# SAND BOX

The all-inclusive virtual platform for students and professionals.

THEME: AR/VR

# PROBLEM

## PROBLEM STATEMENT

- Killing curiosity in students for lab practical learning.
- Professionals don't have a safe place to practice.
- Expensive lab equipment.

# SOLUTION

- A virtual platform that anyone can access for their practical knowledge.
- A self- laboratory which you can use 24*7.
- This will provide the practical hands-on knowledge that they desire.

# FEASIBILITY

- According to a study done by golden sachs just last year, they estimated that the VR market will be worth about 20.46 $.

- There is a great need of such technology all around the world.

# TARGET MARKET

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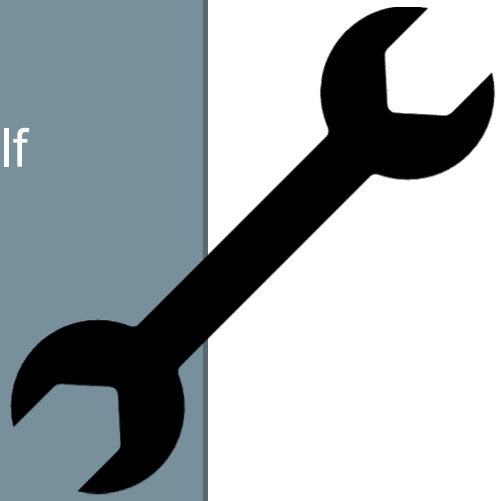
Primarily
students suffering from a lack of hands-on experience and are keen to learn, and professionals who are required to risk their lives every single day.

# WHAT MAKES US UNIQUE?

- Our platform offers a wide range of topics and modules.
- We provide our platform on a subscription basis which none of our competitors followed.
- Tie up with VR headset manufacturers to provide them at a subsidized rate bundled with our software.

## Technology stack

- We are using Unity Engine for making our virtual self laboratory.
- Different libraries for our platform.
- We also used Google forms for market research.
- Data for different fields.



**Cost of Implementation**

Total Available Market (TAM)

Serviceable Available Market (SAM)

Serviceable Obtainable Market (SOM)

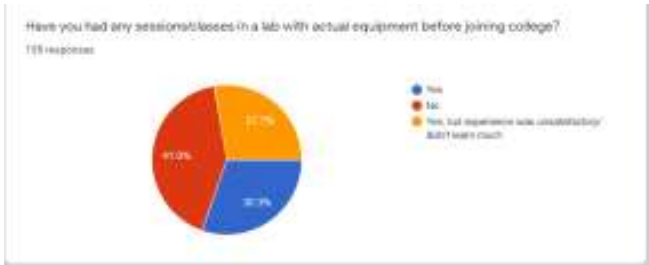
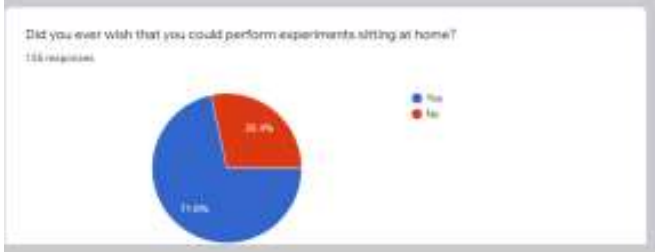
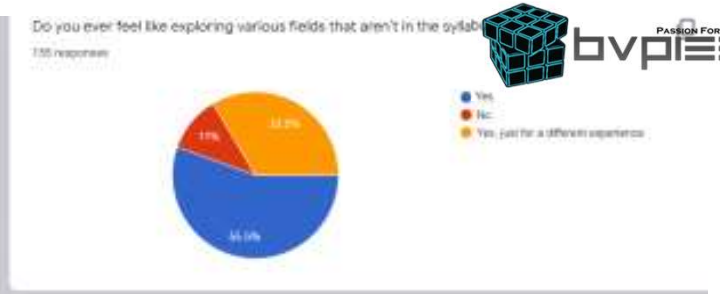
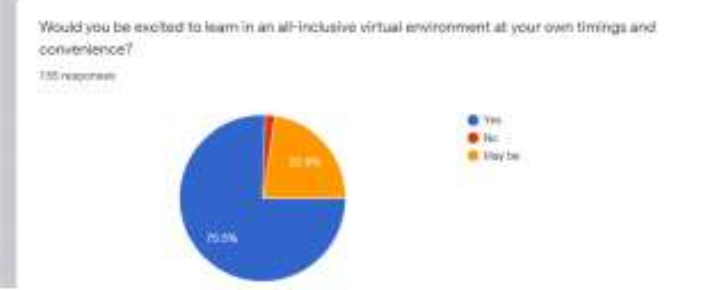
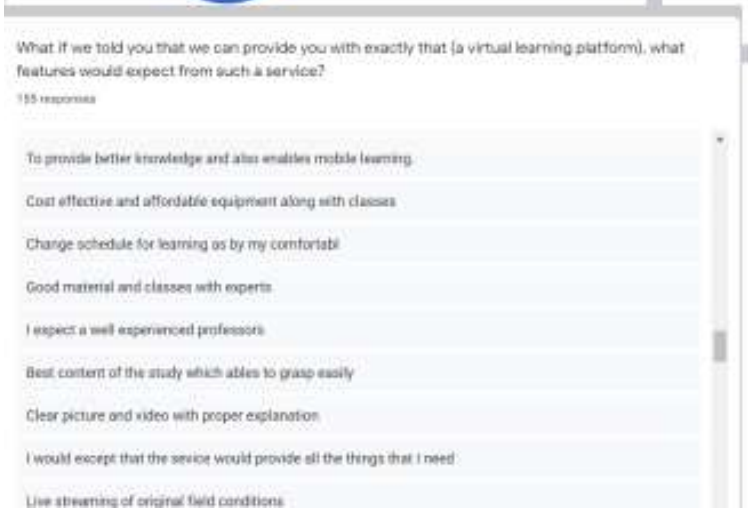
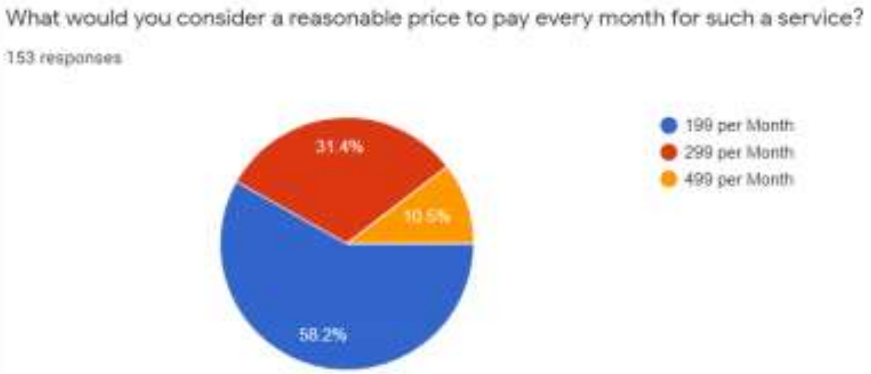
**CAC(Customer aquisition cost)= 80 rs Approx.**

**Revenue = 40.1 M/ annum**

**Gross profit = Revenue - variable cost**
**= 40 M**

# SIZE OF THE MARKET

# FUTURE GOALS

- We aspire to see our product being helpful to everyone from toddlers to professionals.
- We want  to become the face of the VR market and for SandBox to be a household name.

# MARKET RESEARCH ANALYSIS