

vRoom

Connect. Collaborate. Create.

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PROBLEM

Lack of social interaction in online education

02

PRODUCT

Virtual reality study space

03

MARKET

Students and Educators in remote and Hybrid learning environments

04

BUSINESS

Subscription model for institutions; freemium access for individuals



WHY?



Familiarity



Community



Collaboration



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COMPETITIVE ADVANTAGE



Existing

Enterprise level solutions for a wide audience

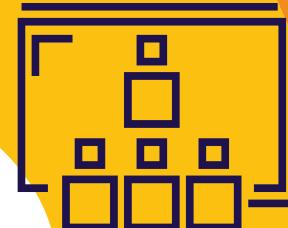


US

- Integration with existing uOttawa systems (Brightspace, uOzone, Ventus)
- Open-source

Traction

Collected responses from 45 uOttahack attendees

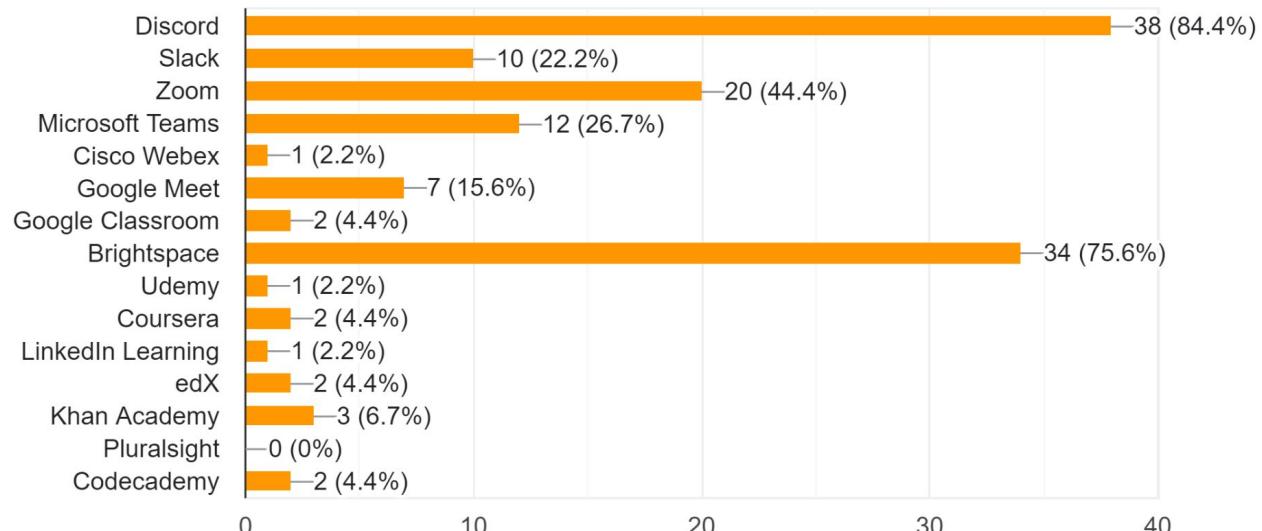


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What online learning and communication platforms do you use most frequently?

