(12) PATENT APPLICATION PUBLICATION
(19) INDIA
(22) Date of filing of Application :19/07/2023

(21) Application No.202311048560 A
(43) Publication Date : 11/08/2023

(54) Title of the invention : SYSTEM FOR CONDUCTING VIRTUAL REALITY TEAM-BUILDING EXERCISES AND LEADERSHIP TRAINING

(51) International classification	:A63B 210000, G02B 270100, G06F 030100, G06T 190000, G09B 090000
(86) International Application No Filing Date	:NA :NA
(87) International Publication No	: NA
(61) Patent of Addition to Application Number Filing Date	:NA :NA
(62) Divisional to Application Number Filing Date	:NA :NA

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(57) Abstract :
SYSTEM FOR CONDUCTING VIRTUAL REALITY TEAM-BUILDING EXERCISES AND LEADERSHIP TRAINING
Accordingly, embodiments herein disclose system for conducting virtual reality (VR) team-building exercises and leadership training. The system comprises an input device and a wearable computing device with a bio-signal sensor, a sensor for measuring movement and a display to provide an interactive continuous virtual reality (VR) environment for a user. The computing device has a processor which is configured to: continuously receive user manual inputs from the input device for user interaction with the virtual elements in the interactive continuous VR environment; continuously receive the bio-signal data of the user from the bio-signal sensor; determine a user state score by comparing the user states of the user to the desired user states during the course of the VR event; and modify the interactive continuous VR environment based on the user state score. The user manual inputs are continuously received independent of the user state score.

No. of Pages : 9 No. of Claims : 6