directly improve cognitive outcomes.
- The apps have been demonstrated to improve understanding and extend attention spans in a classroom environment as well

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S A T O R I

# Needs & Challenges?



Created by Cédric Villain from the Noun Project

## Students overwhelmed

- Information Overload
- Received over a short period of time

## Disengagement during teaching

- Teacher not engaging
- Teaching methods are focused on providing facts
- Boredom

## Disengagement post teaching.

- No motivation after class
- Poor retention and recall
- No follow up

## Learning vs. doing

- Practice vs reading
- fear of failing

## Visualization

- Invisible phenomena
- Hard to explain phenomena

## Lab equipment

- Availability
- Capital cost
- Operating cost
- Student usage Risk



## Media

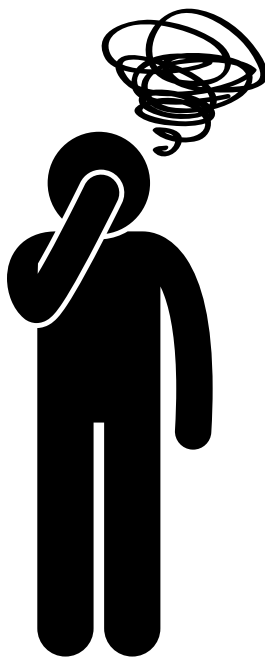
- Trend towards digital media
- Decline in printed material
- Need to compete with multiple students

## Student behavior

- Low attention span
- Data overload
- Not easily impressed
- Access to distracting data

## Employment selection process

- Regurgitation bias
- Changing now



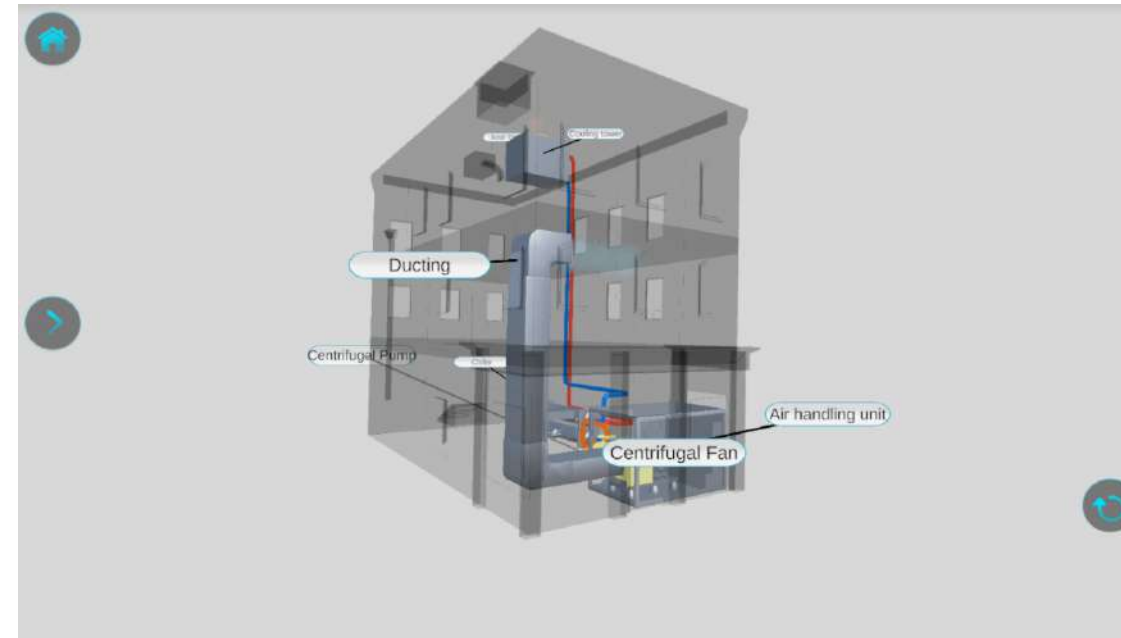
Created by Gan Khon Lay from the Noun Project

# Students



Created by Wilson Joseph  
from the Noun Project

For Students



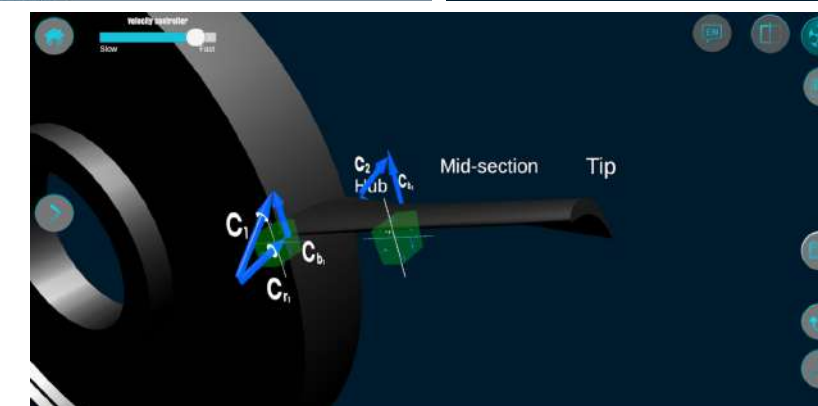
- Immersive - Unlike textbooks - Dynamic - Animated
- Engaging - Interactive - Story telling
- Encapsulated
- Personalised - Student decides on POV
- Flexible learning environment
- Home/Class Simulated environments
- Acquire information visually
- See objects in context



