

AN INITIATIVE BY
LEARNOVA
 VR & AR TECHNOLOGY



Freelancer



Employee



Entrepreneur



Trainer



FEETVR
 OPPORTUNITY PROGRAM

*Empower Students' Futures
 with VR Opportunities*



Learnova™

A Brand of Uvisoft Technology Private Limited

#7/1, Kannppan Street, Arunagiri
 Chathiram, Arni - 632301,
 Tiruvannamalai District, Tamilnadu,
 India

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About FEETVR

FEETVR (Freelancing, Employment, Entrepreneurship and Trainer opportunities in Virtual Reality) is an innovative program by Learnova, aimed at equipping final-year students with the knowledge and skills to excel in the world of Virtual Reality. The program is designed to bridge the gap between education and the rapidly growing VR industry. Through hands-on training and practical experience, students will explore the opportunities of freelancing, employment, entrepreneurship and teaching within the VR sector.

Our goal is to empower students with the confidence and skills necessary to enter the workforce or build their own ventures, ensuring they graduate not just with a degree but with a future ready for success.



FEETVR Vision

To revolutionize education by empowering students with the tools and confidence needed to thrive in the evolving world of Virtual Reality, ensuring a future where no graduate is left without opportunities.

FEETVR Mission

Our mission is to:

- **Equip students with industry-relevant VR skills.**
- **Provide hands-on experience and real-world applications in VR technology.**
- **Foster an entrepreneurial spirit and freelancing mindset among students.**
- **Create a pathway for students to secure employment or become trainers in VR technology.**
- **Build a community of VR innovators, freelancers and educators across world.**





Benefits of FEETVR



Hands-On VR Training

Gain practical experience with cutting-edge Virtual Reality technology through interactive sessions and real-world applications.



Career Pathways

Open doors to multiple career opportunities, including freelancing, employment in VR companies, entrepreneurship and VR training roles.



Industry-Relevant Skills

Learn the latest VR techniques and tools that are highly sought after in the rapidly growing technology sector.



Certification

Receive a certification from Learnova upon completion, boosting your resume and making you more competitive in the job market.



No Prior Coding Needed

The program is accessible to students from all fields—Engineering, Polytechnic, Arts and Science—with no coding knowledge required.



Build Confidence

Develop the confidence to enter the workforce, start your own VR-based business, or offer your services as a VR freelancer.



Networking Opportunities

Connect with industry experts, fellow students and potential employers, creating valuable networks for future career growth.



Entrepreneurial Mindset

Foster an entrepreneurial spirit and learn how to launch your own VR startup, offering endless possibilities for growth and innovation.





FEETVR Opportunity Program in Various Colleges

St. Joseph College of Engineering, Chennai










SRM Institute of Science & Technology, Chennai





Program Outline of FEETVR

-  **Topic 1 : Introduction of FEETVR**
An overview of the FEETVR program, designed to provide students with immersive experiences and career opportunities in the field of Virtual Reality.
-  **Topic 2 : Introduction of Learnova**
Learnova, a pioneer in VR/AR technologies, offering innovative solutions for education, entertainment, entrepreneurship and career development.
-  **Topic 3 : What is VR and AR?**
An explanation of Virtual Reality (VR) and Augmented Reality (AR), exploring their technologies, applications and impact on various industries.
-  **Topic 4 : VR and AR Hardware**
An overview of the essential hardware devices used in Virtual Reality and Augmented Reality, including headsets, controllers and sensors.
-  **Topic 5 : VR and AR Applications**
A look into the diverse applications of Virtual Reality and Augmented Reality across industries such as education, gaming, healthcare and more.
-  **Topic 6 : VR and AR Tools**
An introduction to popular development tools like Unreal Engine and Unity, used for creating immersive Virtual Reality and Augmented Reality experiences.
-  **Topic 7 : Introduction of Artificial Intelligence in VR**
Exploring the role of AI in enhancing Virtual Reality experiences, from interactive environments to intelligent avatars and real-time decision-making.





Program Outline of FEETVR



Topic 8 : Freelancing in VR/AR

Learn how to become a VR freelancer by creating 360-degree images, videos, 3D objects or simulations. Discover how to showcase your work on platforms like Shutterstock and earn revenue when your content is purchased.



Topic 9 : Become an Employee in VR/AR Sector

Learnova offers opportunities for direct placement or registration in its Placement Cell, where companies in the VR/AR industry can view your profile for potential employment or internships leading to full-time roles.



Topic 10 : Entrepreneurship in the VR/AR Industry

Explore opportunities to start your own VR/AR business or acquire a Learnova franchise in education or entertainment, paving the way for entrepreneurial success in the industry.



Topic 11 : Become a Trainer in the VR/AR Industry

Discover opportunities to become a trainer in the VR/AR industry, whether as part of Learnova's FEETVR Program, a VR tutor in Learnova Education Academy, a trainer in Learnova Research Center, or as a VR trainer in schools and colleges with VR labs.



Topic 12 : Hands-On Training in VR/AR Tools

Gain practical experience with key VR/AR development tools through hands-on training sessions, learning to effectively use software and hardware for creating immersive experiences.



Topic 13 : Brainstorming & Group Discussion



Topic 14 : Certificate Presentation





Program Details

-  **Student Eligibility** : Any College Student with any discipline
-  **Program Venue** : Any College or University or Banquet Hall in Hotel
-  **Program Duration** : Fully 6 Hours, with 1 Hour Lunch Break (10.00am to 4.00pm)
-  **Program Area** : Need any closed room with A/C
-  **Minimum Student Required** : Need minimum of 25 to 50 Students per Session (1 Day)
-  **Technical Requirements** : Need WIFI Connections with no restrictions
-  **Laptop/PC Requirements** : Students bring their Laptop with Mobile Phone or College have to provide PC for Hands-on Practical
-  **Registration Required** : Students need to register through our Google form at least one week before the program date
-  **Certificate Presentation** : We will provide certificates once the program has been fully completed
-  **Program Fees** : We will collect the fees after the program, but the college or institution needs to collect the fees before they attend the program



Program Certificate



Program Certificate issued at SRMIST, Chennai





Program Outcome



Freelancing in VR/AR : Earning Per Year will be Rs. 2-3 Lakhs



Employee in VR/AR Sector

Learnova will employ eligible students who successfully complete the FEETVR Program, with a starting salary of Rs. 3-6 lakhs per year



Entrepreneurship in the VR/AR Industry :

Learnova offers entrepreneurial opportunities through its franchise model in education and entertainment, allowing students to earn Rs. 2-3 lakhs per month



Trainer in the VR/AR Industry :

Learnova provides opportunities for students to become trainers in the VR/AR industry, offering positions in Learnova's education programs, research centers, or as VR trainers in schools and colleges. Trainers can earn Rs. 2-5 lakhs per year.



Important Info : Learnova does not guarantee employment upon completion of the FEETVR Opportunity Program. After successfully completing the program, students must continue upgrading their skills and knowledge in virtual reality. We will guide them on how to enhance their abilities independently. While we assist in placing students in VR/AR companies or within our own, they must first pass our screening test to be eligible for employment.



Brand Launch



Academy Launch



VR Events



Awarded



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