



VR/AR ASSOCIATION

INDUSTRY SECTOR REPORT

ENTERPRISE

2020

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Company Summary

We offer our own proprietary Smartphone based Virtual Reality Headset & tailor made VR Content to Manufacturing Companies for the technical training of their blue collar workforce. We help these companies reduce their existing training related costs to more than 50% and leads to the up skilling and re skilling of their front line & assembly workers in a time effective manner.

Contact

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Size of Company

Employees or FTE equivalent: 1-5

Revenue: Early Stage

Type of Company

Smartphone based VR Headset - Hardware & VR Content Creation - Software.

Customer Types and/or names

Manufacturing & Industrial Companies.

What do you want from the vertical/market/industry?

Generally there is a perception that Industrial side of the globe is not much prone to digital transformation and technology adoption. But, COVID19 has ushered in an era of digital transformation and remote working. We are developing solutions towards enabling these distributed workforce a holistic approach for these Manufacturing bases. We intend to work hand in hand with them towards realizing this goal.



Why are you in this industry vertical/sector?

Over the past few years technology has disrupted a lot of domains across sectors. But one such domain which has remained largely unaffected is the learning and development in the Industrial space. With Virtual Reality we have enormous potential to change the face of training and other R&D related activities in the Manufacturing space. We are here to make spatial computing mainstream in the traditional Manufacturing Sector.

How does your solution address current global situations?

We offer VR based training modules on the Smartphone platform. Our VR Headset is compatible with any smartphone irrespective of the make, model, form factor and OS type. We also tailor make the VR Content specific to our client's requirements. This helps our clients towards the up skilling and re skilling of their workforce and engage them in other employee engagement activities without the hassle of any other advanced hardware requirements at the end of their employees. As our VR Headset is universally compatible, it becomes more easier for the companies to roll out their projects and other re skilling work without any hassle and other additional hardware requirements like a high end standalone VR Headset or other high end PC based VR devices.