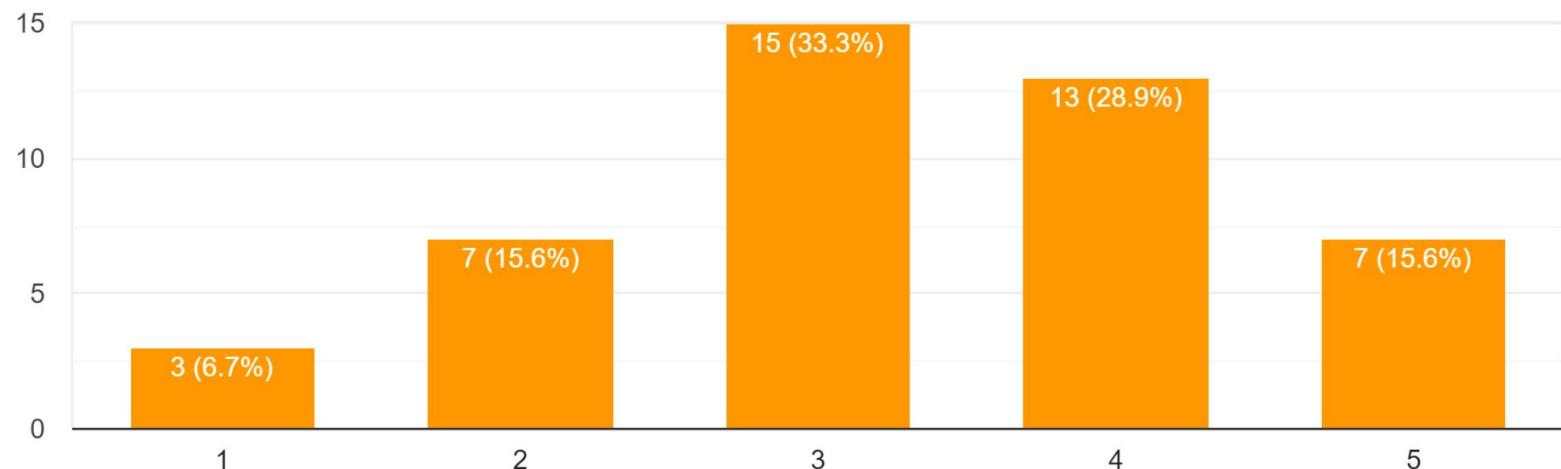
45 responses



- 75% use Brightspace, and 84% use Discord
- At least 20% use Slack, Zoom, and Microsoft Teams

How would you rate your overall experience with online learning platforms?

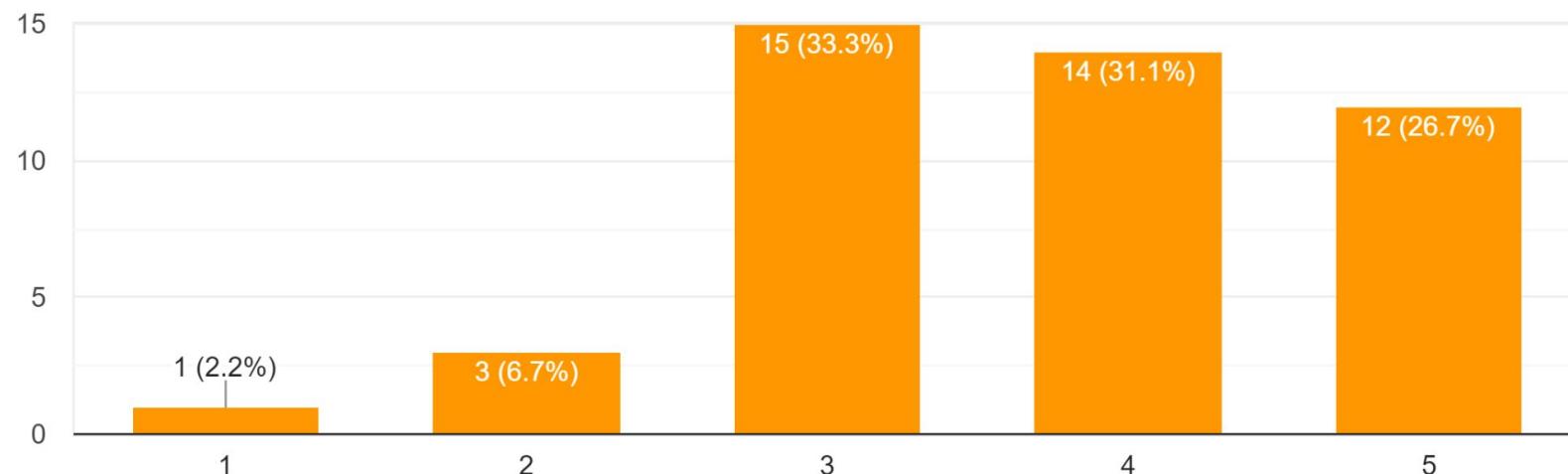
45 responses



Over 77.8% are satisfied

How would you rate your overall experience with online communication platforms?

