Start up from Semi urban city Patan, Gujarat

Granted by Govt. of Gujarat.

"FotonVR" is in Implementation Stage.

Won Best Startup Award in Surat startup Festival Feb-2019

Founded : Dec 2017   World Heritage "Rani ki vav" Patan.

Kachhua Education Services LLP

kachhua™

foton VR™

startupindia

**Backed by
Startup Gujarat policy**

StartUp
Igniting the future

Challenges in current School Education

Black-board teaching

Smartboard/Projector teaching

Source : Internet

Source : Internet

In both, Less imagination, Less involvement of student, No fun, No practical approach

Result : Less interest in study, Less skill improvement, High drop out, Less interest in coming to school

Virtual reality in education instead of Gaming

What new VR tech solves ?

- VR is capable of giving **real like feeling.**
- It improves student's **imagination** power.
- It adds **fun** in education.
- It is affordable compared to **Practical labs.**

What can be done in school education ?

- Create **Practical Virtual labs** in VR for Physics, Chemistry, Biology.
- Virtual educational **field trips.**
- **Simulated interactive activities** for school syllabus.

Introducing **"VR Classroom"** Setup for Schools

Game Based 3d-360 Science Learning
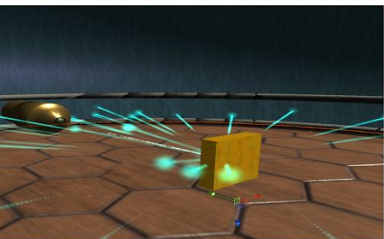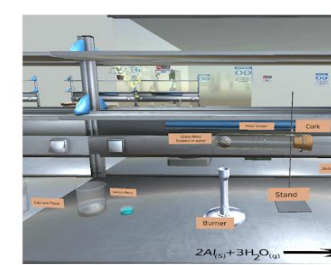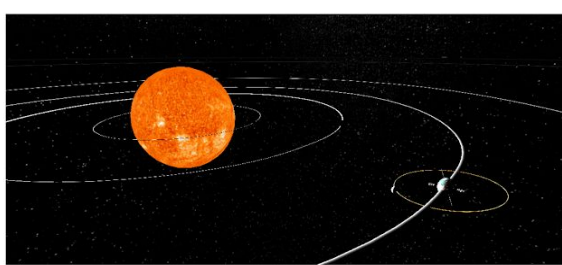"Because Kids just love Games"

Product Contains,

Actual Classroom Image

- **Softwares :** To run VR Simulations.
- **Hardware :**
  - Student and teacher devices (VR + Tablet)
  - Storage case & Charging console
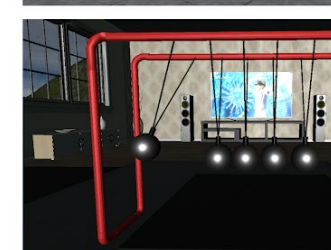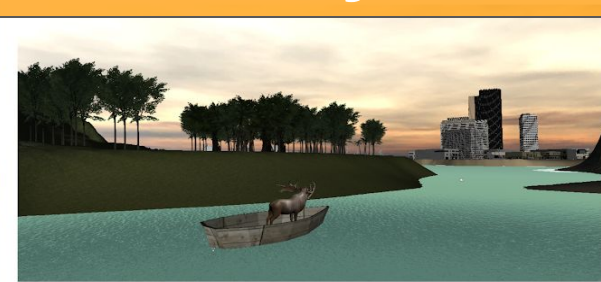 - Comfortable Sitting arrangement
  - Networking Device

- **360 degree Content**: All concepts of science subject, up to class 10.
- **Implementation and than Training to teachers** plus after sales supports.

Glimpse of Virtual Reality Content

VR Classroom 3d Content Syllabus

CBSE Board State Board (NCERT Syllabus)

Multiple Languages हिंदी, English, ಕನ್ನಡ, ગુજરાતી

Covering up to Class 10 (PCBE)

500+ concepts for 101 chapters of science ready to deliver.

- **Game based 3d content** with simulation based interactive content.
- **Cloud base solution** that can **run offline** also, can be updated anytime.
- **Real time interaction** between teacher and student.
- **Multi language** supported software.
- This is a **AddOn Content to Enhance Teaching** over Books & Projector

Traction Established

- **2 - Govt Schools** | District - Hubli, State - Karnataka
- **2 - Pvt Schools** | District - Mahesana, State - Gujarat
- **8 - VR Institutes/ Reseller** for sales and **DELIVERY** | In 7 States

Traction Proposed

- **2 - Govt Schools** | District - Patan, State - Gujarat
- **2 - Resellers** | In 2 states
- **3 - Country Resellers** | In 3 Countries
- **2 - VR Institutes** | In 2 States

Secured pre-series A round

Cloud Access for Schools and Government
for VR Classroom reporting via webportal.

- **Monitoring of Schools**, Teachers & Students.

- **Digital Auto-Attendance** of students and teachers in VR Classroom.

- **Daily Progress** & Performance of all the students by **3D Quiz**

- Parent App.

Impact on e-Governance

- Students School **Attendance Ratio** can be increased.
- Enhances **Less Skilled Teachers** teachings.
- All Classrooms **Live reports to Govt.** .
- VR Technology Enters in Indian Classrooms Before **Developed Countries** for the first time.

Impact on Society

- Kids **Imagination** Power will be increased.
- **Mugging Up** Concepts would be reduced.
- Society can expect more **future scientists.**
- Students **Interest in learning** Increases.

Actual Classroom Image

Team

Team of 40+ including co-founders

Team from villages & semi-urban cities

High-End Inhouse SKILL development programme

Generated Jobs : 200+
Girls Staff : 40%
Freshers : 92 %

Advisor
Shree Ganpatbhai Patel
Padmashree Awardee

kachhua ™

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Backed by

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