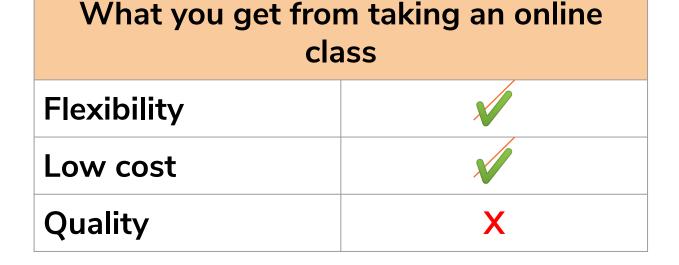


by Jason Nguyen and Weibo Zhao



#### Problems

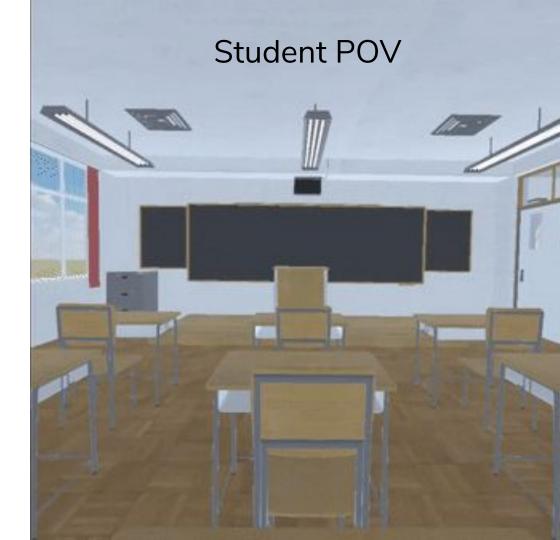
SchoolVR



- Lack of mentorship
- Lack of peer to peer interaction
- Lack of engagement in class material

## Solution

- Multi-user platform
- Classroom setting
- Student community



# Solution

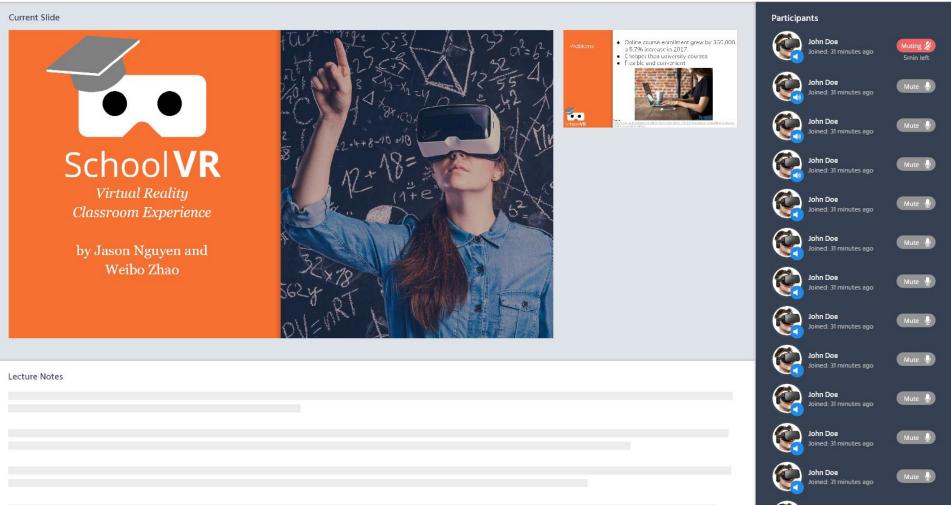
- Scheduled live lecture & Lecture replay with TA
- Proximity voice chat & friend system
- In-class student response system

#### Presentation





Courses



## Marketing Strategy

School VR

TAM: Learning Management System Market

\$5.2 billion in 2017

Branching

Military, workforce training,etc.

