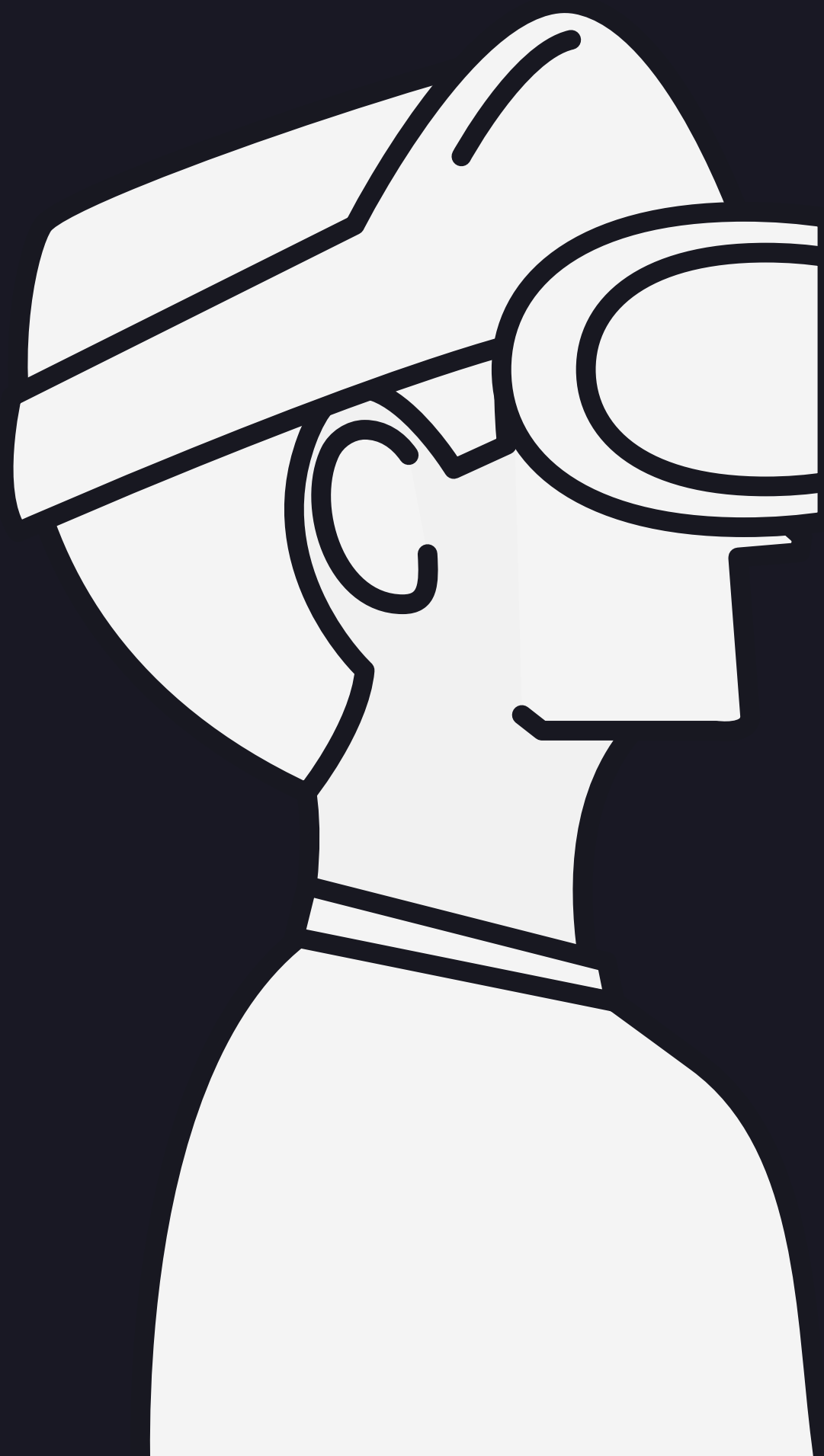


Future of Education in Sri Lanka with AR & VR

BY :DRISHYA

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