

**BRINGING NEW DIMENSIONS TO LEARNING**

**YEPPAR FOR EDUCATION**



**PRESENTED BY**

**Yeppar**

# What is Augmented Reality?

**Augmented Reality (AR)** is a term for a live direct or an indirect view of a physical, real-world environment whose elements are augmented by computer-generated sensory input, such as sound or graphics.



# ABOUT US

India's first Augmented Reality Mobile Application Startup catering to Print Media, Real Estate, Education and Trainings among others. Transform your Brand Story with Yeppar's Augmented Reality solutions. Yeppar helps marketers to truly let consumers inside their brand story. Our goal is to use AR in such a way that it creates an interactive experience, engaging the customer through a rich and rewarding experience.



# AUGMENTED REALITY USE CASES



# HOW WE WORK

## IDEA



To analyze the requirement through in-depth research with the help of brilliant tools.

## SKETCH



To draft the design that is related to the research in order to check the feasibility.

## DESIGN



After completing feasibility test, a final design is prepared by using smart tools.

## DEVELOP



Now, our the development team starts developing the solution according to design.

## TEST



In testing phase, we test every component to make sure that our solution fits the requirement.

## CELEBRATE



We make delivery for the solution and assist our clients to control and administer solution.

# INTERACTIVE AND RICH MEDIA BASED LEARNING.

Augmented Reality adds rich media like videos, 3D and animations to bring books to “life”.



# MAKE LEARNING EASY

- Scan and watch tutorials.



# MAKE LEARNING EASY

- Scan and know more in deep.





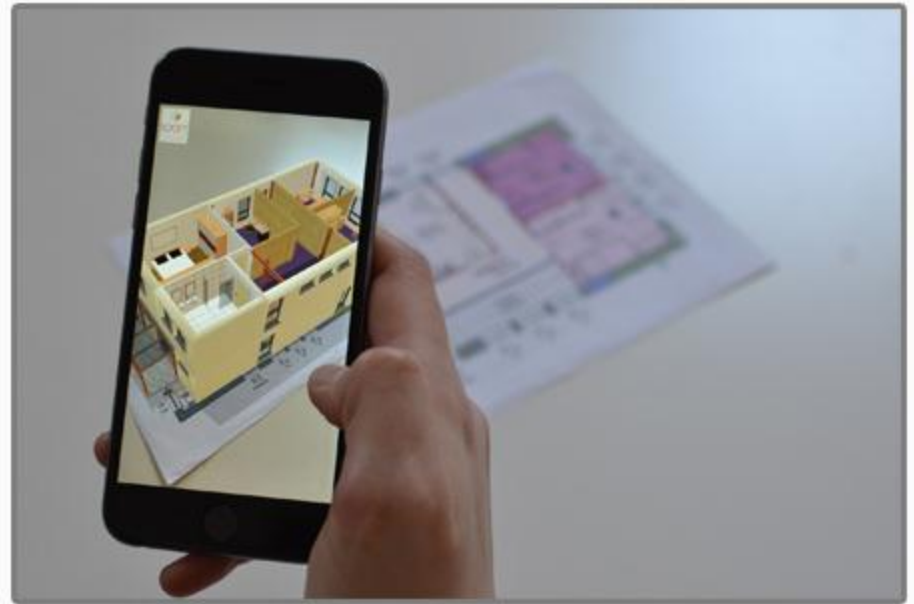
# WHY AR FOR EDUCATION?

- Faster Learning
- Higher Level Knowledge Transfer
- Attention through Greater Level of Engagement



## FASTER LEARNING.

Because of the sensory and experiential of VR and AR, learners of all three modalities - kinesthetic, visual, and auditory - benefit from Augmented and Virtual Reality education and achieve faster learning while developing higher level cognitive skills.



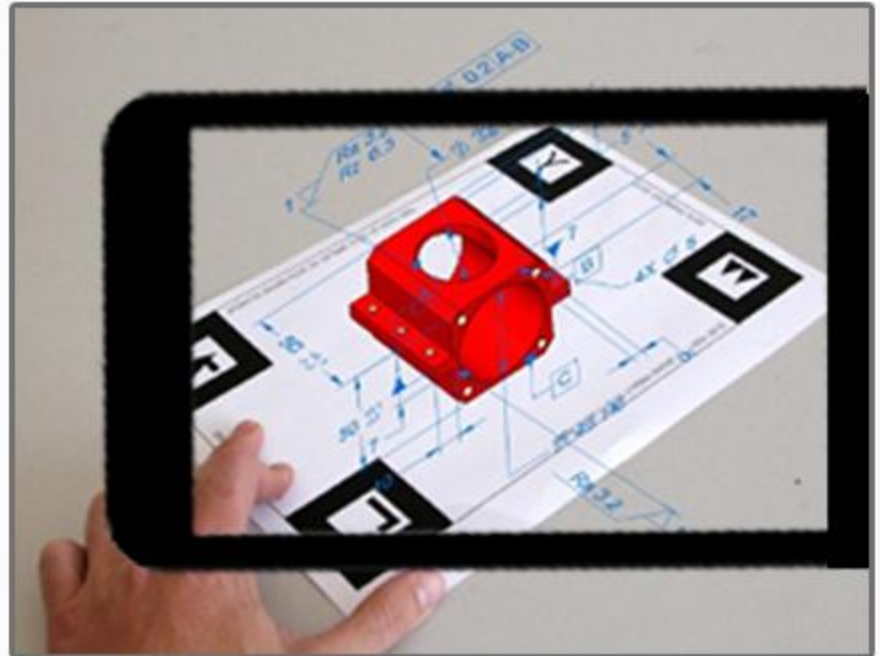
# HIGHER LEVEL KNOWLEDGE TRANSFER.

Augmented and Virtual Reality education solutions empower students to learn-by-doing by directly engaging with their subject matter through immersive interactive experiences. Learning transitions from traditional memorization giving students the ability to apply, analyze, evaluate their knowledge improving creativity, critical thinking, problem solving, and communication.



# ATTENTION THROUGH GREATER LEVEL OF ENGAGEMENT

These Augmented and Virtual Reality education solutions and lessons create an environment in which students are actively participating in their learning material and are incentivized through gamification as well as assessment.



# CONTACT US

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## BUSINESS HOURS

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