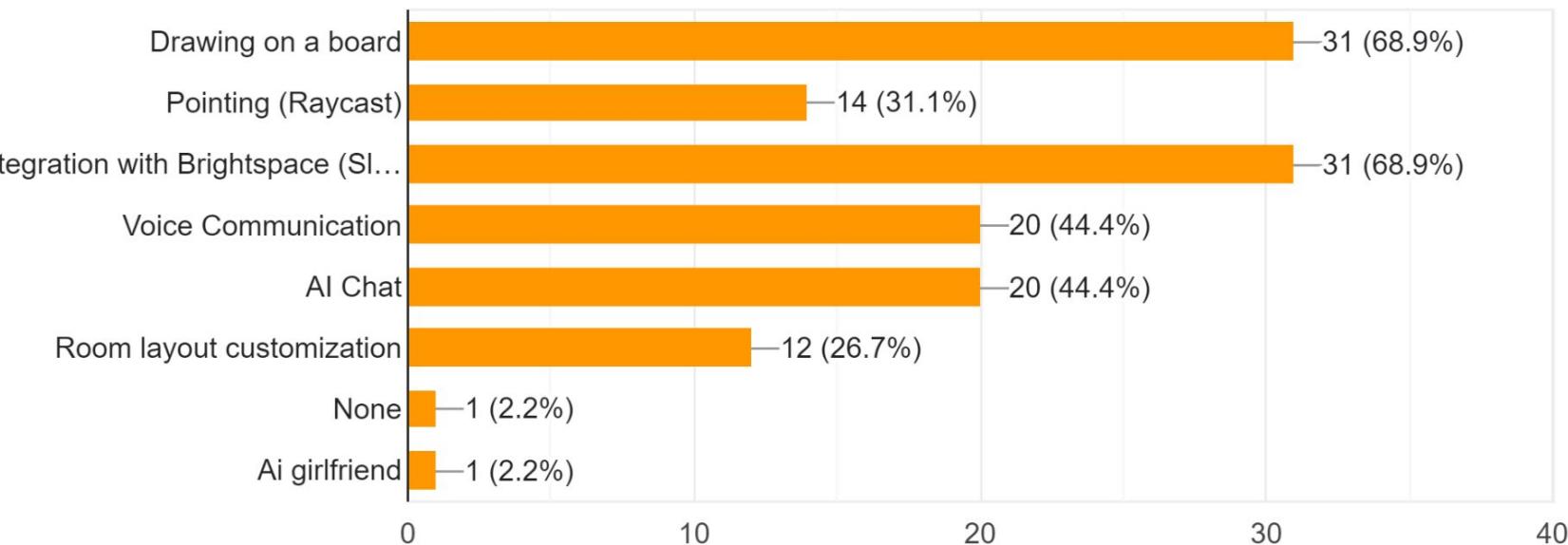
45 responses



Over 91.1% are satisfied

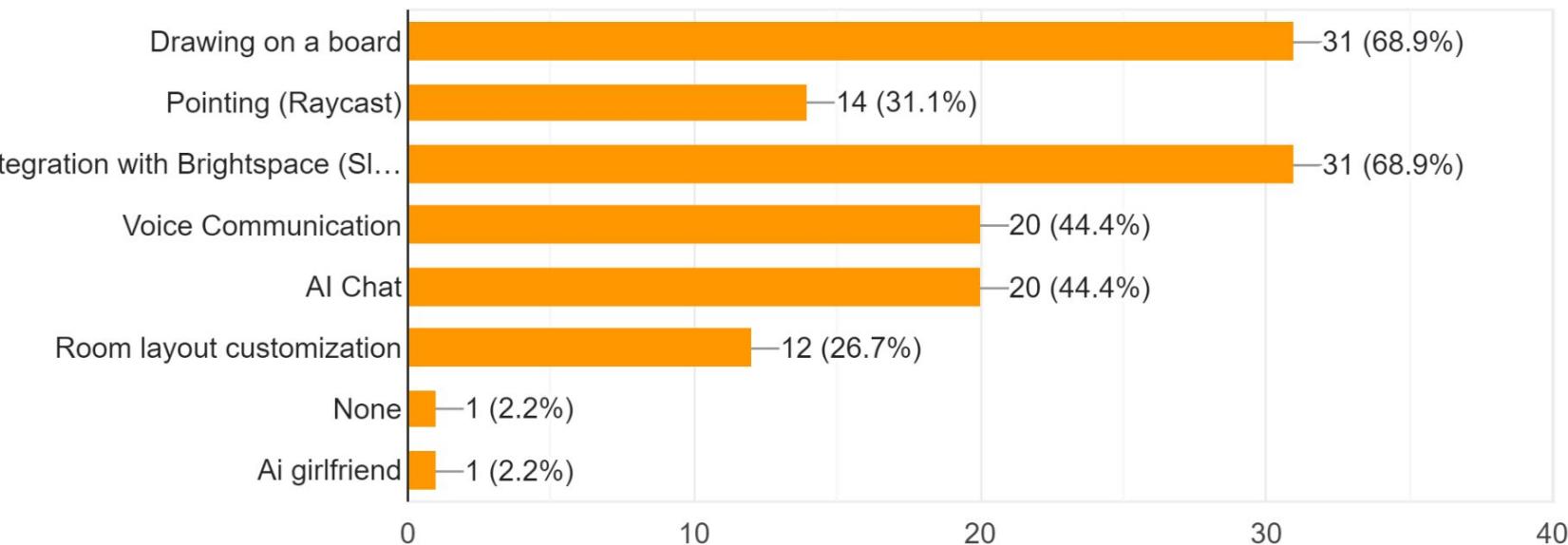
