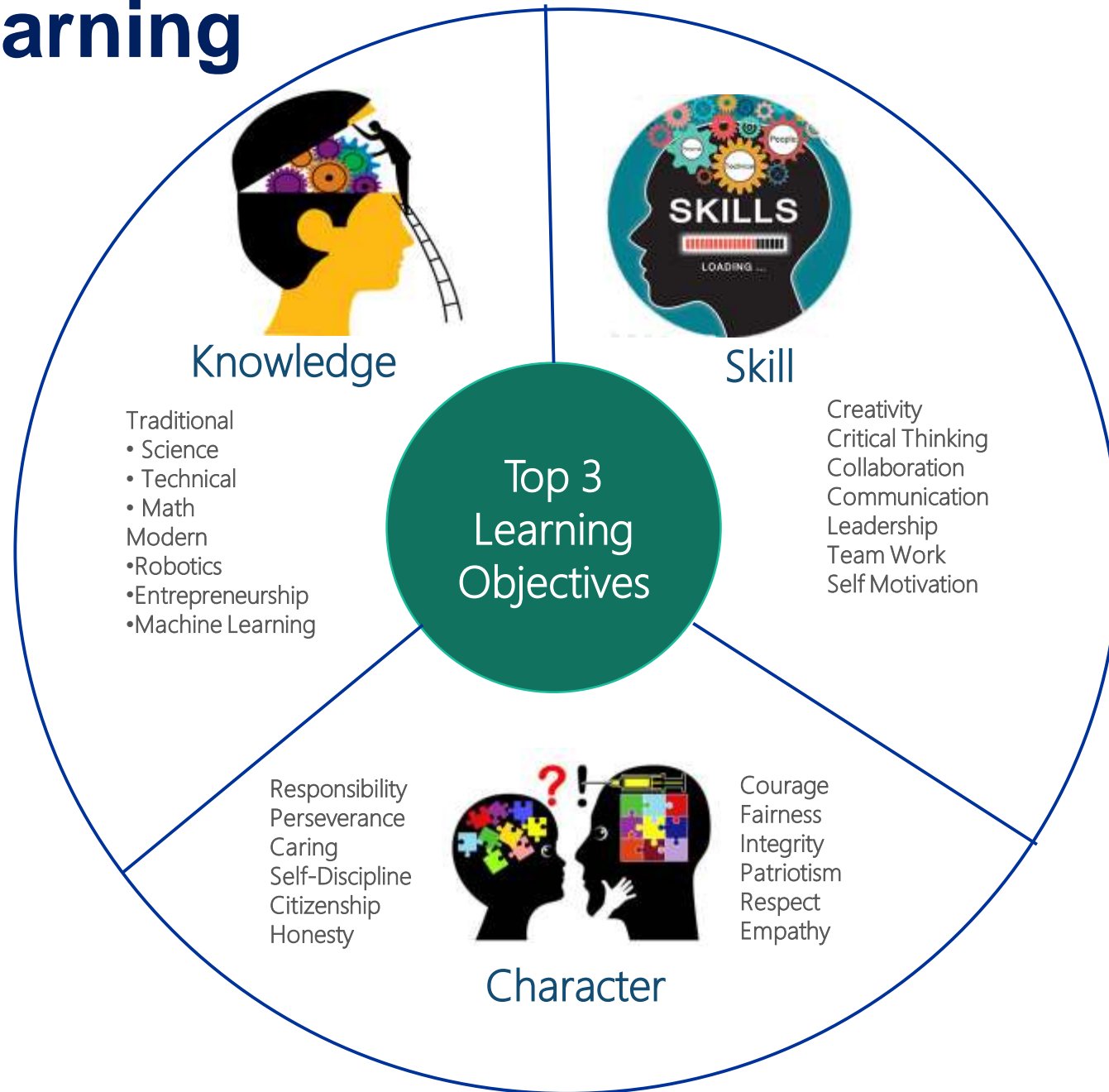




“A technology-based platform provides daily rich digital contents with self-regulated learning for kids, children, students in the local language. e-Gurukul Digital will build a collaborative networks to help parent, self employed workers for knowledge acquiring and skill building with digital content and mentorship”.

