THE LEARNING ROOM.

An experiential learning system for practising essential life skills.

Built for neurodivergent learners. Guided, repeatable and measurable across immersive and browser-based formats.

CREATED BY CT | AN EXPERIENCE DESIGN LAB
MUMBAI — DELHI — BRUSSELS

EVERYDAY LIFE NEEDS A SAFE PRACTICE MODE.

Knowing what to do is not the same as doing it. The gap appears when learners must act—on a road, in a shop, bathroom or kitchen, or in a crowded public space.

The Learning Room creates that practice space: safe, repeatable and measurable.



HOW IT WORKS

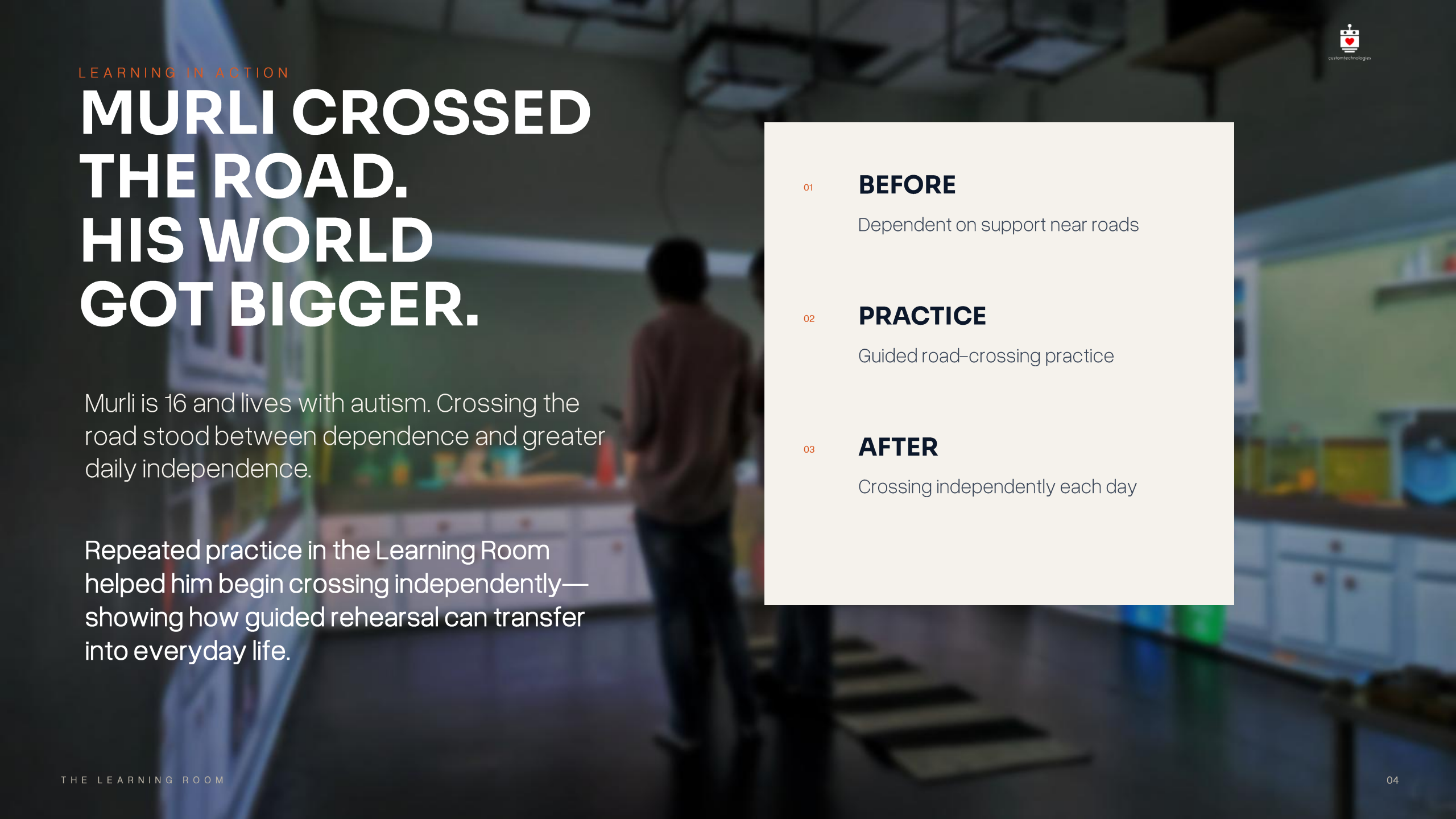
A SAFE PLACE TO PRACTISE REAL LIFE.