Created by Wilson Joseph  
from the Noun Project

For Students

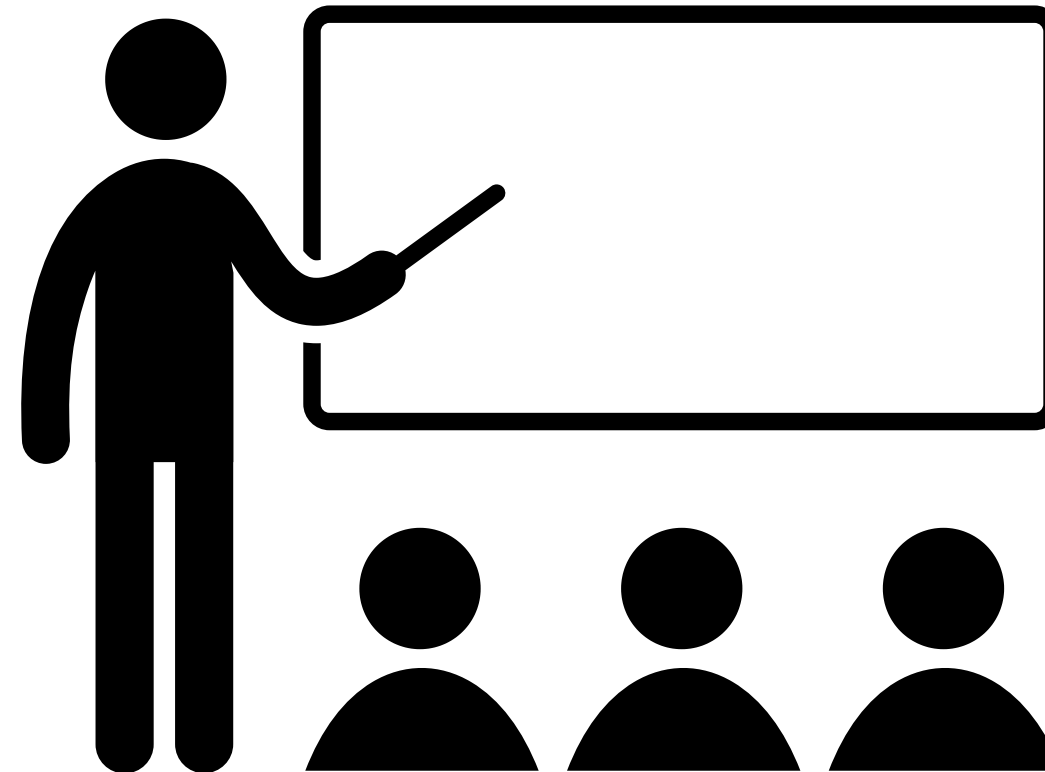
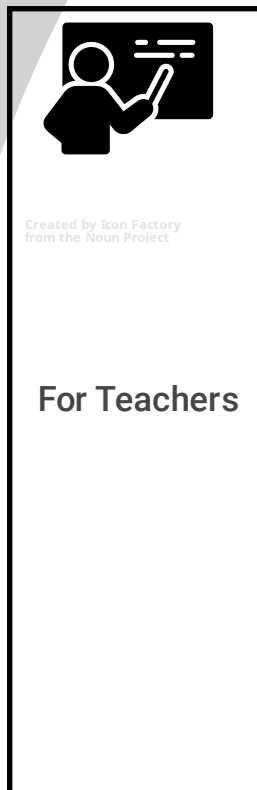
- Interact - Explore and manipulate them
- Examine case studies interactively.
- Enhanced creative thinking
- Fewer distractions
- Retention of knowledge and expertise
- Increased pace of learning
- Deeper learning through interactivity
- Gamified motivation



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# Teachers & Institution



## Attentive students

- Interactive demonstrations
- Attention grabbing

## Dramatic impact

- Engrossing visuals
- 3D visuals
- Point of View

## Effective teaching

- Consistency of the message
- The software leads the teacher

## Very low setup effort and time



## Put the student first

- Improved Learning outcomes
- Personalised content
- Student driven consumption

## Ensure Quality

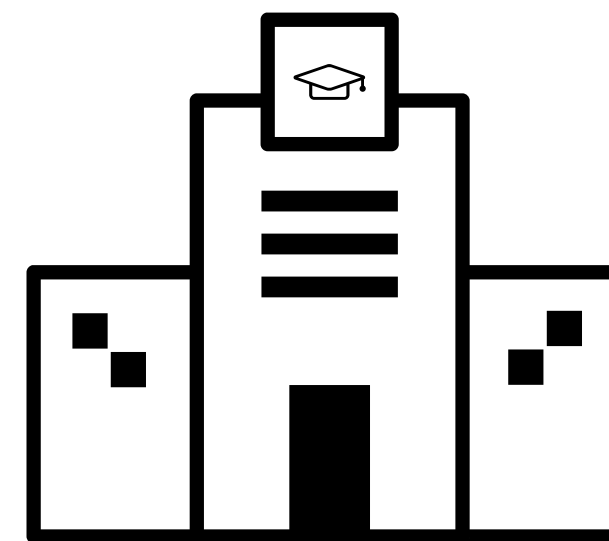
- Consistent training delivery
- Experiential learning

## Improve productivity

- Reduce setup effort and time
- Easily distributable
- Cost effective solutions possible

## Raise the profile

- High tech
- Technology leadership
- Modern Pedagogy



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