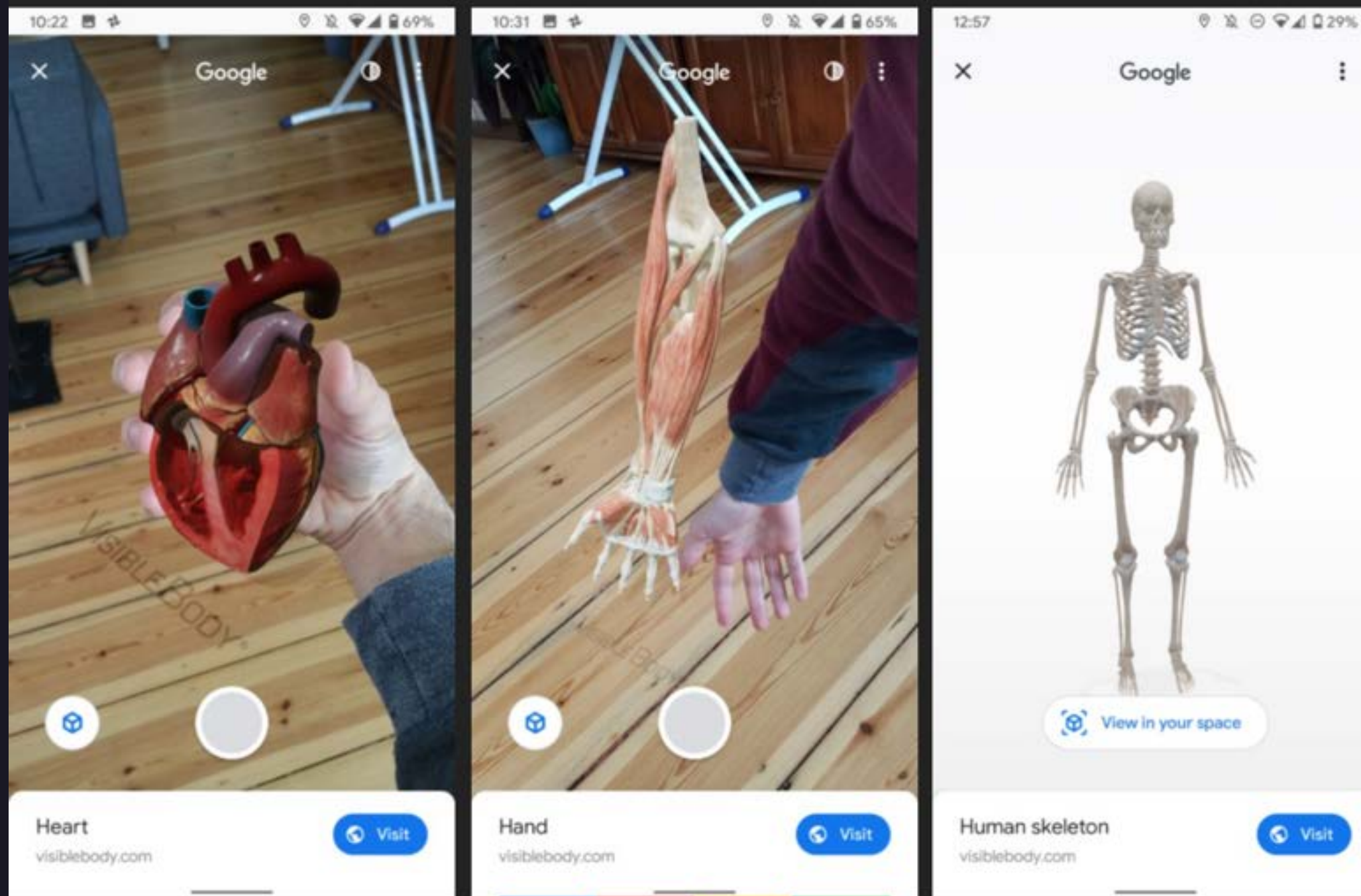




AR | VR

**Technology with capability
of visualizing computer-
generated 3D graphics into
the real environment on
screen.**

WHAT ?