Learners rehearse everyday situations through a guided loop: see the scenario, make a decision, receive feedback, try again and transfer the skill.



SEE → **ACT** → **FEEDBACK** → **REPEAT** → **TRANSFER**

- SEE: Scenario begins
- ACT: Learner chooses
- FEEDBACK: Response appears
- REPEAT: Practice repeats
- TRANSFER: Skill meets life



LEARNING IN ACTION

MURLI CROSSED THE ROAD. HIS WORLD GOT BIGGER.

Murli is 16 and lives with autism. Crossing the road stood between dependence and greater daily independence.

Repeated practice in the Learning Room helped him begin crossing independently—showing how guided rehearsal can transfer into everyday life.

01 **BEFORE**

Dependent on support near roads

02 **PRACTICE**

Guided road–crossing practice

03 **AFTER**

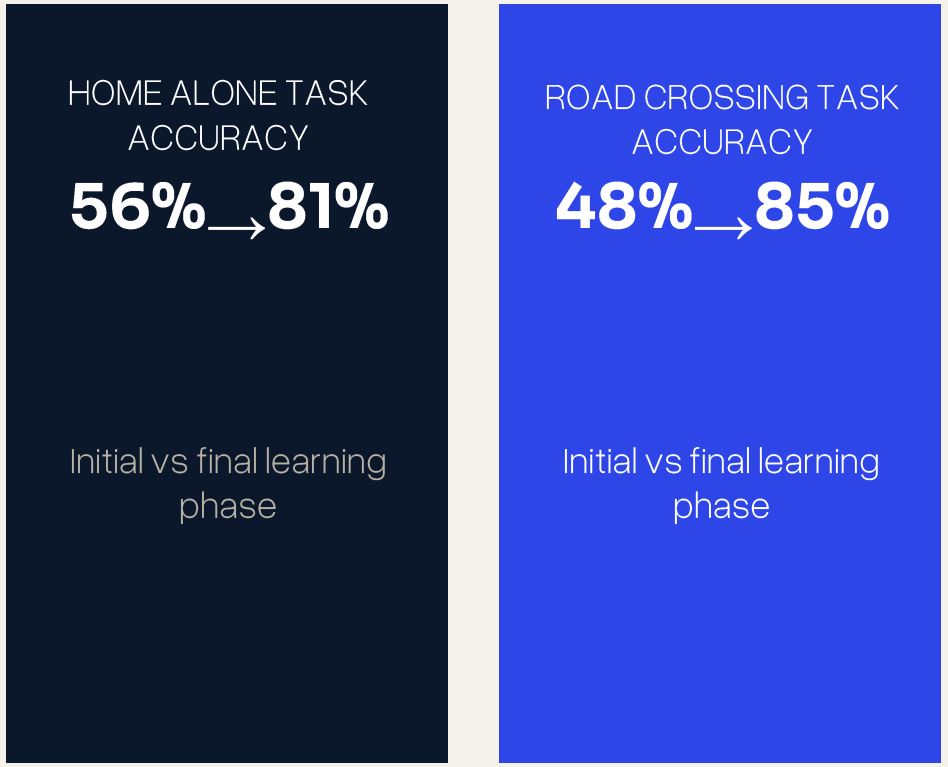
Crossing independently each day

MEASURED OUTCOMES

PRACTICE BUILDS REAL-WORLD SKILL.

