



epace setters

# AR-VR Game Development Lab

Making students into  
creative thinkers and  
leaders for the digital  
world



epace setters

"Immersive technologies, namely virtual and augmented reality, will fundamentally alter how we interact with content"  
McKinsey Report

"AR and VR will be the future of technology and professionals will be expected to know how to use them"  
Delloite Report

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# AR-VR are Technologies of Today and Tomorrow



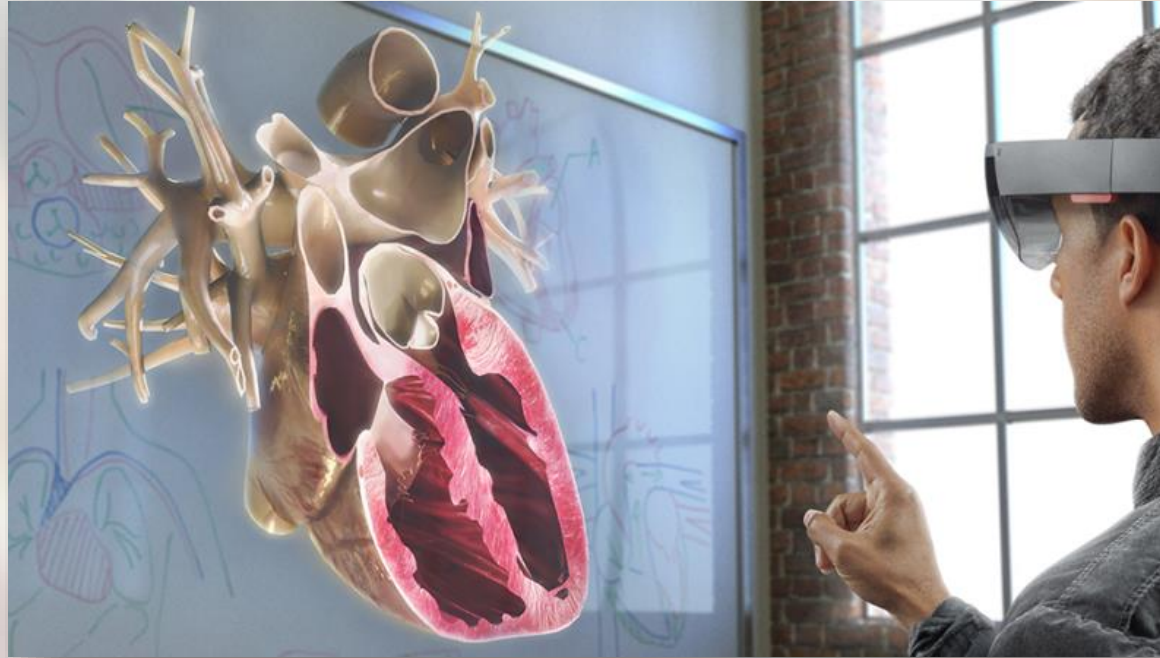
Augmented Reality



Virtual Reality



# AR-VR in Medicine



Augmented Reality also makes it possible for doctors to better determine their patients' symptoms and accurately diagnose them

