iXRlabs

Physics · Chemistry · Botany · Zoology · 7thi AI inside

VIRTUAL REALITY LABS FOR SCIENCE EDUCATION

iXRLabs Science

VR experiments in physics, chemistry, botany, and zoology — run anytime, repeat infinitely, learn from every result.

Virtual reality (VR) experiments students can run anytime, repeat infinitely, and learn from — without consumables, breakage, or scheduling constraints.

Curriculum-aligned, assessment-ready, and AI-guided. Learners set up the apparatus, change the variables, take the readings, and watch each result unfold — then run it again until the science clicks.

Book a demo → Explore science modules →

Recognised by Meta · ISO Certified · 10+ years in EdTech

50+

Science modules

- Physics, chemistry, botany & zoology
- Curriculum-aligned & assessment-ready
- 7thi AI tutor in every module

WHY VR

What VR adds to science labs.

Immersive experiments remove the friction of the physical lab — cost, breakage, equipment shortages, and scheduling — so every learner can run the full practical, as many times as it takes to understand it.

No consumables, no breakage

Run chemistry experiments without chemicals and physics practicals without equipment failures — nothing is used up, nothing breaks.

Every student gets a bench

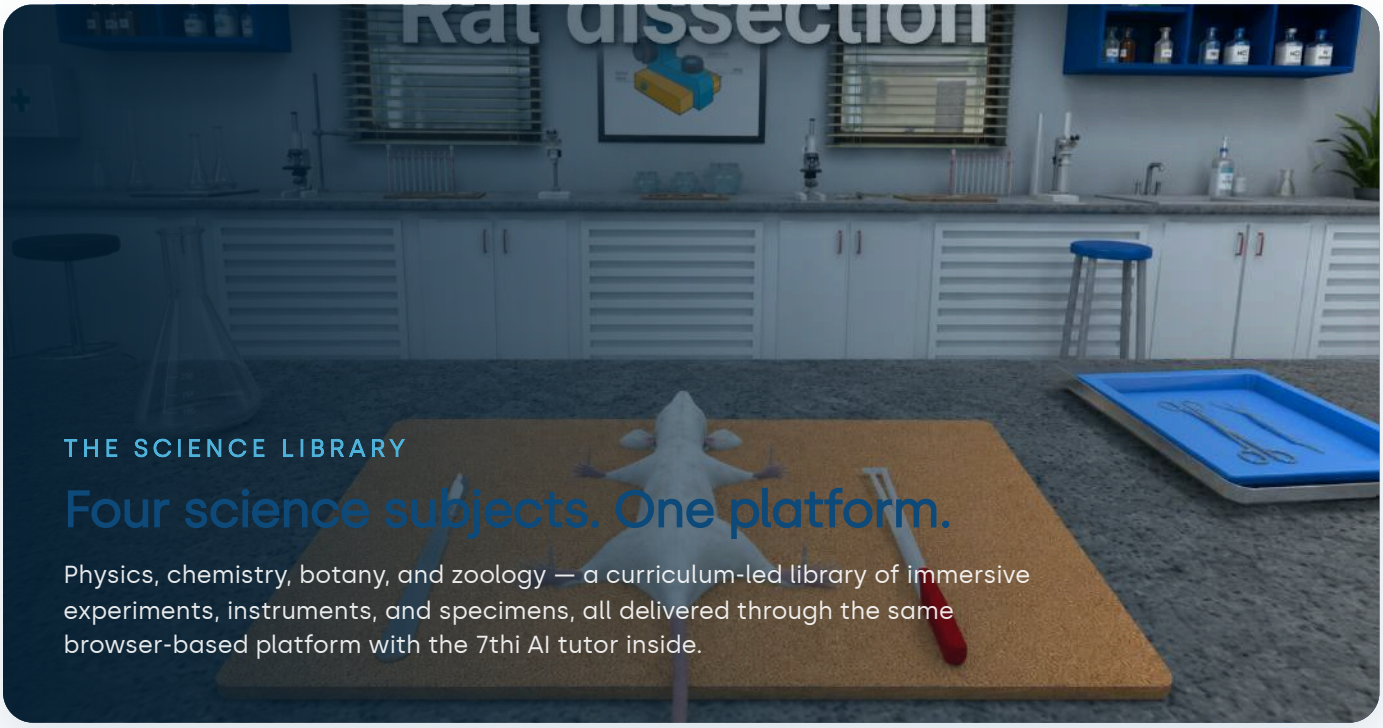
No more three students per apparatus. Every learner runs the full experiment independently, start to finish.

Safe failure

Students explore what happens when they get it wrong. Errors teach without cost, danger, or consequence.

