SAND BOX

The all-inclusive virtual platform for students and professionals.

PROBLEM STATEMENT

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

PROBLEM

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

TARGET MARKET

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.
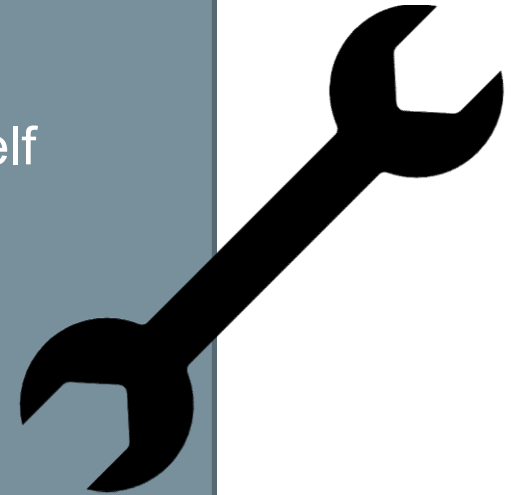
Cost of Implementation

260 M — Total Available Market (TAM)

150 M — Serviceable Available Market (SAM)

20.6 M — 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

Have you had any sessions/classes in a lab with actual equipment before joining college?

Did you ever wish that you could perform experiments sitting at home?

What if we told you that we can provide you with exactly that (a virtual learning platform), what features would expect from such a service?

- To provide better knowledge and also enables mobile learning.
- Cost effective and affordable equipment along with classes
- Change schedule for learning as by my comfortabl
- Good material and classes with experts
- I expect a well experienced professors
- Best content of the study which ables to grasp easily
- Clear picture and video with proper explanation
- I would except that the sevice would provide all the things that I need
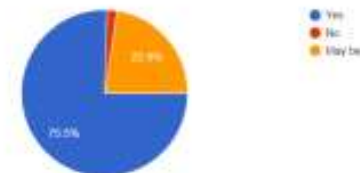- Live streaming of original field conditions

Do you ever feel like exploring various fields that aren't in the syllabus?
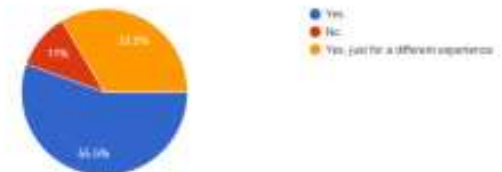
Would you be excited to learn in an all-inclusive virtual environment at your own timings and convenience?

What would you consider a reasonable price to pay every month for such a service?

153 responses

- 199 per Month
- 299 per Month
- 499 per Month

31.4%
10.5%
58.2%