

TURBIT SHILLONG PRESENTS:



VIRTUAL REALITY FOR COMMUNICATION

INTERACTIVE VIRTUAL REALITY TRAINING



Partnering Organisations:



DESIGN INNOVATION CENTER
NEHU SHILLONG



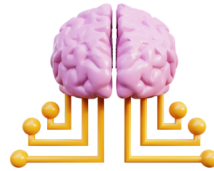
AIC SMUTBI
SIKKIM MANIPAL UNIVERSITY

Winner of Fellowship and Grant in XR Startup
Program by Meta (formerly Facebook).

FOR DETAILS, CONTACT: 97740 02603



VIRTUAL REALITY



GENERATIVE AI



VALUE PROPOSITION

Turbit Shillong introduces a Virtual Reality (VR) Training Course for Public Speaking, Pitching, job interviews and more.

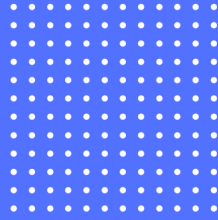
OBJECTIVE

The program aims to empower youth and job seekers through a Virtual Reality (VR) course that enhances public speaking, pitching, and interview skills. It incorporates AI-generated characters that provide interactive feedback and questions based on participants' presentations. This approach combines immersive VR with generative AI for a practical and impactful learning experience.

TARGET DEMOGRAPHIC

User Segment	Use Case / Benefit
Career-focused professionals	Sharpen soft skills like public speaking, sales, leadership via immersive practice
Students (college/university)	Prepare presentations, speeches; build confidence and overcome stage anxiety
Corporate teams & enterprises	Train teams in negotiation, selling, difficult conversations, leadership
Entrepreneurs / Pitchers	Practice investor pitches in realistic roleplay environments
Individuals with glossophobia	Simulate presentations to reduce anxiety
Lifelong learners / career improvers	Grow communication competence across soft skill areas
Educators & academic trainers	Embed VR-based experiential communication training modules

Key Features:

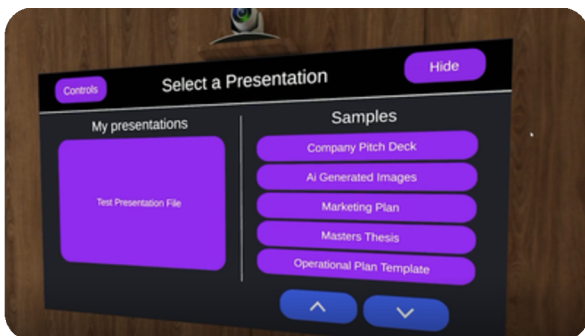


- **REALISTIC PRACTICE ENVIRONMENTS**

Virtual reality allows participants to simulate interviews, pitch presentations, and public speaking scenarios in a virtual auditorium, meeting room, or boardroom.

- ★ **PERFORMANCE FEEDBACK:**

Participants speech is analyzed for hesitations, pace, pitch, and other factors. Receive feedback on body language, speaking techniques, and other key aspects.

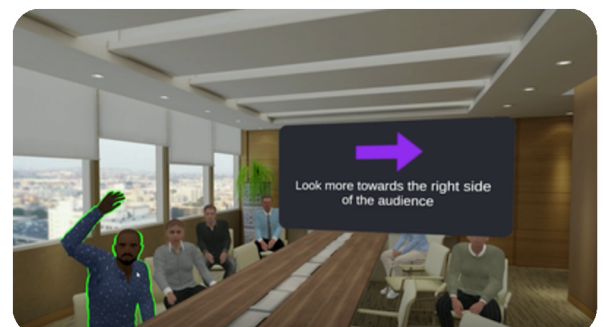


- **SPECIFIC AND CONTEXTUAL**

Participants can upload your own presentation slides/CV and practice with them in various virtual settings. This feature is incredibly helpful for preparing for upcoming events

- **PRACTICE AUDIENCE INTERACTION AND CRITICAL THINKING SKILLS**

Participants can practice answering AI-generated audience questions after the presentation/interview. The questions will be related to the topic of the presentation/speech, thus allowing for a greater depth of preparation.



COMMUNICATING FOR ENTREPRENEURS

From boardroom pitches to conference presentations, this program will empower you to become a more persuasive and influential leader. You'll gain a comprehensive understanding of when and how to adapt your communication styles, guiding your team toward success.

6 modules

20 practice exercises

18 hours of engagement



Difficult Conversations

Cultivate and refine the skills necessary to confidently and professionally navigate conflict.



Leadership Communication

Learn to express your ideas to enhance decision-making, teamwork, and action.



