Problem Statement

Education in today’s world is rapidly evolving, yet many students still find learning rigid, or disconnected from reality. Traditional classrooms are powerful but can often struggle to maintain attention and deliver deeply interactive experiences. Online classes solve accessibility but often feel impersonal and lack engagement. We believe learning should be exciting and immersive not just about textbooks or screens, but about interaction, curiosity, and real-world connection. That’s why we created a solution that doesn't replace traditional education—it enhances it with AI and immersive technology, making every lesson more engaging, memorable, and fun.

Target Audience & Context

Our project is built for students, teachers, and institutions around the globe who want to make education more exciting and effective. From rural schools with limited resources to advanced urban classrooms, our platform fits into existing systems and enriches them. Whether you’re a high-school student struggling to visualize a concept, or a teacher looking to make your lessons more dynamic, our solution adapts to you. It’s especially useful in post-pandemic hybrid settings, where maintaining engagement and interaction is more important than ever.

Use of Generative AI

Generative AI plays a key role in bringing our vision to life. It powers voice-based 3D tutors who can explain complex topics, answer questions, and even generate visuals to support understanding. On the website, a student can type a topic like 'photosynthesis' and can see an image generated and can get a verbal explanation with written explanation . On Android, students interact with AR models while AI guides them through the concept. In our VR classroom, a 3D AI tracks attendance, schedules, and previous sessions—like a smart classroom manager. In our Interview Simulator, AI asks relevant questions based on the job profile and gives feedback—just like a human interviewer would. We use ElevenLabs for realistic voices, Google Cloud and Hugging Face for data, and Gemmini for intelligent processing.

Solution Framework

Our system is built across three platforms:
Web Platform: Students can chat with a 3D AI tutor (text or voice), generate custom images with prompts like 'Structure of an atom', and get explanations . It’s like having a personalized AI assistant for every subject.
Android App with AR: Students scan printed materials or trigger AR models to bring concepts into their real-world space. A smart AI guide explains them using both voice and text.
Virtual Reality (VR): We’ve created a 3D classroom where students and teachers can log in and hold live sessions. A built-in 3D AI keeps track of schedules, marks attendance, and provides session summaries. Our Interview Simulator helps users prepare for jobs by creating mock interviews with dynamic AI-driven questioning and evaluation.
All 3D elements are created in Blender, the experiences are powered through Unity, and AI logic connects seamlessly via cloud-based APIs.

Feasibility & Execution

Everything shown in our video is real—we’ve developed and tested in 2 platform whereas the third platform is in developing . We used Blender for modeling, Unity for AR/VR logic, Google Cloud and Hugging Face for backend support, and ElevenLabs for voice synthesis. All three platforms sync data through cloud APIs to maintain a consistent experience.

Scalability & Impact

Our approach is scalable across schools, edtech startups, universities, and even corporate training. Institutions can customize the curriculum, integrate local languages, and adapt the content for different age groups. Our tools are built to run on mid-range devices, making them accessible to a wider audience. With Generative AI at the core, we believe this can reshape the way millions experience learning.

Conclusion

At Augmentors Creators, we’re making learning exciting. We’ve combined AI, AR, and VR to help people see, hear, and feel knowledge—not just memorize it. We believe this is the next step in education.