



**MilleaLab –The All-In-One  
Virtual Reality Platform for  
Educators and Learners**

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Forming #BahagiaBelajar for Indonesian Education



# SHINTA VR

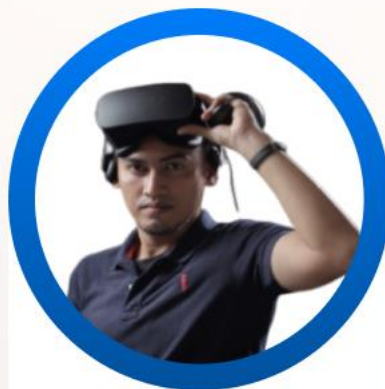
SHINTA VR - THE FIRST VR START UP IN INDONESIA



**Akira Sou**

Founder & President  
Director

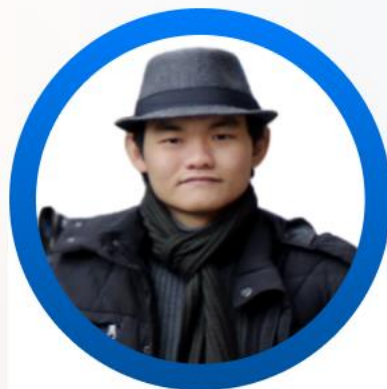
Waseda University  
5 years experience as  
lead system engineer  
at NTT Data for 5  
years.



**Andes Rizky**

Founder & Managing  
Director

University of Indonesia  
6 years experience as  
product dev, QA, RnD  
in multinational  
company.



**Andrew S. Puika**

Co-Founder & Technical  
Director

Binus - RWTH Aachen,  
Germany  
Have two paper  
release for IEEE - VR  
research.

Shinta VR was founded in 2016 as a business-to-business service company that creates customized virtual and augmented reality content. In four years, we have completed more than 100 projects for clients in ten countries. Clients range from telecommunication companies, oil and gas corporations, market research firms, architecture firms, government agencies and more.



**+100 projects**

**+30 media  
coverage**

**+10 countries**

# VR Research in Education

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- Academic Journals (235,407)
- Conference Materials (19,087)
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Subject

Publication

Publisher

Language




Geography



1. Immersive **virtual reality** in K-12 and higher **education**: A 10-year systematic review of empirical research.  

By: Di Natale, Anna Flavia; Repetto, Claudia; Riva, Giuseppe; Villani, Daniela. British Journal of Educational Technology. Nov2020, Vol. 51 Issue 6, p2006-2033. 28p. 1 Diagram, 5 Charts. DOI: 10.1111/bjet.13030. , Database: [Education Research Complete](#)

Immersive **Virtual Reality** (IVR) systems offer several learning affordances, that is, characteristics that can elicit learning behaviors promoting learning outcomes in educational contexts. In par...

**Subjects:** **Virtual reality in education**; Educational technology; Learning; Young adults; Secondary **education**; Higher **education**; Great Britain




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2. Reasons associated with preservice teachers' intention to use immersive **virtual reality in education**.  

By: Bower, Matt; DeWitt, Dorothy; Lai, Jennifer W. M. British Journal of Educational Technology. Nov2020, Vol. 51 Issue 6, p2214-2232. 19p. 1 Diagram, 1 Chart, 1 Graph. DOI: 10.1111/bjet.13009. , Database: [Education Research Complete](#)

The recent interest in the use of Immersive **Virtual Reality** (IVR) in **education** seems to correspond with the increased affordability, accessibility and functionality of IVR hardware and software. ...

**Subjects:** **Virtual reality in education**; Educational technology; Teacher **education**; Teachers; Adults; Higher **education**; Great Britain

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3. Immersive **virtual reality in education**.  

**235,407 academic journals** and **19,087 conference materials** examine Virtual Reality use-cases in education.



## Effects of VR on Student Learning

- 1** Increases learning focus
- 2** Improves memory
- 3** Improves subject comprehension
- 4** Increases positive emotions
- 5** Increases exploration