Media Training

- TV Studio Practice
- Press Conference training
- Media Ambush
- Podcast Practice



The Elevator Pitch

Master the art of crafting an engaging elevator pitch for yourself, your ideas, or your business.



Active Listening

Enhance your relationships with colleagues and clients through improved listening techniques.



Compelling Storytelling

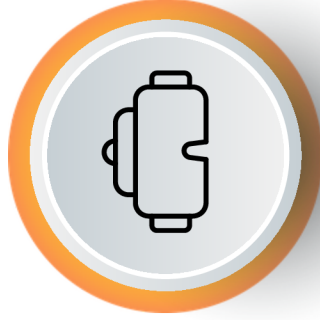
Learn and practice the quickest method to captivate and persuade any audience through business storytelling.

COMMUNICATION FOR JOB SEEKERS



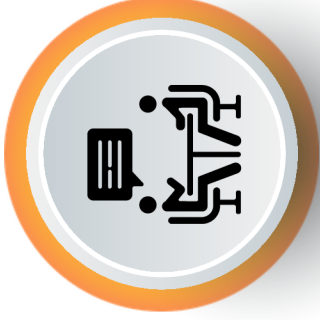
WE UPLOAD

YOUR CV OR RESUME



JUMP INTO

A VR ENVIRONMENT



AI POWERED

INTERVIEW SIMULATION



GET A SCORE AND

IMPROVEMENT FEEDBACK



Feedback: Summary

Key Strengths

- **Clear articulation of the core mission:** You effectively communicated Durbin's mission to democratize music distribution for independent artists, as seen when you explained the problem of big label dominance and how your platform addresses it.
- **Inclusion of relevant market and user data:** You provided concrete statistics such as having 118 users, 2.25 lakhs revenue, and 80k streams per month, which helped ground your pitch in measurable progress.

Areas for Improvement

- **Structure and flow of content:** The presentation moved quickly through many topics without clear transitions, making it harder to follow, for example jumping abruptly from the distribution process to competitors and revenue sharing.



SAMPLE FEEDBACK

Learner: [REDACTED]@gmail.com

Overall Score: 6.0 / 10



The overall score is calculated with a 40% weighting for what you said (content) and a 60% weighting for how you said it (delivery).

Content: 5.0 / 10

Delivery: 6.7 / 10

Date: Oct. 27, 2025, 9:33 a.m.

Scenario name: Conference Room presentation

Session length: 3m 49s

Live Feedback: Yes

Slides: Yes

Audience Questions: No

Distractions: No

Speech Language: English

Device: VR

Feedback: Summary

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SAMPLE FEEDBACK



Feedback: Delivery



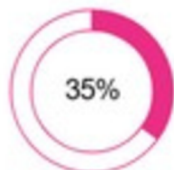
Filler words ⓘ



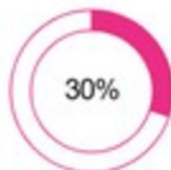
Words per minute ⓘ



Listenability ⓘ



Body language ⓘ



Eye contact ⓘ

Speech Transcript

Speech Transcript

Hi everyone, my name is Akak Jatinath and I am here to pitch about Durbin. Durbin is a music distribution company and we do also music labeling jobs So our mission is to make music distribution accessible to everyone. So music distribution is the process of making music accessible to the audience through the digital stores just like Spotify, YouTube, Apple Music, etc. So this is our process. We take the music album metadata from the artist and we send it to the distributor to the music stores and it reaches the audience. So, the problem is there is a dominance of big labels in the music industry, and independent artists struggle through distribution guidelines and high costs, so that's where our platform comes. Distributors like Amuse, CD Baby, Distrokid are already here, but our solution is unique. slides. So this is our solution, Durbin. So our MVP is there is no upfront fee and we have a chat-based interface, there is insertion analytics and we also have a payment wallet. this is our interface so this is where the people set this is where they can see about their revenue and analytics this is the artist page so our primary customer are independent artists and the revenue model is the revenue sharing the 70% goes to the artist and 30% we keep as a service charge revenue till date 2.25 lakhs and we have around 118 users currently this growth by organically and the customer lifetime valuation it is based on the intellectual property so it can last around 60 years. In Indian landscape, there is no competitor as such, but there are foreign companies that are based in India. And Indian music companies basically focus on film soundtracks just like T-Series, Sony Music and Zee Music. But our focus is on independent artists just like the US market. And our app is very localized for the Indian and APEC audience. So it's very simple to use. market opportunity is valued around 24 billion by the end of 2024 and it is growing at an annual rate of 14 percent so it is projected to reach around 37 million by the end of 2026.

