

iXRlabs®



I M M E R S I V E
I N T E R A C T I V E
I N S I G H T F U L
V I R T U A L R E A L I T Y
E X P E R I E N C E S

Evolving Industry Landscape

01 Skillsets Demand

Tectonic shifts in technology are driving demand for professionals with the most modern skillsets.



02 Upskill Talents

Industry 5.0 is hard-pressed to find new talent or to rapidly upskill existing talent.



03 Facilities Dearth

Colleges are finding it tough to bridge the industry-skill gap caused by the lack of modern facilities.



04 Visualize Concepts

Professors are hunting for learning tools to teach hard-to-visualize concepts and bring industrial concepts to classrooms.



05 Mandatory Abilities

Students are lacking the required skills to crack tough placements and survive the workplace challenges.



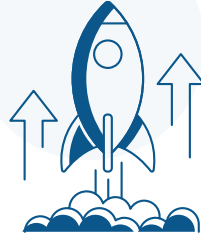
06 Bridging Skill Gap

Modern immersive learning technologies can help colleges bridge the industry-skill gap and make students ready for modern jobs.



iXR Labs[®]

Roadmap



2020

Launched with the mission to transform Higher Education and equip colleges with modern learning technologies globally.

2020

Set up the nation's first STEM VR lab for top colleges in Rajasthan.



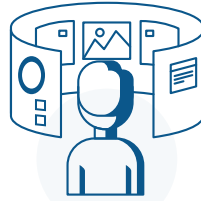
2021

Set up India's first Medical VR lab for the National Institute of Ayurveda.



2022

Built a vast repository, containing 100+ hours of immersive content and 500+ VR journeys.



TODAY

One of the world's largest producers of immersive learning content for Higher Education.



2025

Positively impact 5,00,000+ learners and Equip 1000+ colleges with immersive learning tech globally.