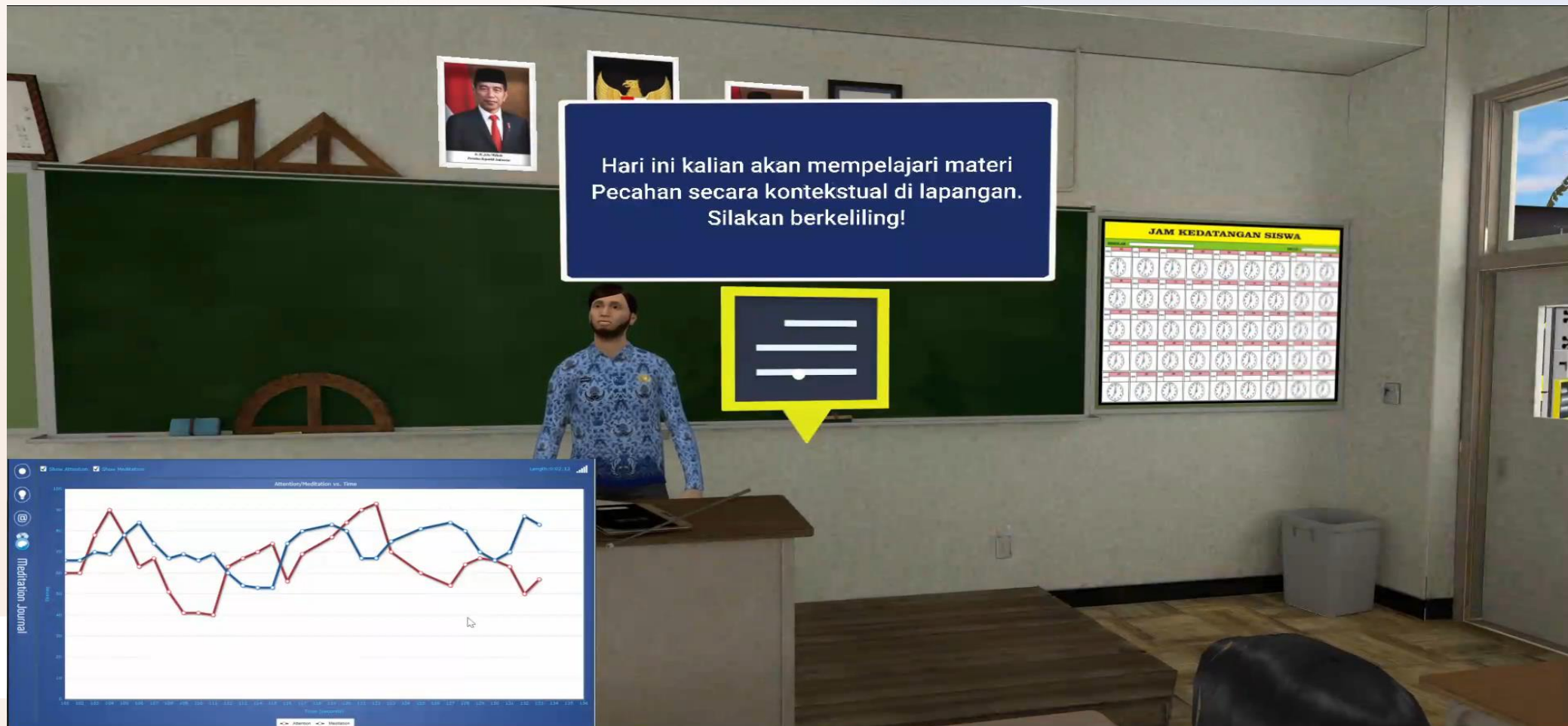
# Case Study: Millealab

in 10 provinces involving 1,800 students

We measured a sample of students using **Mindwave** to see how Millealab could create sustained engagement.