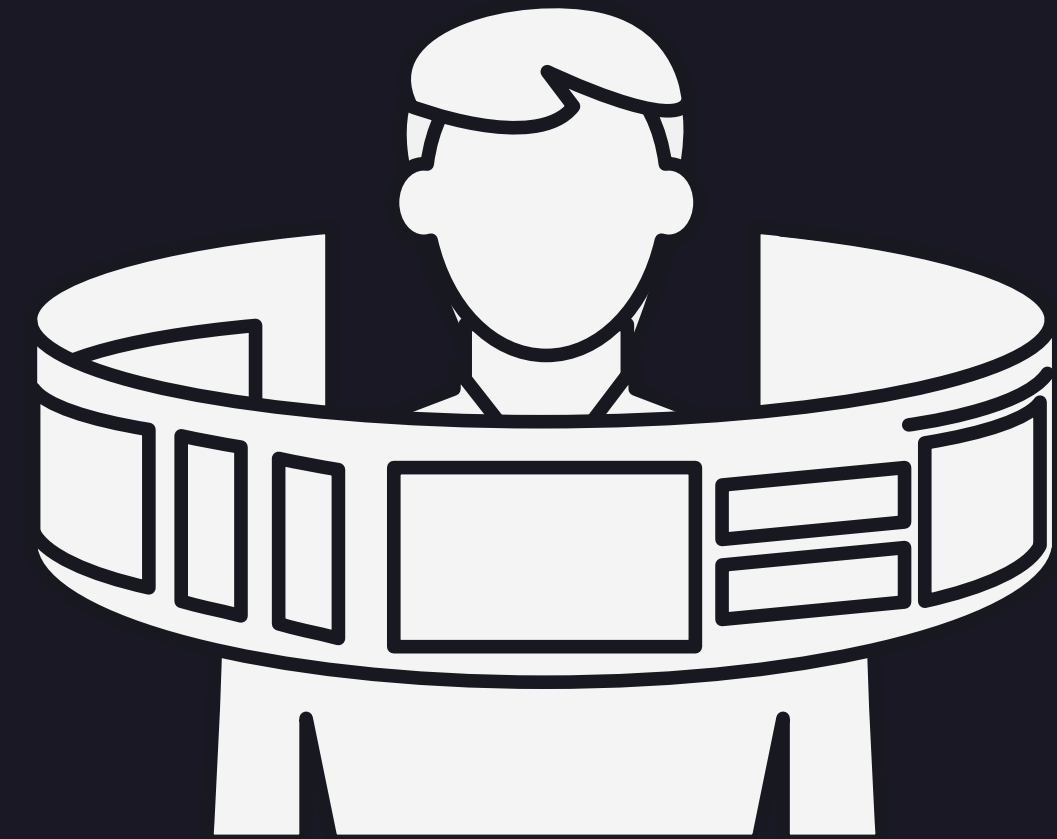


**Computerized simulation
of a 3D imaging for
interaction in a physical
way by a person using
electronic equipment.**

WHY?