SAM: Higher Education Learning Platform Market

\$316 Million in 2017

SOM: 1% of Higher Education Learning Platform Market

\$3.16 Million in the first year

		Live/ recorded video lecture	Student/Teacher UI	Assignment and grading	Teaching assistant	VR
echo	Echo 360	×	×			
S Panopto	Panopto		Ń			
Blackboard	Blackboard		X	Ń		
B brightspace	Brightspace by d2l	×	X			
School VR	SchoolVR	V	Ń	Ń	Ń	V
SchoolVR						7

### Validation



- Interviewed 15 professors and students
- In contact with 5 important future customers
- Dr. Ma
- Features that promotes teamwork and allow for group projects



### Validation



- Matthew Michaud
- Education expert and administrator at La Salle Institute
- Features that promotes teamwork and allow for group projects



### Dr. Alexander Ma



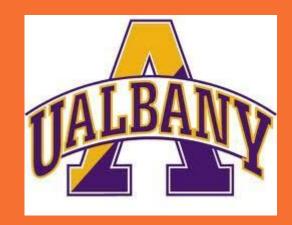
- Senior Lecturer of Chemistry at RPI
- Director of Outcome Assessment and Program Evaluation for the School of Business and Technology at Excelsior College in Albany, NY
- Worked extensively with the LMS of blackboard at both RPI and Excelsior
- Current offerings lack: Connectivity Immersivity User Authentication
- Wants:

User friendly for students and professors Some kind of face-to-face interaction



School VR













School VR

#### **Online Education Services**

SNHU

- Academic Advising
- Tutoring Services
- Career Services
- Writing Center
- Wellness

#### ASU

- Online Tutoring
- Career Services
- Success Center
- Pitch App

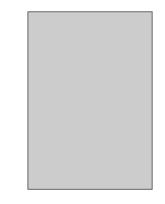
### Validation



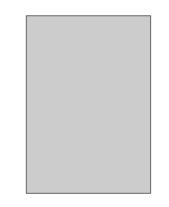
- Leader in e-learning
- 20k students taking an online course
- VR in biology class
- Moving towards other science classes
- Lab experience!



## Team





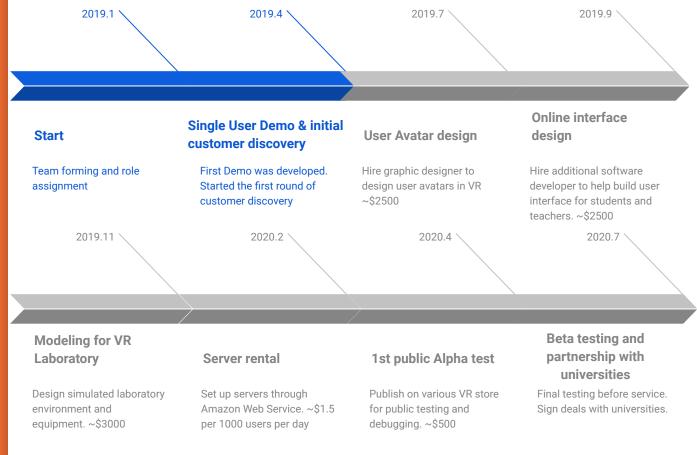








#### **Future Plans**



#### Future Plans



Beta testing and partnership with universities

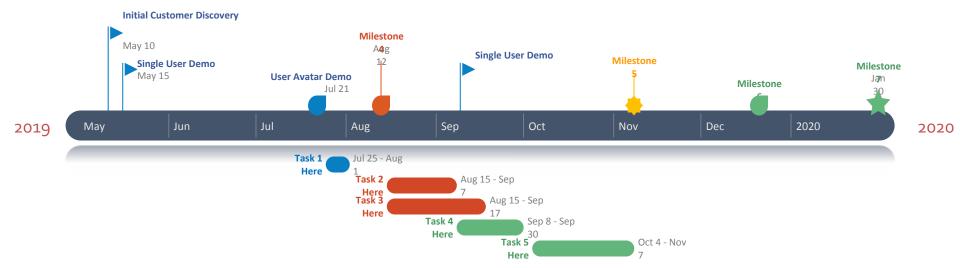
**1st public Alpha test** 

Online interface design

User Avatar design

Single User Demo & initial customer discovery







	UNDERGRADUATE		GRADUATE	
	CAMPUS	ONLINE	CAMPUS	ONLINE
Cost per credit hour	\$735 (out-of-state)	\$400	\$500-\$830	\$500-\$625
On-campus housing	\$2,060-\$3,565	\$0	\$2,060-\$3,565	\$0
On-campus meals	\$1,195-\$1,988	\$0	\$1,195-\$1,988	\$0