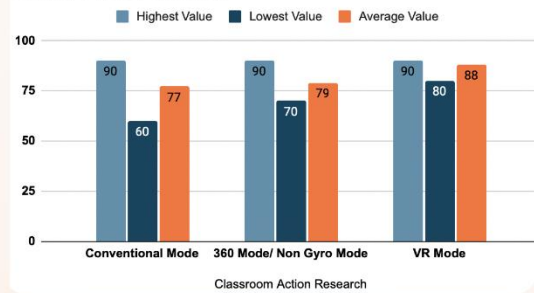
80% Positive Emotion

94% Subject Comprehension

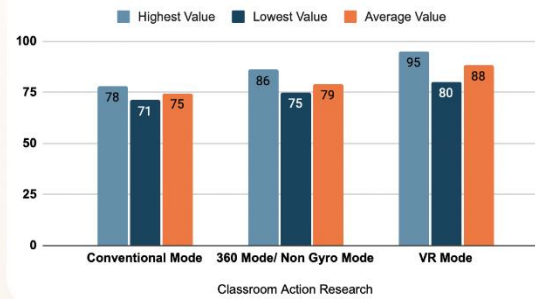


# Case Study: MilleaLab

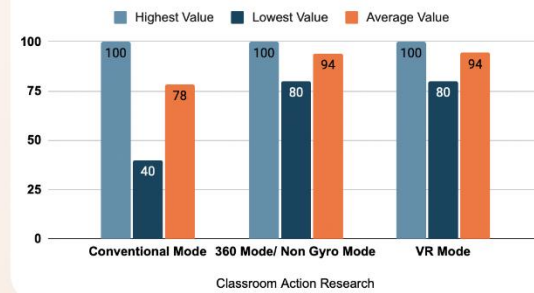
SMKN 1 HAURWANGI



SICC



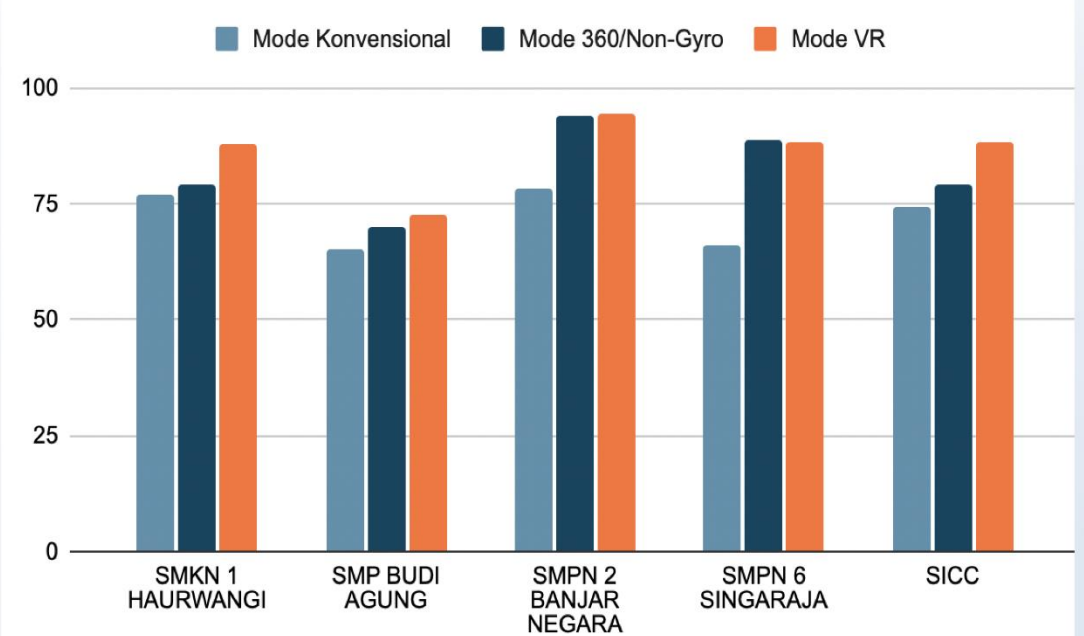
SMPN 2 BANJARNEGARA



SMPN 6 SINGARAJA



AVERAGE STUDENT GRADES



Average class score was increased by 38% after using MilleaLab.



# Education 4.0 Needs



## **Technologically skilled Educator**

Foster increased interaction and contact between teachers and students through VR-based learning.



## **Decentralized Learning Resources**

Democratize access to learning resources distributed equally to educational institutions.



## **Independent School**

Support schools in minimizing the cost of education.

# Millealab and Education 4.0



**Prof. Richardus Eko Indrajit**

PROFESSOR AND EDUCATION PRACTITIONER (ADVISOR MILLEALAB)

## **Pedagogical Approach**

MilleaLab applies the cyber pedagogy approach developed by MilleaLab's advisor, a well-known technology expert and education practitioner.

## **Various Types of Learning Modes**

MilleaLab can be used in online, offline, hybrid and blended learning settings.

## **Community Based Platform**

MilleaLab establishes close contact with the user community that provides feedback and participates in numerous training activities.