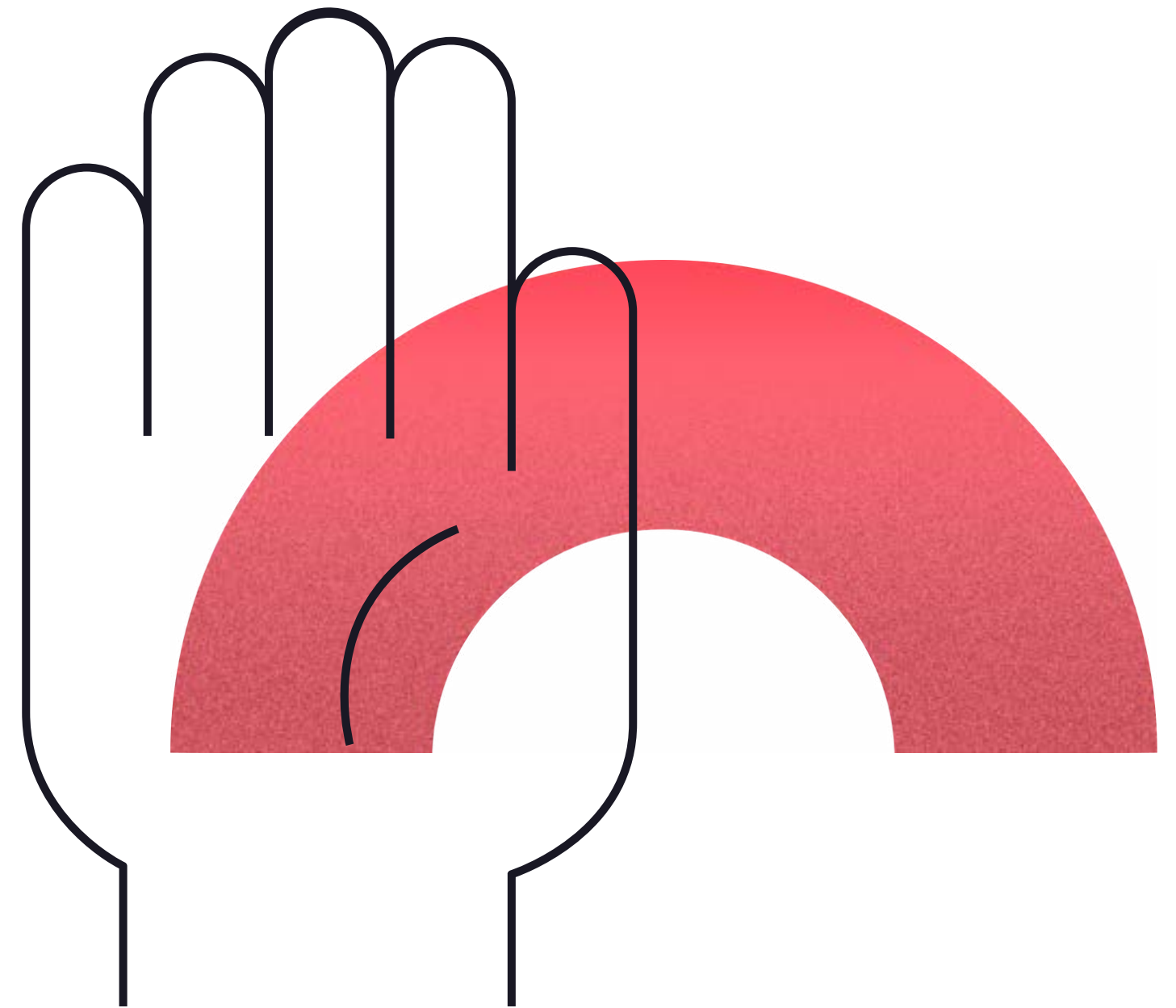


- It's fun way of learning
- Helps to understand complex concepts, subjects or theories
- Improve the understanding level of students
- It takes very little time to understand very complex topics.
- It can be accessed from your current smartphone



- Lack of resources like screens , internet.
- Exploitation of provided resources.
- Less co operation with the people