Augmented Reality

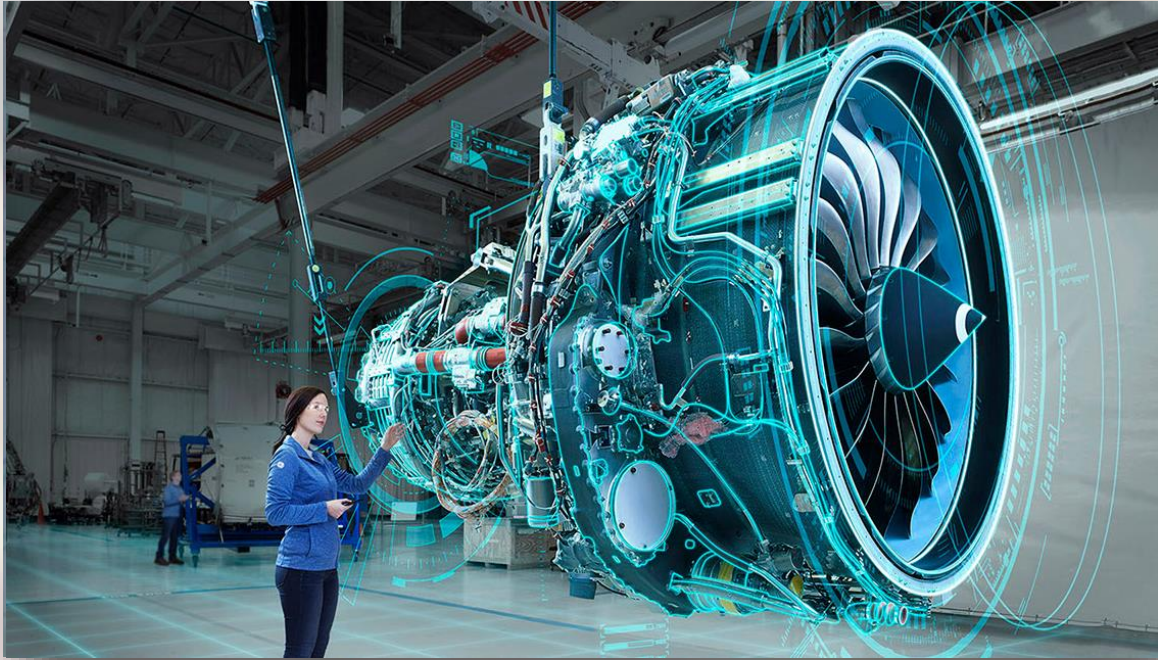


The Medicine industry employs virtual reality throughout its various sectors in order to offer a higher quality of care and efficiency to patients and medical professionals alike

Virtual Reality



# AR-VR in Engineering



Augmented reality is extensively used in manufacturing assembly. Boeing, uses augmented reality to alleviate its sophisticated methods of wiring its 787-8 plane

Augmented Reality



Car manufacturers use VR for prototyping purposes during the design process. This enables them to produce several versions which are then tested and changed as per the results

Virtual Reality



# AR-VR in Game Design



Augmented reality in the gaming industry uses the existing environment and creates a playing field within it. AR games can be played on phones, tablets, and portable gaming system

Augmented Reality



Virtual reality gaming is where a person can experience being in a three-dimensional environment and interact inside that space during a game

Virtual Reality



# AR-VR in Finance



Being able to visualize data is an important tool traders use AR adds to this experience and make it easier and faster to visualize and organize large amounts of data

Augmented Reality



Virtual reality can benefit the insurance companies to train their agents regarding the specific requirements with the help of visual simulations

Virtual Reality



# What does a student need to learn to build AR-VR?



CODING



3D MODELING



AR APP DEVELOPMENT



VR HEADSET BUILDING



VR APP DEVELOPMENT





# How can a student learn AR-VR?

**3D Modeling**

+

**enablAR™**



A screenshot of the enablAR website homepage. The page features the enablAR logo in the top left corner and a navigation menu with links for Home, Features, Pricing, Products, University Program, Certification, and Help. The main content area has a blue background with the text: "EnablAR is a first of its kind platform that helps educators and students create their own AR, VR &amp; Hologram apps". Below this text is a blue button that says "Login or Create free account here". To the right of the text are three hexagonal images: the top one shows a hand holding a smartphone displaying an AR application; the middle one shows a person wearing a VR headset; the bottom one shows a person using a cardboard VR viewer. The background of the website screenshot shows a blurred image of a person in a red shirt running on a track.