Which features do you find most appealing?

45 responses



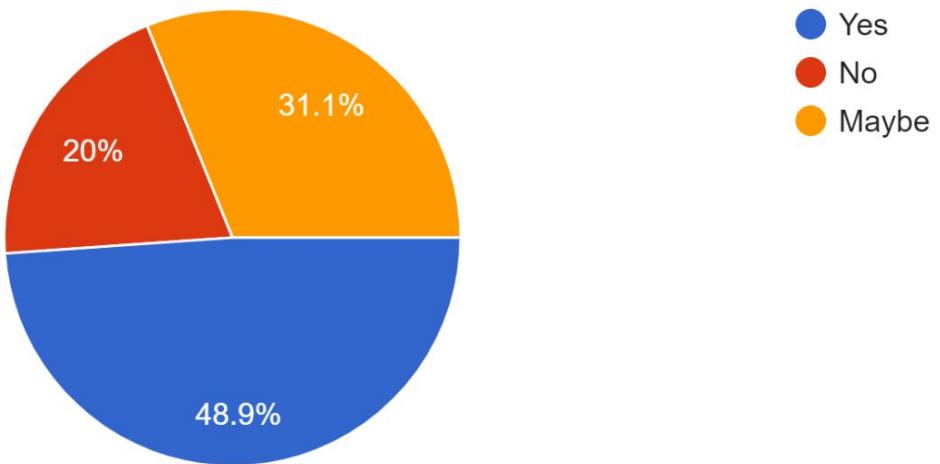
Which features do you find most appealing?