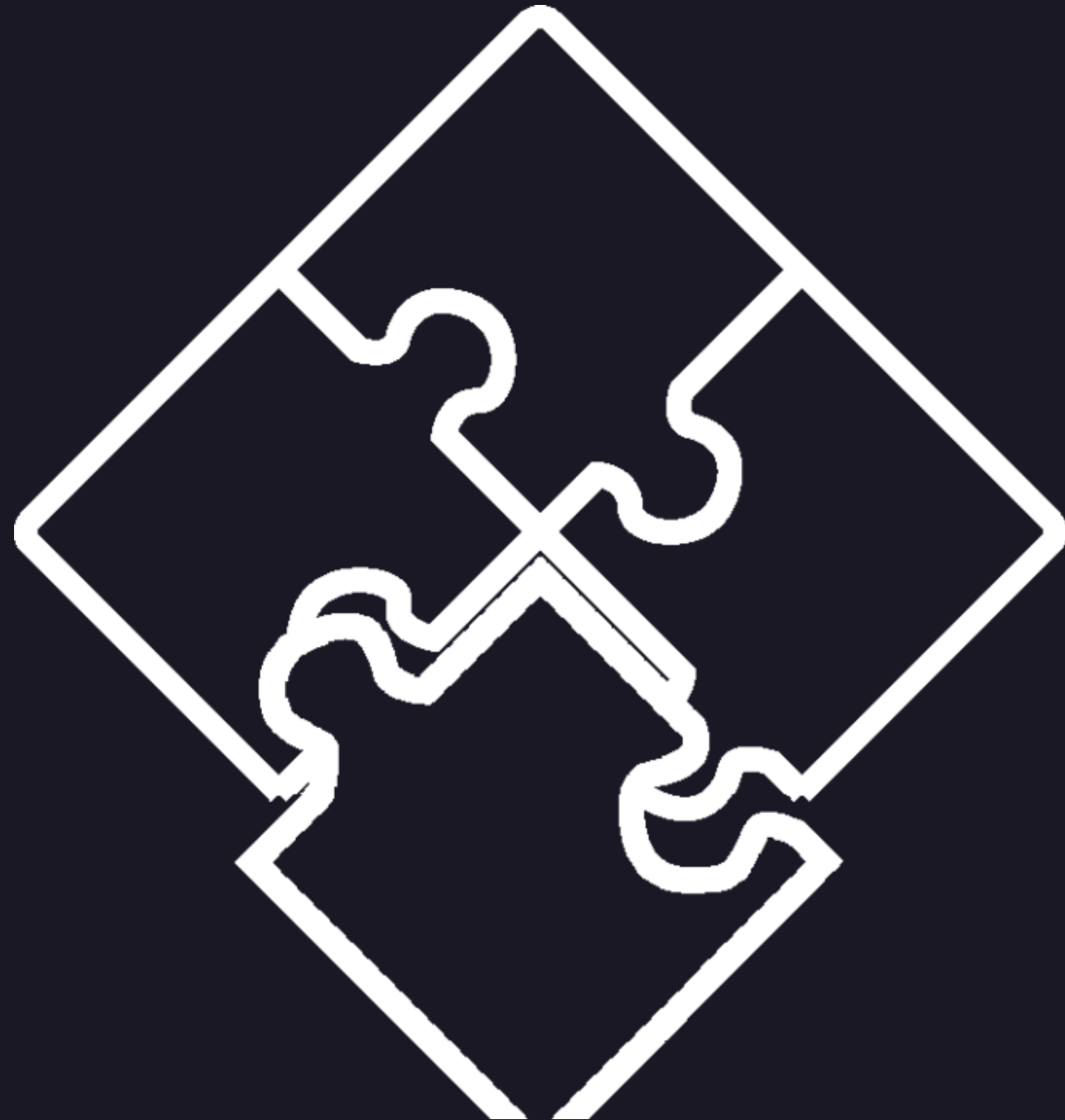
PROBLEMS





THE PLAN

SOLUTIONS



- Use of second hand phones
- Using Starlink for Internet
- Collaboration between different INGOs, NGOs and government and companies

- Use of cardboard VR
- Working with the local government to create awareness about the technology



Measure of Success

- Test before and after the program
- No. of enrollment
- School performance of students
- Pass percentage



THANK YOU