# E-Gurukul Learning



# e-Gurukul

## Registration Process

Parent of kids , based on different age group, Students, Housewives

- 3 to 5 year
- 6 to 13 Year
- 14 to 18 Year
- 19 to 23 Year



E-Gurukul Application

- Mobile App
- Browse with Desktop or Laptop



Registration Process

- First Time
- Update or Changing Profile



Basic information along with specific information

- With Selection from various option
- Interested topics
- Character
- Knowledge
- Skills



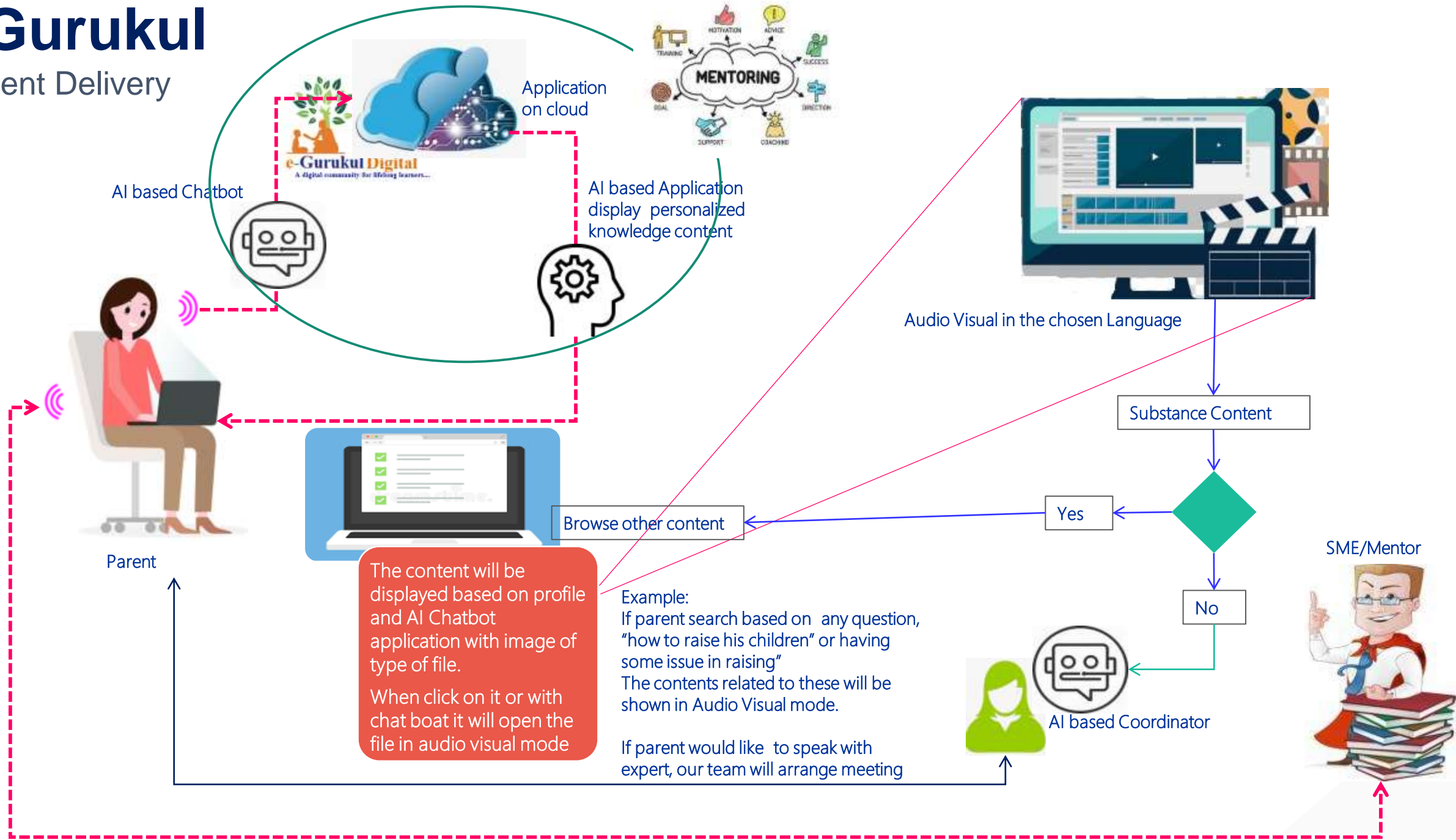
Registration Completed

- The daily feeds to each user
- The rich knowledge content
- Different to each individual