# EnablAR: Single Platform to Teach Students Basic and Advanced Coding with AR-VR

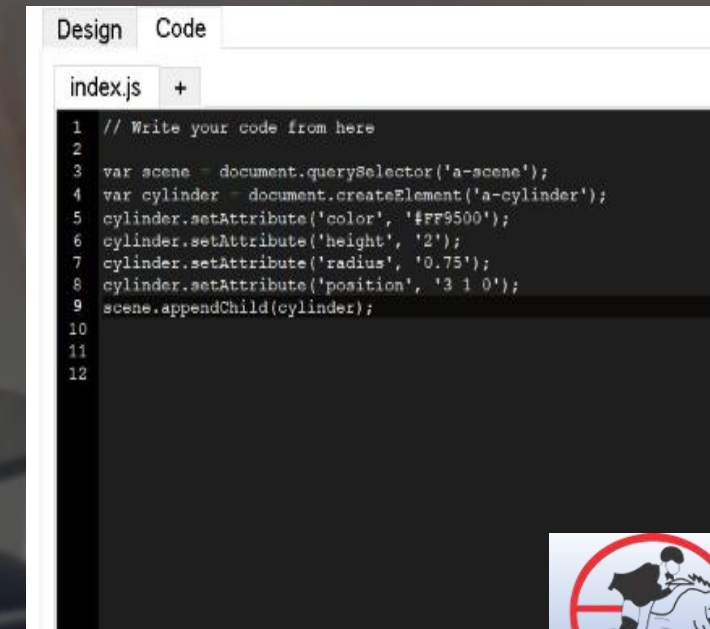
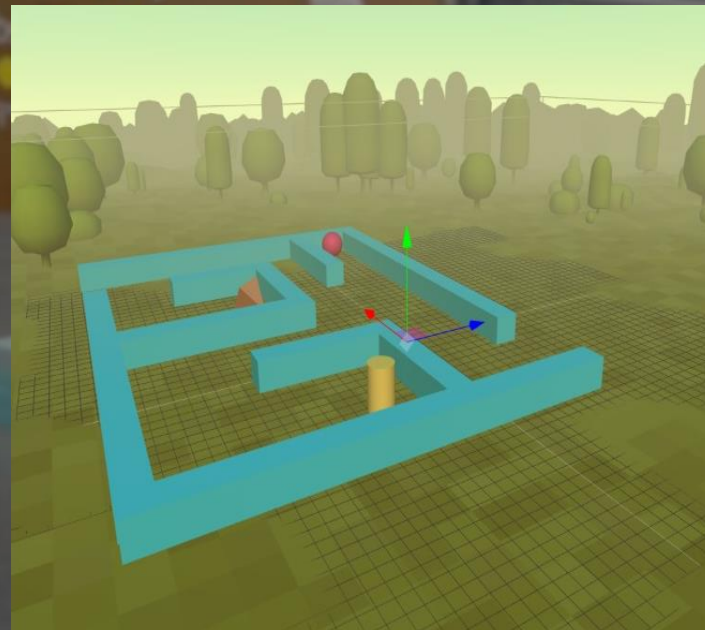
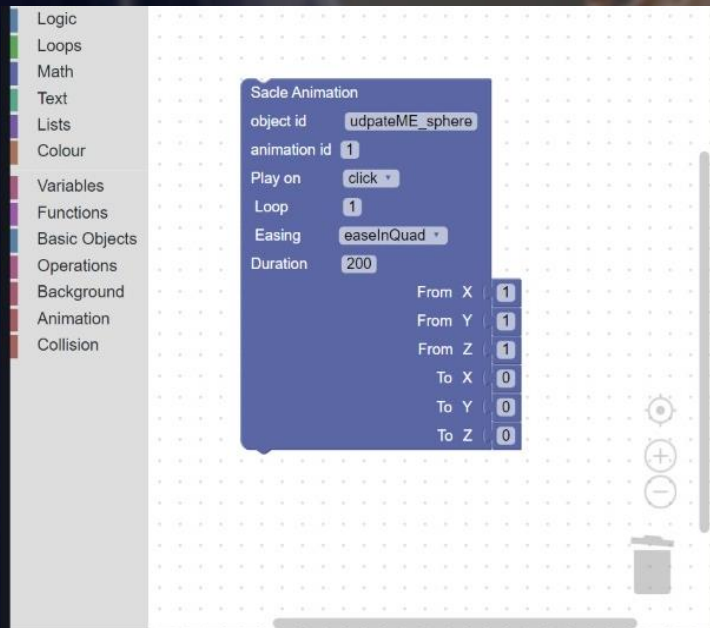
**Block Coding**

+

**Game  
Development**

+

**Advanced  
Coding**



# Benefits of learning AR-VR Skills

Building is the best form of Learning



It is all about Visualization



3D modeling develops a student's Creative Thinking



Development AR-VR apps builds a student's Design Thinking



Learning coding builds a student's logical thinking

Developing AR-VR and Coding skills makes your student Future Ready!



# Benefits for the Institute's Management



Become a pioneer in providing new age skills to your students



Provide a platform for teachers & students to work on State-of-the-art technologies



Opportunity to make your teachers EnablAR certified instructors at no cost



Improve the cognitive skills of your students



# Why Epace AR-VR Lab ?

Additional AR-VR Learning apps	Epace AR-VR Lab
<ul style="list-style-type: none"><li>• Focus on teaching subjects using AR &amp; VR</li></ul>	<ul style="list-style-type: none"><li>• Focus is to give the student the necessary skills to build his own AR-VR apps</li></ul>
<ul style="list-style-type: none"><li>• Subject oriented learning &amp; visualization</li></ul>	<ul style="list-style-type: none"><li>• Learning oriented towards creative, structural &amp; design thinking</li></ul>
<ul style="list-style-type: none"><li>• Students cannot build their own app</li></ul>	<ul style="list-style-type: none"><li>• Students can make their own 3D content &amp; build their own AR VR apps</li></ul>
<ul style="list-style-type: none"><li>• Teachers are restricted by app content</li></ul>	<ul style="list-style-type: none"><li>• Teachers can also build their own content &amp; apps</li></ul>



# Epace AR-VR Lab Package

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All Packages come with one  
year support & warranty on  
controllers

	Standard Lab
EnablAR AR VR Game Development Software Licenses	80
EnablAR VR Headset (Mobile to added separately)	20
Wireless controller	20
EnablAR Instructor Certification	1
Teacher training	2 Day





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