45 responses



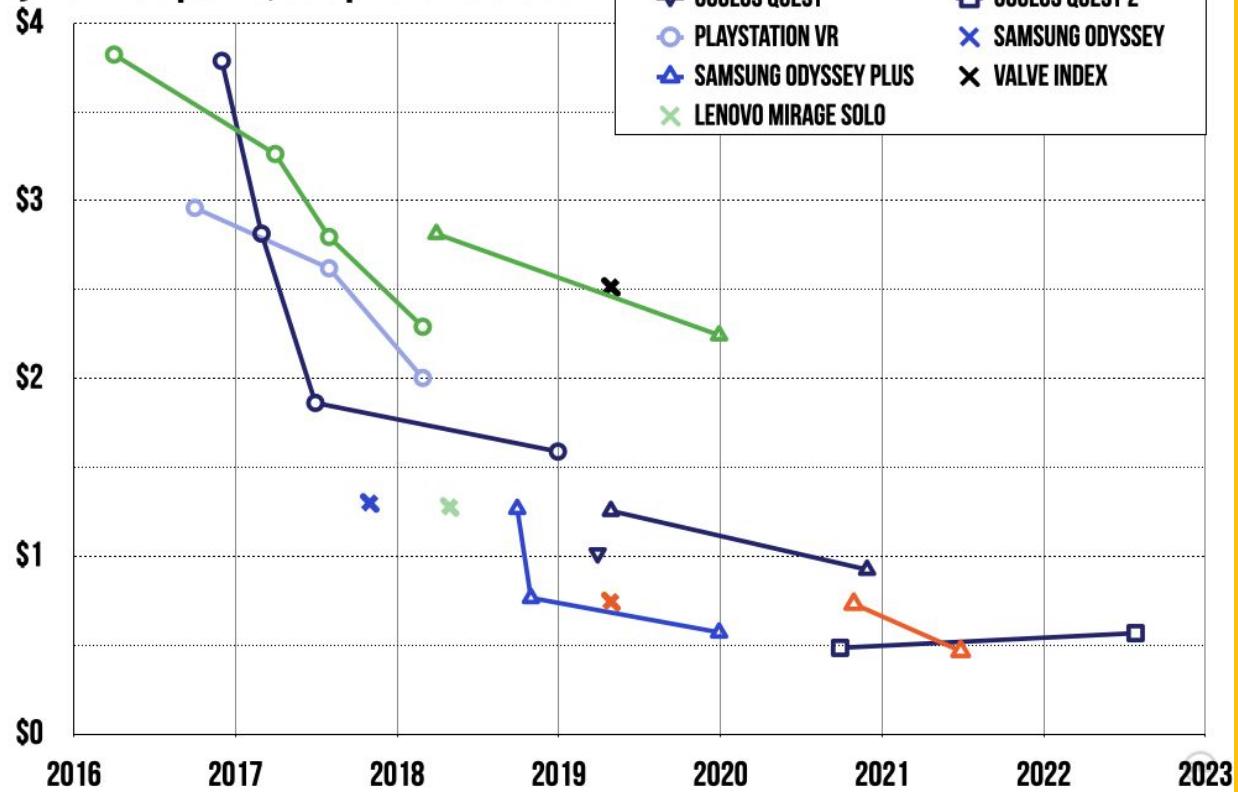
Would you be interested in participating in a beta test of VRoom?