Data & assessment built in

Automatic measurement capture, lab-report scaffolding, and faculty analytics in every module.



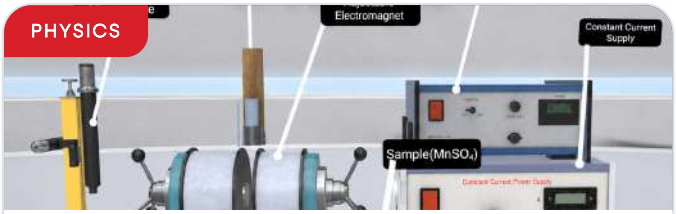
THE SCIENCE LIBRARY

Four science subjects. One platform.

Physics, chemistry, botany, and zoology — a curriculum-led library of immersive experiments, instruments, and specimens, all delivered through the same browser-based platform with the 7thi AI tutor inside.

THE SCIENCE LIBRARY

Four subjects. Hands-on, repeatable, AI-guided.



Physics

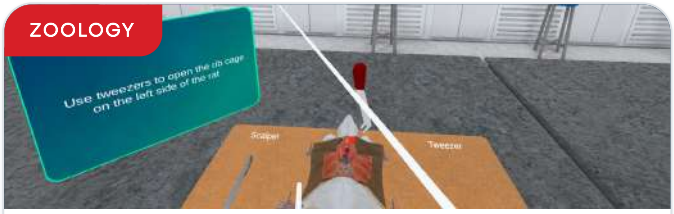
Hands-on experiments across mechanics, optics, electricity, magnetism, waves, and thermodynamics. Students set up the apparatus, change variables, take readings, and repeat until they understand why it behaves the way it does.

Chemistry

Full experiments — titrations, organic reactions, spectroscopy, electrolysis, and gas laws. Students measure reagents, run the reaction, and read results first-hand, with nothing used up and nothing to break.

Botany

Guided experiments in plant anatomy, photosynthesis, cell structure, and physiology. Students section specimens and observe changes that would normally take days — condensed into a repeatable session.



Zoology

Animal anatomy, comparative physiology, and humane dissection alternatives as interactive experiments. Students work through each system at their own pace — no specimens, consumables, or ethical concerns.

50+ Science modules, and growing.

A curriculum-led library across physics, chemistry, botany, and zoology — with continuous updates.

THE PLATFORM

Four pillars behind every science lab

01 **VR Modules**

Immersive 3D science modules — experiments, instruments, specimens, and scientific processes students can explore, operate, and repeat safely.

02 **WebXR Delivery**

Runs in any browser and on VR headsets like Meta Quest, ClassVR, and Pico — no installs, no app-store approvals. Open a link and start learning.

03 **7thi AI Tutor**

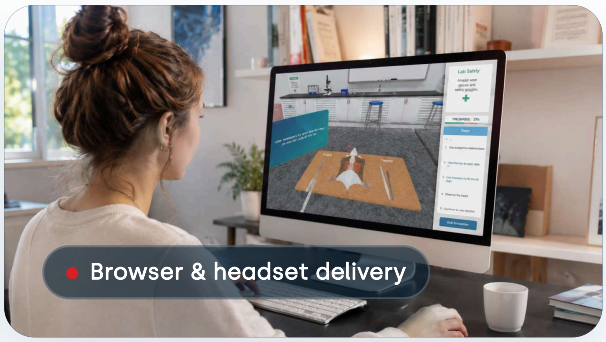
An AI tutor inside every module — explaining concepts, guiding experiments, and adapting support to each student in real time.

04 **Faculty Analytics**

A dashboard for every cohort — completion, performance, and outcome mapping, with export-ready accreditation evidence.

BUILT FOR INSTITUTIONS THAT TEACH SCIENCE.

One science platform for every cohort and curriculum.



Universities

Support multi-year science curricula with repeatable practicals, scalable deployment, and curriculum-aligned modules across departments.

Colleges & schools

Practical learning without lab bottlenecks, limited equipment, or scheduling constraints — every learner gets a complete experiment.

Training institutions

Immersive science modules for upskilling, bridge courses, teacher training, and large-cohort delivery.

What institutions get.

- VR-ready science curriculum
- AI-guided practicals
- Faculty analytics
- Continuous updates & support
- Browser-based WebXR access
- Assessment-ready modules
- Safe, repeatable lab learning
- Curriculum-aligned deployment

GET STARTED

Book a Demo

Bring immersive science practicals to every learner. Visit www.ixrlabs.com to book a demo.

IXRLabs Virtual Reality Labs for Science Education

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