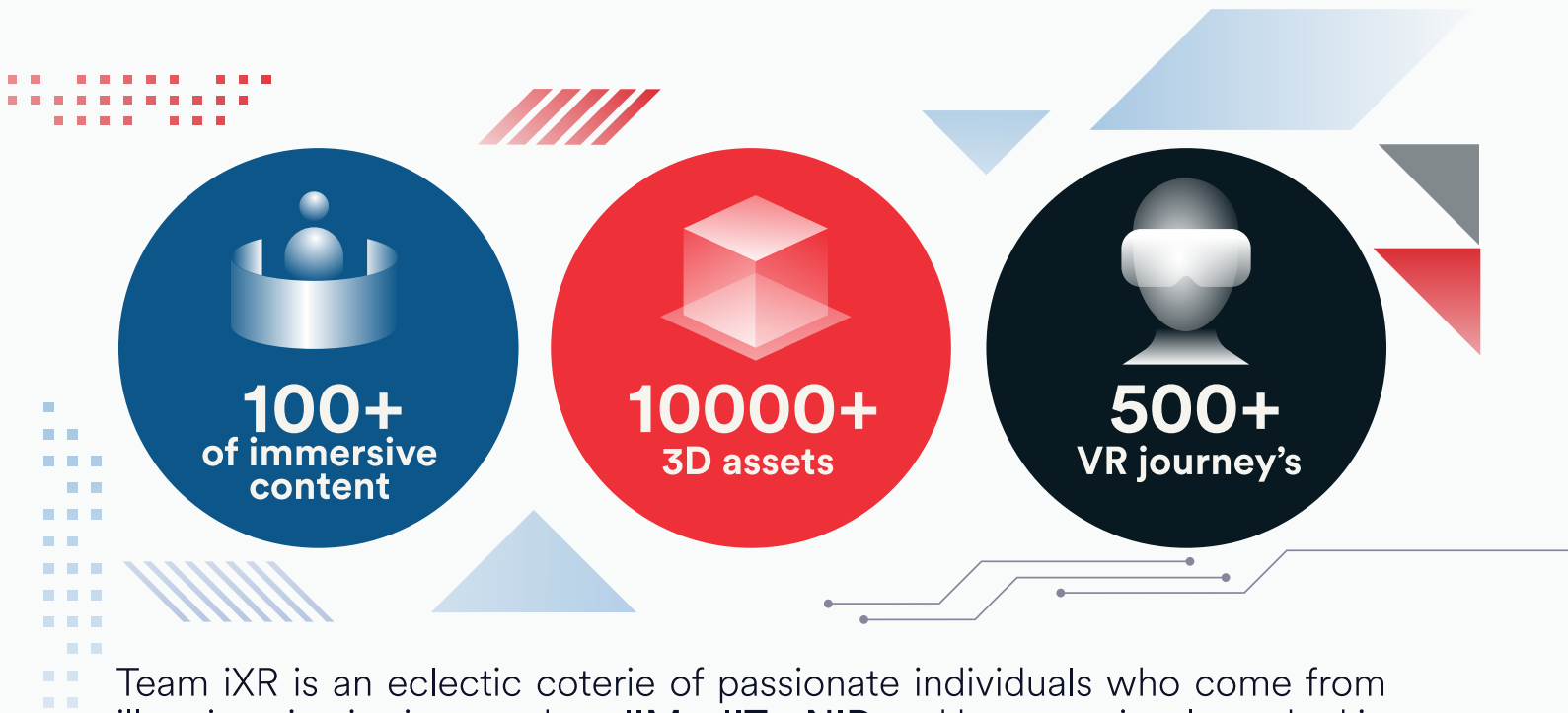
2030

Become the world's leading education enabler for professional education through modern technologies!



About Us!

iXR Labs is the single largest producer of immersive content for higher education in the world with over 100+ hours of immersive content, 10000+ 3D assets and over 500+ VR journeys.



Team iXR is an eclectic coterie of passionate individuals who come from illustrious institutions such as **IIMs, IITs, NID** and have previously worked in & with organizations such as **KPMG, L&T, PwC, E&Y, Adani Group, Pearson, Google** and several other leading players in the industry. Team iXR has been championing the cause of bringing in the next wave in education in India & beyond.



Our learning products are highly intuitive, immersive and interactive in nature, whereby facilitating insightful interactions between Educators and Learners, leading to faster learning and long-term knowledge retention, whilst driving professional readiness for real-world industry scenarios.

Why iXR Labs?

Our VR solutions have been well-received by over half a million learners with a staggering 97% learners actually demanding more VR powered modules in every semester.

We are a leading immersive learning organisation with a successful track-record of developing and deploying virtual reality solutions for a large number of industries, corporate setups, government bodies, premiere educational institutes and renowned publishing houses in the field of higher education.

Our VR modules have been well acknowledged by several known and well-respected industry veterans for its operational and structural accuracy, as well as concise explanations.



We have one of the largest and dedicated teams, that are perennially involved in R&D with our partner institutions to improvise, innovate and make each module more interactive & immersive so that we can offer you upgrades for a much more insightful teaching and learning experience.

We are an ISO 9001:2015 compliant and follow the most stringent guidelines to develop accurate 3D assets along with a well-researched immersive curriculum.



Top 5 Reasons

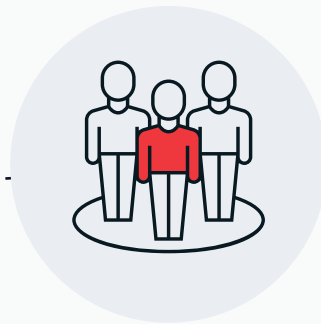
why you should consider
setting up a VR Lab in your
prestigious institution





01

The global market of VR in education is projected to reach **\$13,098 million** by 2026, exhibiting a compounded annual growth of around 43% for this period.



02

According to a study published by the journal of Education and Information Technologies, an evaluation of five full teaching semesters (or 2.5 years) in a purpose-designed laboratory for adoption of Virtual Reality technology in higher education showed that “the laboratory saw a

250% increase

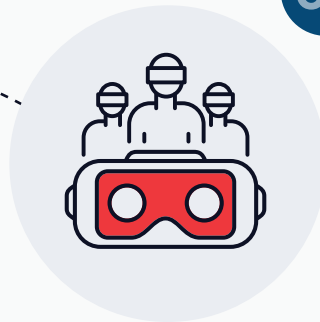
in student numbers over the period of evaluation and 71.5 percent of students surveyed reported enhanced learning outcomes.”

04



Top global schools like **Stanford University, MIT, INSEAD, Harvard,** The Johns Hopkins University School of Medicine and the Harvard Medical College are some of the globally renowned institutions that have adopted VR as a medium of teaching, training & learning!

03



VR-trained students are **230% more** efficient at applying concepts learnt to real industrial scenarios

05



A recent report states that over **23 million jobs** jobs will require or use VR as part of their professional work regime, this makes an extremely undeniable case for institutions to set up VR Labs for their students.



7 steps to build highly immersive institutions



01 Instructional Leader

The institution shall nominate one leader who will spearhead the program implementation and will also be trained to be an instructional leader, one who is competent to strategize, assess and share feedback to ensure utmost efficacy.

Academic Plan

The product comes with a detailed academic plan that is designed by seasoned instructional designers and subject matter experts to help you deliver a truly immersive & insightful learning experience.

02



03 Setting up the iXR Lab

Our product is designed to deliver the best immersive experience, on recommended hardware. In consultation with our technology experts, we will empower you to select the right hardware specifications that will ensure a full functional and capable VR lab.



Facilitator Training

We will provide an in-depth 1-day training program to help you to use the product better, covering installation, setup, and usage for all, who will be acting as facilitators to young minds.