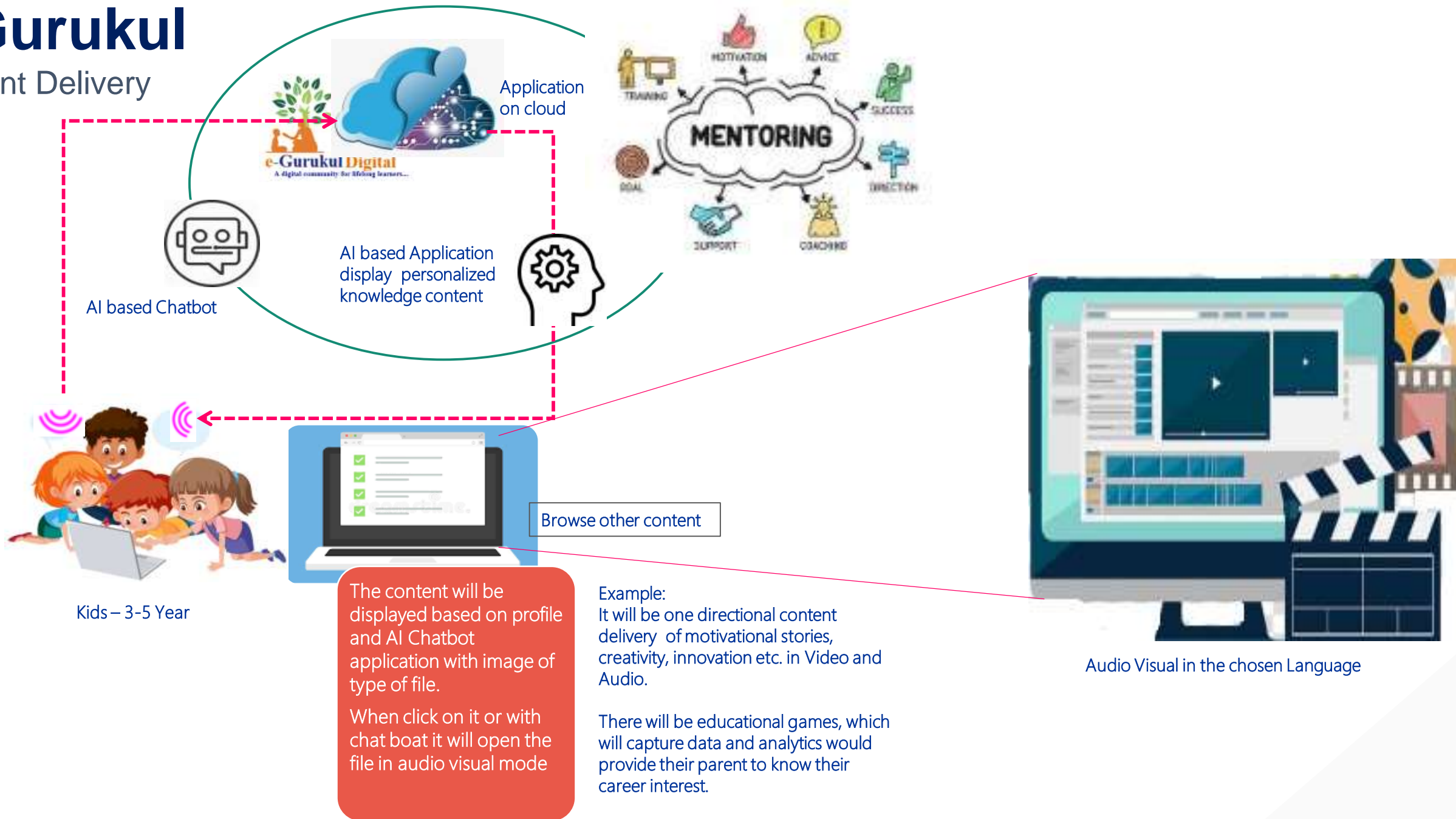
# e-Gurukul

## Content Delivery



# e-Gurukul

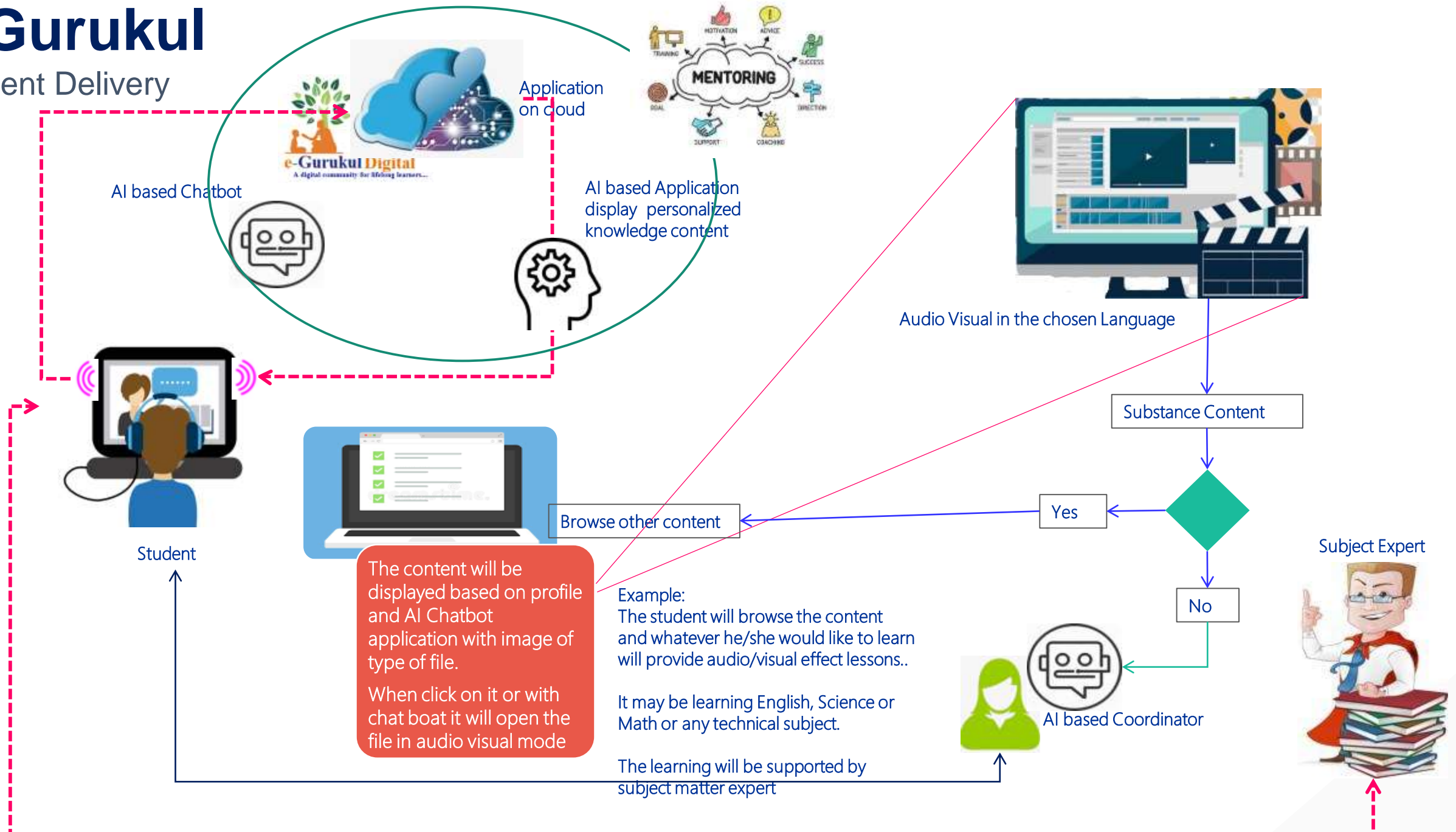
## Content Delivery





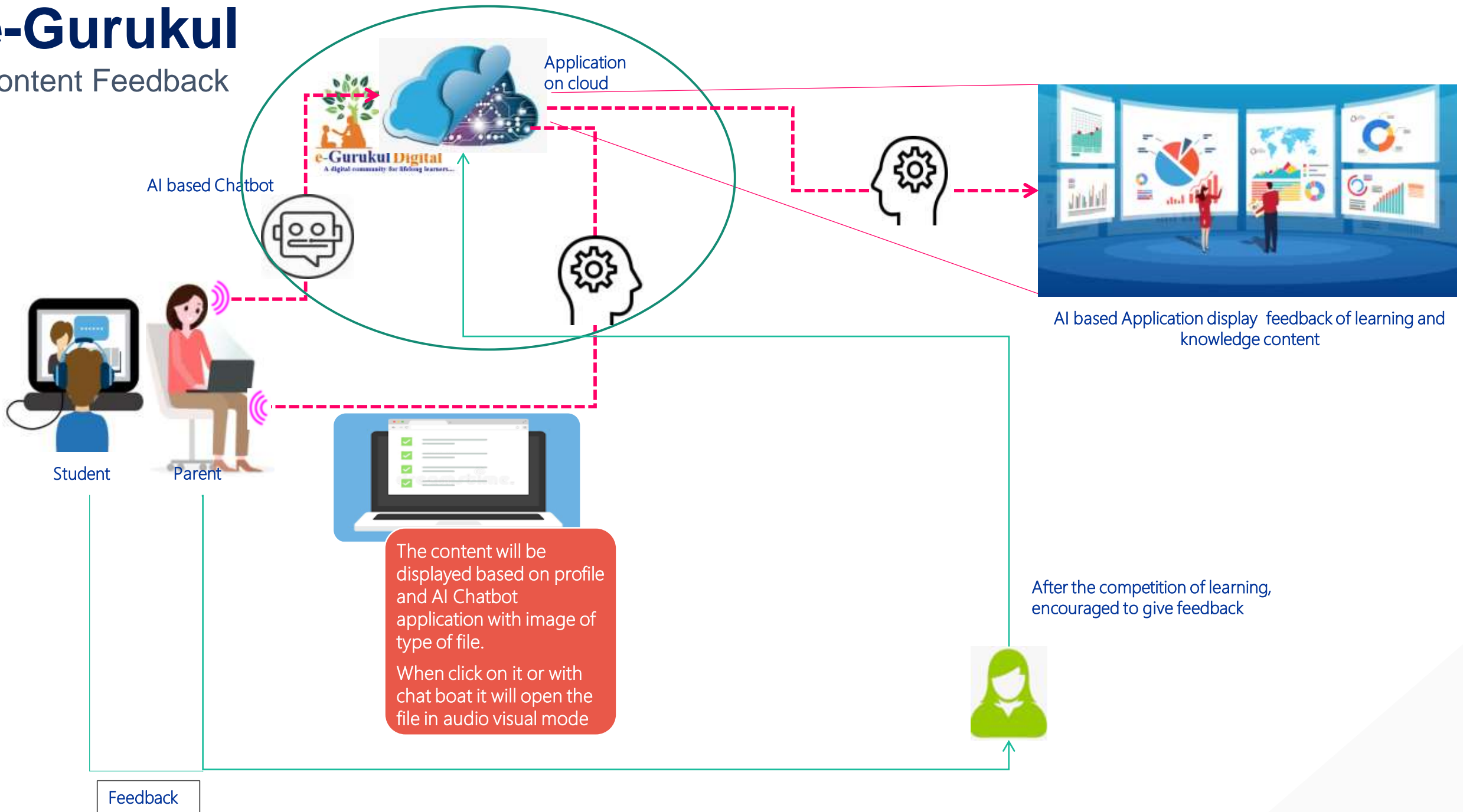
# e-Gurukul

## Content Delivery



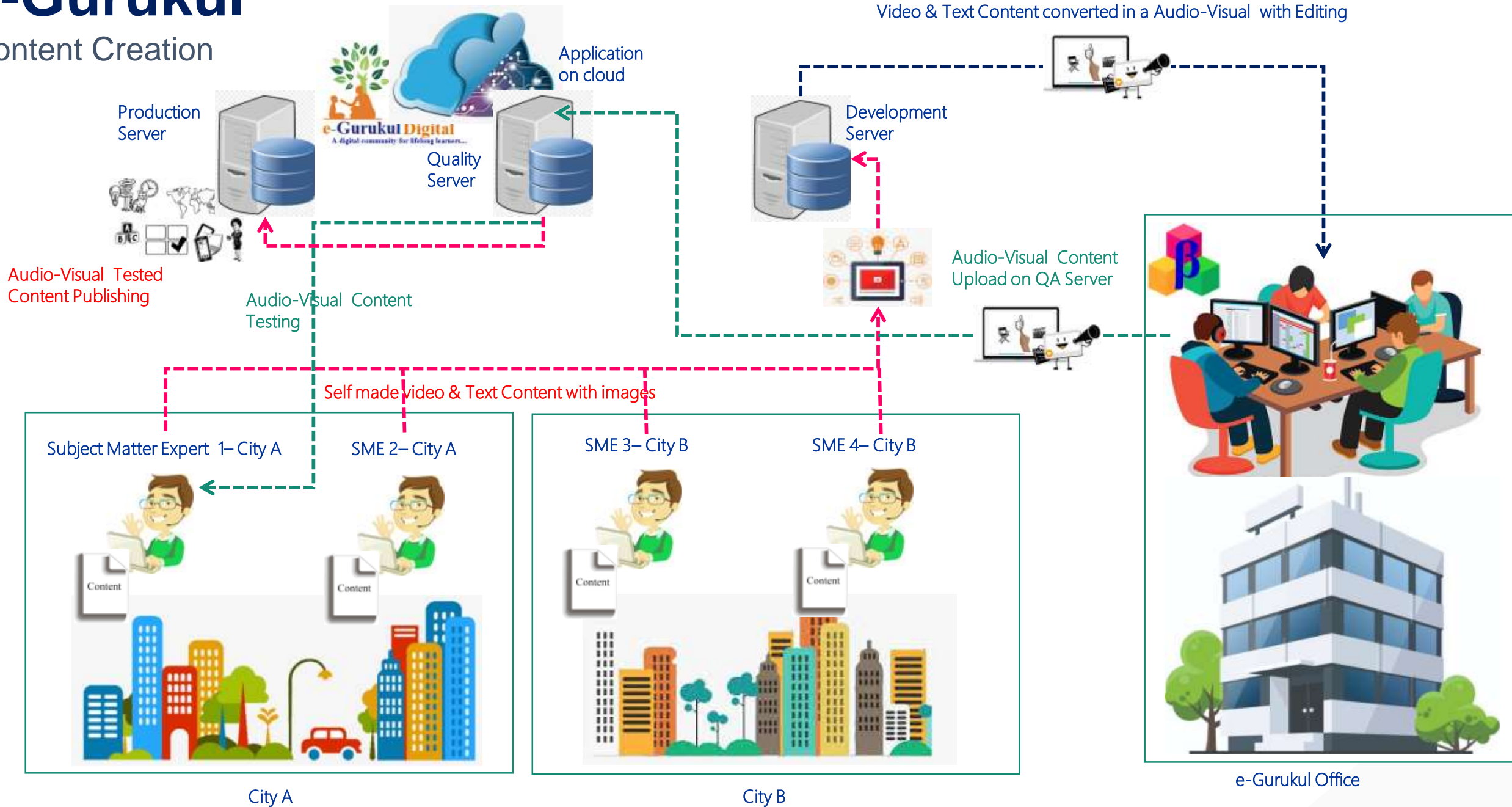
# e-Gurukul

## Content Feedback



# e-Gurukul

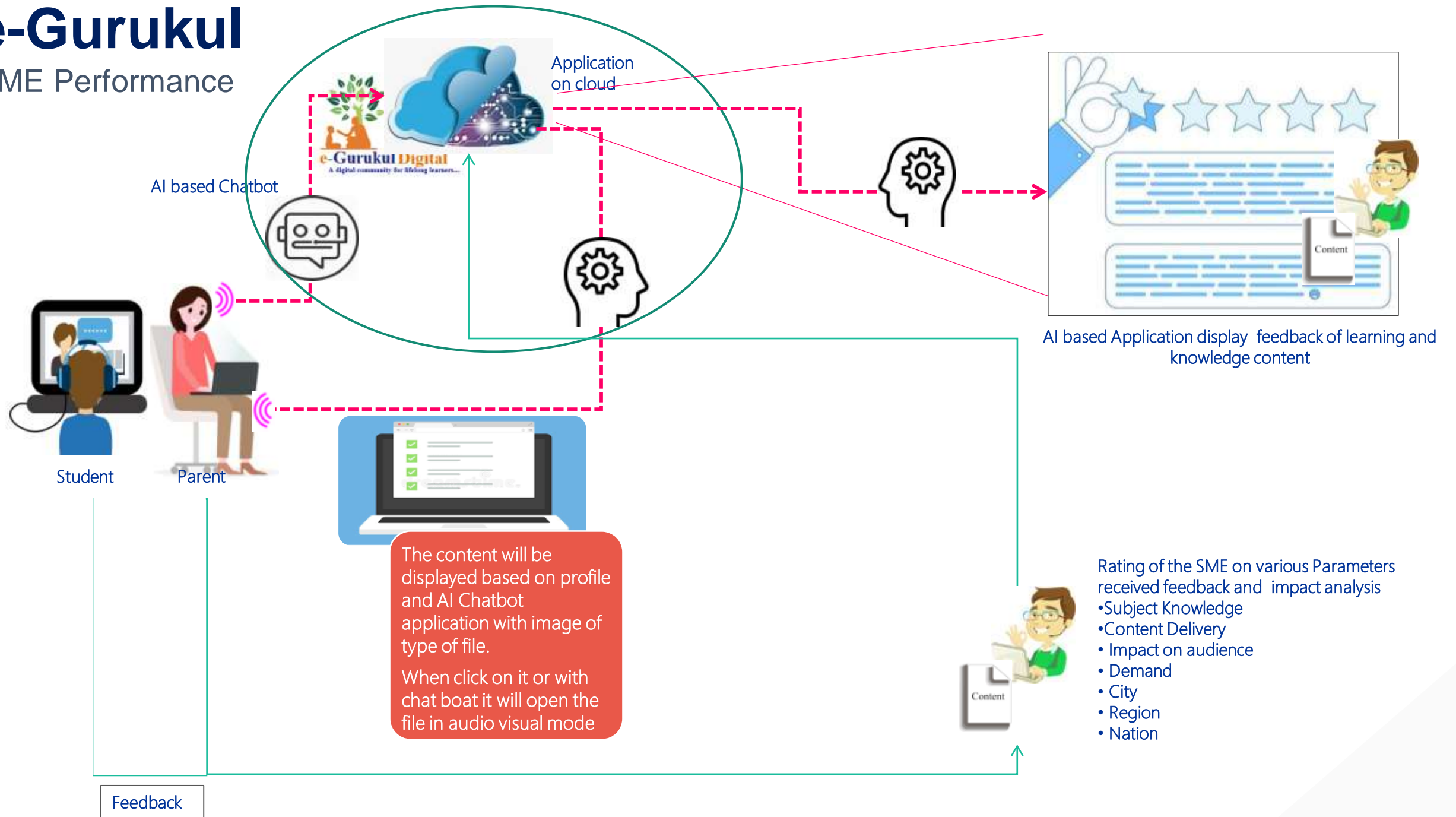
## Content Creation





# e-Gurukul

## SME Performance



# e-Gurukul

## Content