36 learners · 3 months · 12–15 sessions each · 2 real-world modules

Research accepted for presentation and publication at ICEEL 2025 in Tokyo.



RESEARCH LEADERSHIP

RESEARCH GUIDES THE PRODUCT.

Dr Mallika Sen leads the research and scientific development behind The Learning Room.

The IMPACT STUDY connects product development with measurable learning outcomes.

The research examines immersive solutions in educational and therapeutic settings.



DR MALLIKA SEN

RESEARCH & SCIENTIFIC DIRECTOR

M.A. Neuroscience · University of Oxford

Doctorate in Cognitive & Developmental Psychology · University of Bristol, UK

WHERE IT IS USED

IN USE ACROSS THREE CITIES.

The Learning Room is deployed with rehabilitation, school and therapy partners across Pune, Thane and Nagpur.

3 DEPLOYMENT CITIES

PUNE · THANE · NAGPUR

PUNE

Zep Rehabilitation Center

In use for the past year · encouraging results

THANE

Singhania School · Shaping Therapies

School and therapy deployment

NAGPUR

Dirghayu Rehabilitation Clinic

Rehabilitation clinic deployment

PRODUCT SYSTEM

ONE PRODUCT. FIVE CORE PARTS.

Content, practice logic, delivery formats, outcome tracking and partner delivery work as one system.



IMMERSIVE ROOM
Guided immersive practice

CONTENT LIBRARY
Reusable life-skills modules

EVERYWHERE
Browser-based practice

OUTCOME DATA
Progress and outcome tracking

PARTNER DELIVERY
Schools and therapy networks

DELIVERY FORMATS

ONE LEARNING SYSTEM. TWO WAYS TO PRACTISE.

The Room provides spatial, guided and embodied practice. Everywhere extends the same learning through browser–based repetition at home, school or therapy.

IMMERSIVE ROOM

For situations requiring space, movement, attention and guided rehearsal.



EVERYWHERE

For repetition and reinforcement beyond the room.



PRACTITIONERS SEE ENGAGEMENT AND SKILL TRANSFER.

Partners describe rapid adoption, visible progress and learning that carries into everyday life.



"Children with autism are visual learners, making digital technology an ideal tool for education. They adapted remarkably quickly, and even children with more profound challenges showed significant progress in sound recognition and concentration.

NETRA PATKAR — Principal · ZEP Rehabilitation Centre



"The range of modules and thoughtfully designed interactive learning stand out. The environment comes to life through its visuals, colours and placements—supporting communication, language development, faster learning outcomes and transfer to real-life situations.

DR MANJIRI D. — Co-founder · Shaping Therapies

FROM INDIA TO INTERNATIONAL LEARNING NETWORKS.

Indian deployments and international research links connect the product to a wider learning community.

INDIA

Deployed · learner–tested · in use

TOKYO

Impact research accepted at ICEEL 2025

ROTTERDAM

Selected for the IMPULSE programme

BRUSSELS

Behaviour–change research accepted and presented







THE PRODUCT PROMISE

PRACTISE LIFE. BUILD EVERYDAY CONFIDENCE.

The Learning Room gives learners a safe, guided way to rehearse essential skills, strengthen capability and carry learning into everyday life.

A connected learning system for practice in the room—and continuity everywhere else.

GUIDED PRACTICE

MEASURABLE PROGRESS

REAL-WORLD TRANSFER



THE LEARNING ROOM

Practise life before facing it.

Custom Technologies connects learning design, experience and technology to build the Learning Room as one coherent product.

Understand the learner.

Design the experience.

Build the platform.

Support deployment.

One team shapes the learning logic, experience and technology behind every format.

From research to rollout, the same team stays accountable for product thinking and delivery.



ONE TEAM · LEARNING, DESIGN AND TECHNOLOGY

The team behind the learning experience.