# Millealab's System



Millealab Creator



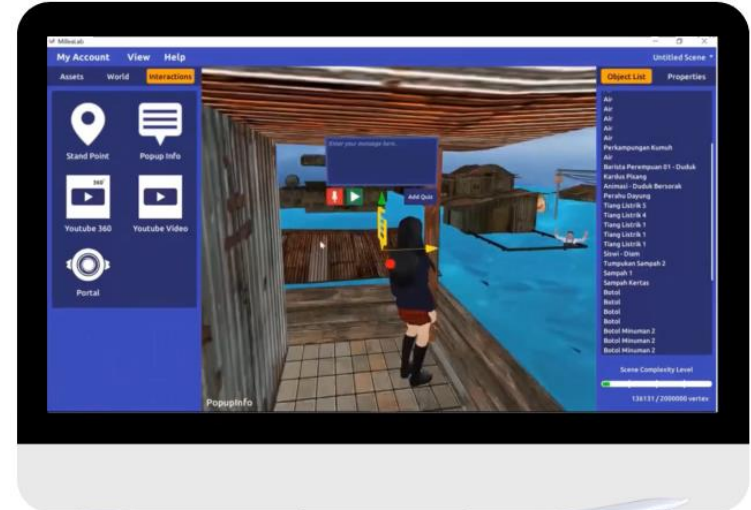
Cloud Server



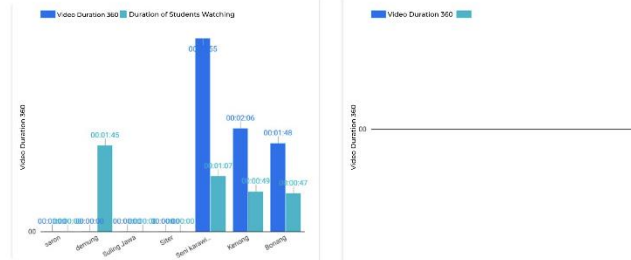
Millealab Viewer



Dashboard Analytic



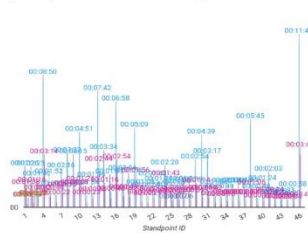
# Student Behavior Data



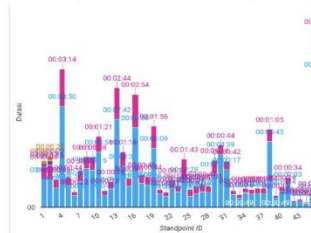
Student Interaction Table on Standpoint

| Standpoint ID | Object | Duration | Repetition |
|---------------|--------|----------|------------|
| 7             |        | 00:02:24 | 1          |
| 8             | Bonang | 00:00:27 | 1          |
| 23            | Gong   | 00:00:19 | 1          |
| 1             |        | 00:07:12 | 26         |
| 2             |        | 00:08:59 | 26         |

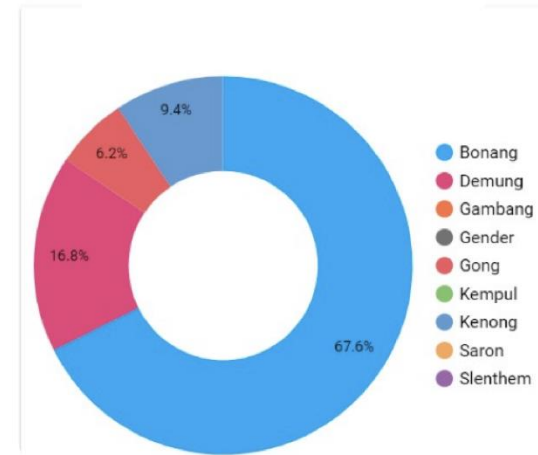
Repetition Per Standpoint



Time Spent Total Per Standpoint



Duration of Student Interaction with objects



Student Interaction Table on Assets

| Asset Name | Total Interactions | Interaction Duration |
|------------|--------------------|----------------------|
| Bonang     | 2                  | 00:01:55             |
| Demung     | 2                  | 00:00:28             |
| Gambang    | 0                  | 00:00:00             |
| Gender     | 0                  | 00:00:00             |
| Gong       | 1                  | 00:00:10             |

Student Interaction Table on Assets

| Asset Name | Total Interactions | Interaction Duration |
|------------|--------------------|----------------------|
| Bonang     | 2                  | 00:01:55             |
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| Gender     | 0                  | 00:00:00             |
| Gong       | 1                  | 00:00:10             |

# Required Devices

## Millealab Creator

**Millealab Creator** is a desktop platform application that is installed on a laptop or desktop computer. By using Creator, users can easily create VR-based content and materials.



## Millealab Viewer

**Millealab Viewer** is an Android-based VR application that allows users to access VR content that has been developed with Millealab Creator.



## Region Distribution

|                  |       |
|------------------|-------|
| Aceh             | 2.2%  |
| Bali             | 5.2%  |
| Banten           | 3.3%  |
| DKI Jakarta      | 8.9%  |
| Jawa Barat       | 10.3% |
| Jawa Tengah      | 7.5%  |
| Jawa Timur       | 26.4% |
| Kalimantan Timur | 2.5%  |
| Lampung          | 2.0%  |
| Nusa Tenggara    | 1.4%  |
| Sulawesi Selatan | 5.3%  |
| Sumatera Barat   | 3.0%  |
| Sumatera Selatan | 3.0%  |
| Sumatera Utara   | 2.7%  |
| Papua            | 1.8%  |

## Mapping VR Ambassadors



**250+**  
VR Ambassador

**500+**  
Millealab Training

**7000+**  
Educated Teacher

**9000+**  
Content created by Teacher



# Our Partners







# Thank You

Forming #Bahagiabelajar for Indonesian Education



[millealab.com](https://millealab.com)



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[@millealab](https://www.instagram.com/@millealab)



[Millealab](https://www.youtube.com/Millealab)