

# Frugal by Design Global by Impact

Virtual Reality, Mixed Reality & AI in TVET





The Role of the Private Sector in Skills Development: **Driving Innovation and Impact** 



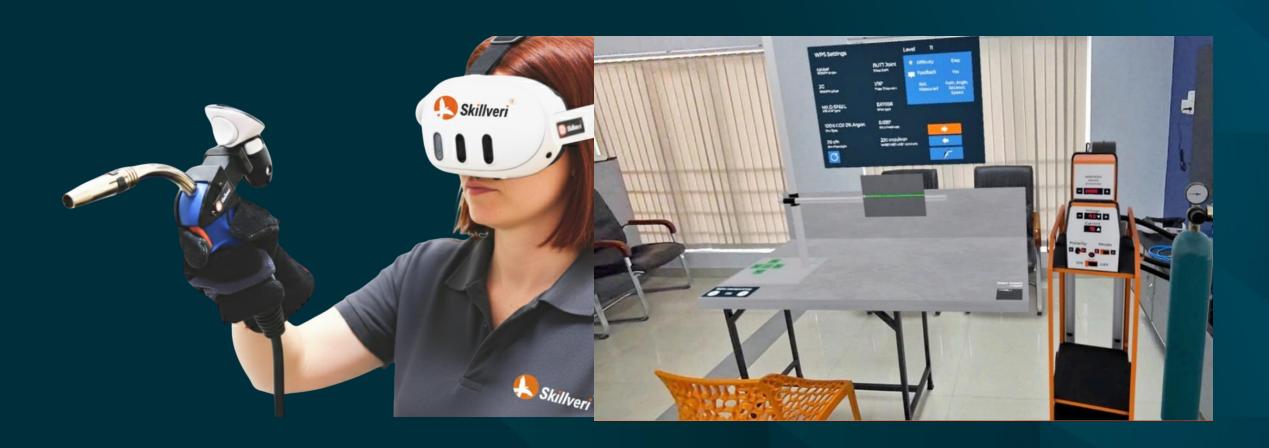
### From Asia to the entire world



What began as a frugal innovation for the developing world is now shaping advanced workforce training in the developed world



### Mixed Reality: combining VR & AR



Seeing virtual equipment blend into your real world puts you at ease to learn



#### Go where the students are

Easy portability, lightweight, can work offline





### The challenges we have solved

- X "It's just a toy—not real skills training."
- ✓ proven to cut training time and consumables by up to 70%, with measurable skill transfer to the real job.
- X "Too complex for blue-collar users."
- ✓ feels like the real tool in their hands with natural interactions; 3 million first time learners completed
- 💢 "Too expensive; bulky; needs high-end gear."
- ✓ pay only for what you need; annual payment models lower entry barrier & make benefits visible

## The Answer - Tech for All, Tech for Good