04



05

Certifications

We will perform academic audits to identify, acknowledge and appreciate leaders and facilitators with awards & certifications in instructional design and inventive educational practices, post a minimum of six months of successful implementation.

Online platform and tracking

The product comes with an online platform that provides in-depth tracking! This allows you to keep a tab on the product usage and efficacy!



06



07

Post-sales support

Prompt post-sales support will be made available via email, WhatsApp and on-call! Ensuring a seamless product experience, within official working hours.

The iXR Labs offerings for are not just a VR software but a whole experience! With carefully thought out support and training initiatives.

Domains Covered

 Mechanical	 Civil	 Aeronautical
 Electrical	 Biotechnology	 Electronics
 Chemical	 Aerospace	 Automobile
 Oil & Gas	 Marine	 Industrial

The Cases for VR in Higher Education!

Constructivist Learning Theory and Variation

Learning Approach: one of the learning theories that we draw from is the constructivist learning theory. It allows the students to be constantly involved in their learning by allowing them to “construct” knowledge on top of their existing knowledge. Wherein is not just an acquisition of information, but that learners construct their knowledge by building on what they already know, whilst ensuring that knowledge is not passively received, but rather actively constructed. Through the use of VR, the student is able to actively learn and construct knowledge by being immersed in the virtual environment and through phygital interaction with various 3D assets.



The variation learning approach is a part of phenomenography, newly adopted in higher education and is most essential to learning. In this approach students will be able to discern (understand) when variation is applied, regardless of the method of teaching/delivery. For example: changing a parameter (length of the pipe) in a model while keeping the remaining parameters constant (size of the pipe, fluid properties, etc.). Hence, the student can learn and visualize the effects of the change, and relate to the taught material, as a variation in a system of invariance as is established, thereby benefitting from the variation learning approach.

Using both the constructivist and variation learning theory/approach in VR experiences we greatly enhance the student's learning experience and learning outcomes.

Competencies created for students via VR powered education include a much greater sense of spatial visualization of complex concepts, innovative thinking, problem-solving, critical-thinking & analysis, empathy and most importantly; power a paradigm shift from theoretical to an immersive, practical and an industry ready experiential learning curriculum.

The 4A Pedagogical Framework For Accelerated Learning

Acclimatise



A1

Acclimatise to a real world virtual environment The Initiation Phase - 97% learners are usually hooked/captivated to be skyrocketed in a world of immersive learning .

Adopt



A2

Adopt the constructivist learning theory and variation learning approach via 3D assets, industrial tours, simulations and much more The Acquisition Phase - this is where the learner's mind is thrown open to multiple vantage points and a staggering 95% learners feel confident of complex concepts.

Assess



A3

Assess to identify gaps in learning and a premise for future discussions The Inquisition Stage - this allows for deriving teaching efficacy and charting out the future course of teaching instructions to up the learning outcomes.

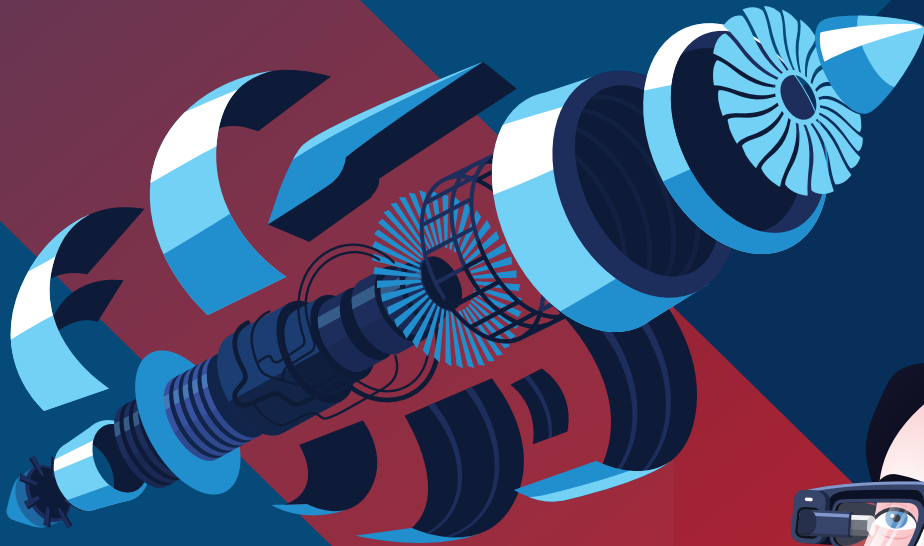
Augment



A4

Augment deeper understanding by revisiting the gaps in learning to solidify the concepts via a more deeper understanding of the concept and construct a higher level of knowledge.

BE A PART OF THE
EXCITING REVOLUTION
IN LEARNING.



Want to enable better & faster learning in your institute?

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