Delivery Channels



Audiovisual (AV) is [electronic media](#) possessing both a [sound](#) and a [visual](#) component. Computer-based audiovisual equipment using interactive whiteboard technology.



### Virtual Reality (VR)

“Virtual Reality (VR) is an artificial, computer-generated simulation or recreation of a real-life environment or situation. It **immerses the user by making them feel like** they are experiencing the simulated reality firsthand, primarily by **stimulating their vision and hearing.**”



### Augmented Reality (AR)

“Augmented Reality(AR) is a technology that layers computer-generated enhancements **atop an existing reality in order to make it more meaningful through the ability to interact with it.** AR is developed into apps and used on **mobile devices to blend digital components into the real world in such a way that they enhance one another, but can also be told apart easily.**”

# e-Gurukul

## Matrix - Customer Category & Content



	Parent	Kids	Student	Student	Student
Age Group	Early age	3-5 Year	6-13 Year	14-18 Year	19-23 Year
Profession	Farmers, Vendors, Shopkeepers, Employees, Housewives	-	-	-	-
Content	Raising Kids, Agriculture, Environment, Trading Opportunity, Nutrition, Language, Career Opportunity etc.	Motivation Video, Moral and Human Values Learning Games, Craft Making, Basic Science working principal	Language, Math, Science, Social Science, Moral and Human Values, Technical Model	Language, Math, Science, Social Science, Moral and Human Values, Technical Model and course material related to education, career counseling	Moral and Human Values, Technical Model and course material related to education, career counseling, Job Opportunity
SME Network	Yes	No	No	Yes	Yes



My Character



My Knowledge



My Skill



My Mentor

Switch Language