SAMPLE FEEDBACK



10/27/25, 3:07 PM

Practice Session Results - VirtualSpeech

- **Clarity and persuasive framing of key points:** Some important details like the revenue sharing model were presented abruptly without connecting them to benefits for artists, reducing their persuasive impact.

Key Takeaways

Begin with a compelling story or analogy to engage the audience emotionally; use clear transitions between topics to improve flow; and frame key details like revenue sharing by explicitly linking them to artist benefits to strengthen persuasion.

Feedback: Full

Feedback

Your pitch about Durbin conveyed a clear message: to democratize music distribution for independent artists in India by providing an accessible, affordable platform. The core idea was communicated effectively, particularly in explaining the problem of dominance by big labels and the gap your service intends to fill. However, the overall delivery could benefit from improvements in engagement and structure to make the message more compelling and easier to follow. The speech's structure was somewhat fragmented. You began with a brief introduction but quickly moved through many topics—mission, process, competition, features, financials, market size, and team—in rapid succession without clear transitions or a strong opening to hook the audience. For example, the explanation of the distribution process (We take the music album metadata...) was clear but felt overly technical and could have been simplified or illustrated with a brief story or analogy to engage listeners better. There was also a lack of a strong conclusion summarizing why Durbin is a unique opportunity, which could have reinforced your message more powerfully. Your points were mostly relevant to the overall message, but some sections felt rushed or lacked clarity, such as the revenue sharing model and user statistics, which were shared abruptly (the revenue sharing the 70% goes to the artist and 30% we keep...) and could have been framed more persuasively by connecting them to the benefits for artists. The mention of competitors was important but could have been expanded to differentiate Durbin more distinctly, perhaps with concrete examples of what sets your chat-based interface or wallet system apart. Audience engagement was limited, partly due to your low eye contact score (3/10), which can make it harder to connect with listeners and hold their attention. Your listenability score of 68% is moderate, but improving vocal variation and pacing could enhance it further. Your speaking rate of 141 words per minute is appropriate—neither too fast nor too slow—but the talk might have benefited from strategic pauses, especially when shifting topics or highlighting key benefits, to allow the audience to absorb information. To improve, focus on opening with a compelling hook that connects emotionally, such as a quick anecdote about an independent artist's struggle to reach audiences. Use clearer transitions and fewer technical details upfront, saving them for questions or deeper discussions. Strengthen your closing by reiterating Durbin's unique value and inviting action or interest. Lastly, consciously increase eye contact and vary your vocal tone to better engage listeners. This will help your pitch feel more polished, relatable, and persuasive.

SAMPLE FEEDBACK



10/27/25, 3:07 PM

Practice Session Results - VirtualSpeech

It is not moving next. So, this is our current reaction, 118 artists have registered on our platform. We have released over 300 songs and we generate over 80k streams per month. And these are some of our achievements, like we have done some partnerships and we are in some IdeaTons and other things. This is our go-to-market strategy so we approach artists through social media and we also have some referral programs and we also sign exclusive deals with artists and labels so that they can share their music and we also collaborate with music societies and recording studios. This is the financials. We are growing at an annual rate of 18% per annum. So this is our projected revenue for the next year. This is our team. These are, this is my co-founder. These are my social media managers and these are my advisors. And thank you. Yeah. Oh, this one.

EXPECTED OUTCOMES

- Enhanced communication skills among participants, boosting their prospects.
- Increased confidence in public speaking, interview scenarios, and Pitching Events.
- Sustained and long lasting Confidence gained through experience rather than theoretical training and roleplaying.
- Overcoming any inherent shyness and introversion through exposure therapy.
- Empowerment of youth in Meghalaya to excel in their chosen fields.

STATISTICS

- A study published in *Frontiers in Virtual Reality* found that participants who underwent VR public speaking training performed better in presentations and received higher audience ratings compared to those who prepared traditionally.
- Research indicates that VR learners exhibit up to a 275% increase in confidence when applying learned skills, surpassing traditional classroom and e-learning methods by 40% and 35%, respectively.
- VR public speaking training effectively reduces anxiety, with participants showing lower heart rates and cortisol levels, along with improved self-perception during public speaking engagements.

CONCLUSION

By introducing a VR-based public speaking intervention, we can bridge the communication skills gap for entrepreneurs and aspiring youth from colleges and schools in Meghalaya. This innovative approach ensures immersive, practical learning experiences that prepare participants for academic, professional, and legal challenges, contributing to the holistic development of the region's youth.

TURBIT

Thank you!

Please contact us for further queries.



Winner of Fellowship and Grant in XR Startup Program by Meta (formerly Facebook).



Named as Top 10 visionary communicators, artists and public intellectuals of India, 2023

Partnering Organisations:



DESIGN INNOVATION CENTER
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