REPORT

12th April, 2023

Field Visit to Vorphy, Noida

Students of M.Sc. (Mathematics Education) semester I and semester IV visited Vorphy (https://vorphy.com/), an EdTech company based in Noida. The purpose of the visit was to learn about their approach to game development, their products, and how they incorporate virtual and augmented reality technologies into educational gaming. The company specialises in creating **AR-VR educational content** with high quality graphics and sound effects for preschool & K-12. It was an amazing experience as students got a chance to immerse themselves in an AR-VR experience.

The Vorphy team demonstrated their products, took the students to the tour of their company departments, and showcased the overall pipeline they follow to prepare the AR/VR content for education.

At Vorphy, they follow a user-centric design approach to create their games. They conduct user research to understand the needs and preferences of their target audience. This feedback is then used to refine the game mechanics, user interface, and user experience. They believe that these technologies have the potential to transform education and make learning more interactive and fun.

Apart from this we had a chance to experience VR using headsets. We had an engaging VR experience of the solar system where we were in a spaceship and could go near each planet and even got to hold the planets virtually. Each planet had descriptions about it making it a highly interactive content for school children. Another VR experience was underwater where there were marine animals like sharks, turtles and corals that we could look at closely. Both were highly immersive and provided a great insight to experience the developments in the field of educational technology.

It was a fruitful day as we learnt a lot about the kind of ed-tech available in the market these days and the detailed process of developing such contents for various age-groups. The content development process starts with identifying the learning objectives and working with subject matter experts to ensure that the educational content is accurate and relevant. From having the right resource person to precise character modelling on softwares, there is a lot that goes on behind the scenes in making children have an immersive learning experience.

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