PROPOSAL FOR MINISTRY OF HIGHER EDUCATION

BACKGROUND

AR/VR/Metaverse is projected to be **$10 trillion** market with over 3 Crores jobs by 2030. India can easily capture 20% of the global demand. AICTE has also specified AR-VR Degree for Universities, however due to expensive hardware and lack of trained faculty, more than 99% institutes are not able to provide any AR/VR course.

PROBLEM STATEMENT

More than 99% universities do not have carricullam. 15 Lac engineer students are passing out without skill-set in AR/VR this is because of following reasons-

Expensive Hardwares

Quality Learning Required Quality Hardware

Microsoft Hololens
₹ 3,25,000

Oculus Quest
₹ 49,999

HTC Vive Pro
₹ 1,67,990

HTC Vive Pro Focus
₹ 1,29,990

Lack of Learning Resources

Quality Courses are not Affordable

XR BOOTCAMP
The Foundation Course
Rs - 3,20,000

XRTERRA
VR Developer Bootcamp
Rs - 2,80,000

NYU
UX Design for AR/VR
Rs - 5,60,000

KOENIG
step forward
VR App Development
Rs - 1,53,700

SOLUTION
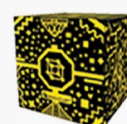
Quality Learning with Quality Hardware.

HARDWARE - TechXR has develop award winning quality Hardware for quality learning with **6DoF interaction.**

Hardware Interactions - Teleport functionality , grab interaction, menu interaction, joystick button.

SenseXR - College Education

Watch Now

XR DEVELOPMENT KIT

6DoF Patented Controller

Developer Cube

VR Headset

AR/VR DEVELOPMENT PROGRAM - TechXR has develop a carriculam in collaboration with iHUB IIT Roorkee **(Joint initiative of Ministry of Science & Technology and IIT Roorkee)** which allows undergrade students to learn AR/VR development (Online program).

iHUB CERTIFICATE