45 responses



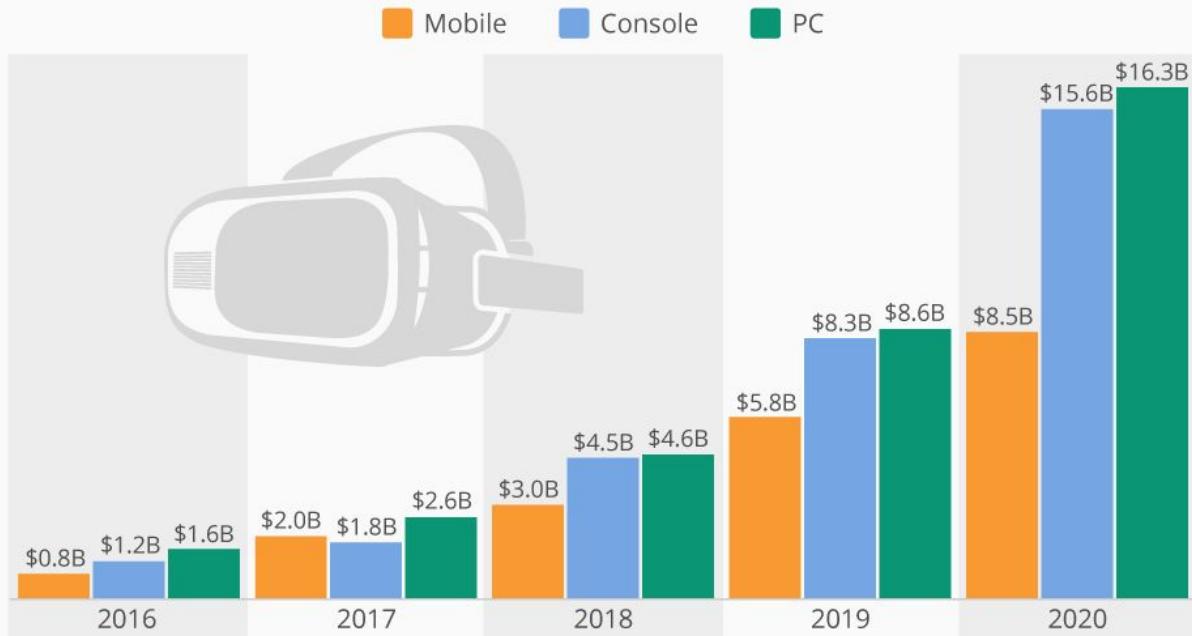
VR HEADSET PRICES OVER TIME

July 2022 \$s per 10,000 pixels resolution



The Worldwide Virtual Reality Market Is Set To Be Huge

Forecasted market size of virtual reality hardware and software from 2016 to 2020, by platform



@StatistaCharts

Source: Superdata via VRFocus

statista

INCREASING ADOPTION

1

CONTENT

Limited
Functionality

2

COMMUNICATION

Audio, Media
sharing, Scorn
(Brightspace API)

3

AUDIENCE

For students by
students

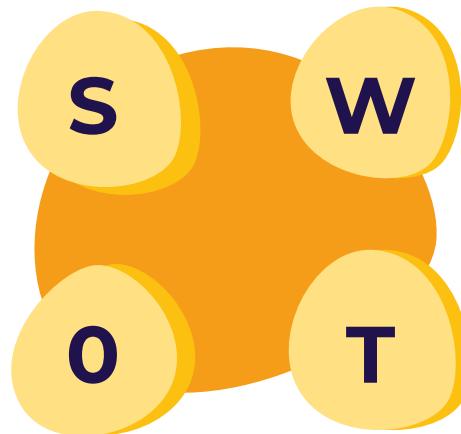
4

WOW FACTOR

Make existing
classes available in
VR

SWOT ANALYSIS

- Innovation
 - Open Source
 - Collaborative
 - Local Ecosystem
-
- Growing Market
 - Remote Demand
 - Partnerships
 - Expansion



- VR Accessibility
 - Development Complexity
 - Dependence on Open Source
 - Initial Focus Limitation
-
- Tech Advancements
 - Competition
 - Cybersecurity
 - Economy

EXPECTED 2024 REVENUE

\$104.6M

Canada

\$4.28B

United-States

\$265.2M

Germany

\$3.2B

China

OUR TEAM



**Juan Hiedra
Primera**



Ryan Awad



**Sacha
Arsenault**



**Mumtahin
Farabi**

RESOURCES

- Google form: <https://forms.gle/unNqmyUC7WtLXoi69>
- Google form responses:
<https://docs.google.com/spreadsheets/d/1-b15AqfpszGFdz6O7kKvDITH3jXiQqPgCLFt72gJgBU/edit?usp=sharing>
- <https://arstechnica.com/gaming/2022/07/despite-100-price-increase-meta-quest-2-still-offers-historically-cheap-vr/>
- <https://www.statista.com/outlook/amo/ar-vr/vr-software/canada#:~:text=The%20VR%20Software%20market%20in,US%24104.6m%20in%202024.>
- <https://www.precedenceresearch.com/virtual-reality-headset-market>
- <https://www.statista.com/outlook/cmo/consumer-electronics/gaming-equipment/vr-headsets/china>
- [https://www.statista.com/outlook/cmo/consumer-electronics/gaming-equipment/vr-headsets/germany#:~:text=Germany's%20revenue%20in%20the%20VR,\(CAGR%202024%2D2028\).](https://www.statista.com/outlook/cmo/consumer-electronics/gaming-equipment/vr-headsets/germany#:~:text=Germany's%20revenue%20in%20the%20VR,(CAGR%202024%2D2028).)



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