This project is co-financed by the European Union
and the Republic of Türkiye

UFUK
AVRUPA

ICTürkiye2025
10 April, İstanbul

PRESENTER FULL NAME: Faruk Ege ÖZEN

ORGANIZATION: NaraXR

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Description of the Organisation

20+ full-time team members, 3 with PhDs.

Advisors:
Atalay YİĞİT (Enterpreneurship Mentor)
Dr. Cumali YASAR (Web Technologies)
Prof. Dr. Ilke Evin GENCEL (Ed. Science)

Since 2017, Nara has been at the forefront of immersive technology, developing innovative experiences using VR, AR, and Metaverse platforms.

We design tailored solutions for industries such as education, entertainment, and enterprise, adapting to evolving needs with impactful digital experiences.

By harnessing the speed and reliability of 5G and beyond, we deliver real-time, high-quality interactions that help our clients lead in the digital age.

Your Teams' Expertise

- Accepted into YTU Teknopark Dubai Accelerator on program -2025
- Accepted into Accelerate Izmir on program -2025
- Top 100 of the World Next Generation Companies
- World Future Awards - 2024
- Accepted into the NVIDIA Inception program -2024
- Accepted into Innogate Always on program -2024
- Global XR Hack İstanbul 1st Place - 2024
- Türkiye Innovation Week Anatolia's Technology Ambassador Finalist -2023

Strong team communication
Agile methodology
Multidisciplinary team

XR technologies
5G integration
Immersive design

ICTürkiye2025
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Your Research Fields

We explore XR (VR/AR/MR) and AI integration to develop smart, adaptive environments for learning, simulation, and real-time engagement.

Our research focuses on data privacy, cybersecurity, and the ethical design of immersive systems to ensure safe and responsible digital experiences.

We prioritize inclusivity, accessibility, and user engagement by designing experiences that put people at the center of immersive interaction.

We leverage 5G and next-gen infrastructure to support high-performance, real-time XR applications across diverse industries.

![ICTürkiye2025 — 10 April, İstanbul]
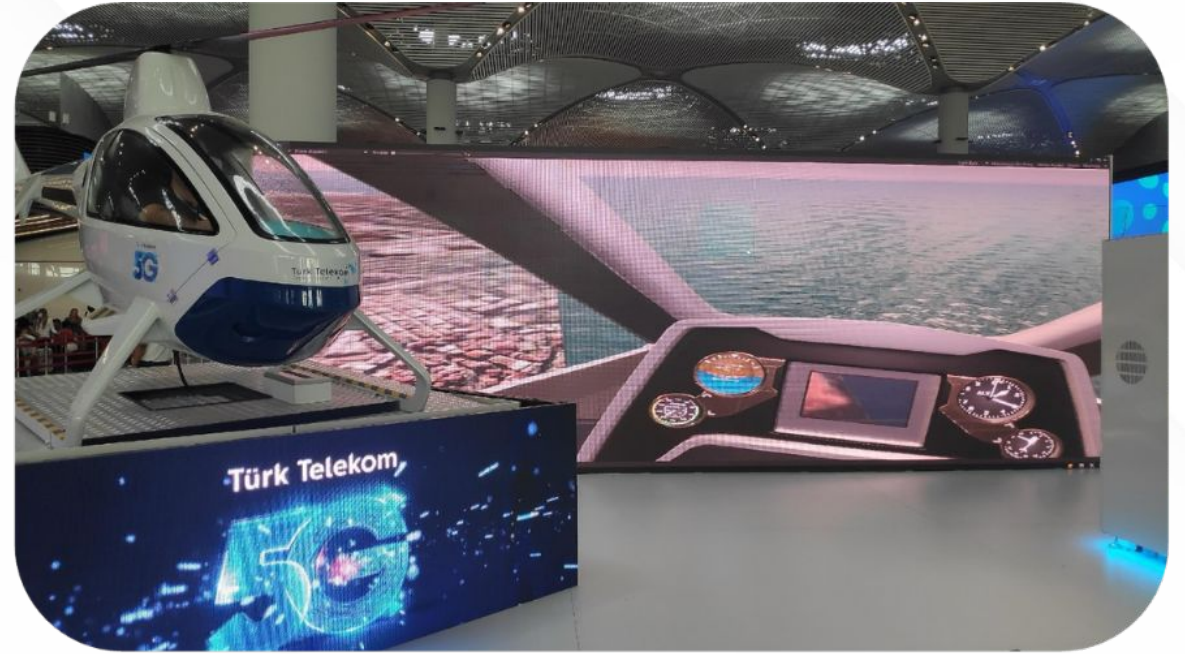
Multiplayer Simulation Experience in VR

Technology
#VR #5G
Field
#Simulation

3DoF / 6DoF systems are used for creating real life simulations in VR such as helicopter simulation, airplane flight simulation, scooter simulation in a city and more

https://www.youtube.com/watch?v=50ftU_6a8cA

Türk Telekom
Değerli Hissettirir

Forklift Simulation in VR

Technology
#VR #5G
Field
#Simulation #Education #3DExperience

This project develops a VR-supported forklift and reach truck training simulator with a physical setup for realistic sensations and safe practice. It features detailed vehicle models, ten attachments, a factory environment, and customizable climate settings.

Trainers can monitor and guide users remotely in real time. A custom physics engine enables seamless integration with any brand or model, offering flexible, high-fidelity training solutions.

BORÇELİK

Washing Machine Drum

Technology
#AR #5G
Field
#3DExperience #MobileAR #ARKit #ARCore

With 5G technologies, we created a machine control system. With AR models we matched with the product, controller can check the product's condition. If there are any errors in the product, the Scan feature is used. When this process is completed, automatic reporting is made to the server from the device connected to the server.

https://drive.google.com/file/d/1jVxYbcpEnLBY2X06vOKTL5zm1bWnLYz7/view?usp=sharing

NOKIA   arçelik   Türk Telekom
Değerli Hissettirir

Sign Language with AI

Technology
#VR #AI
Field
#Simulation #SignLanguage #Communication

This project aims to learn 500 Turkish sign language words in a virtual environment. The process is supported through an avatar. At the end of the training process, the learned sign language words are tested with artificial intelligence tools fed with sign language. Important steps continue to be taken during the maturity process of the project.
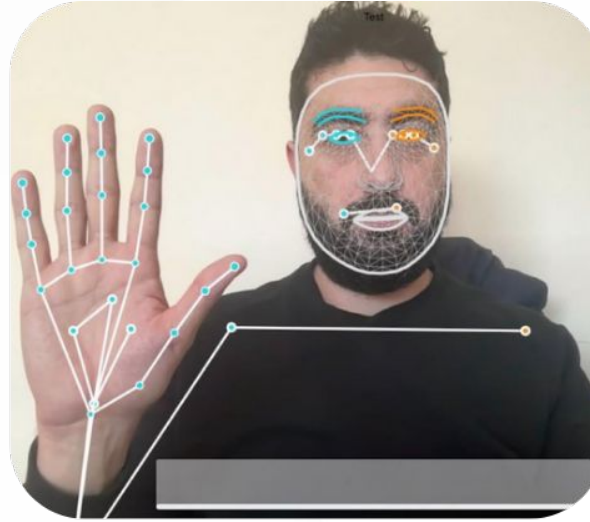
Healthcare Games in VR

Technology
#VR #5G
Field
#3DExperience #Simulation #Exercise #Healthcare

With 4 different games in this project, an environment has been prepared where users can simulate the exercises they need to do after surgery and in their daily lives. Support is received from clinical doctors in the development of the project. Important steps continue to be taken during the maturity process of the project.
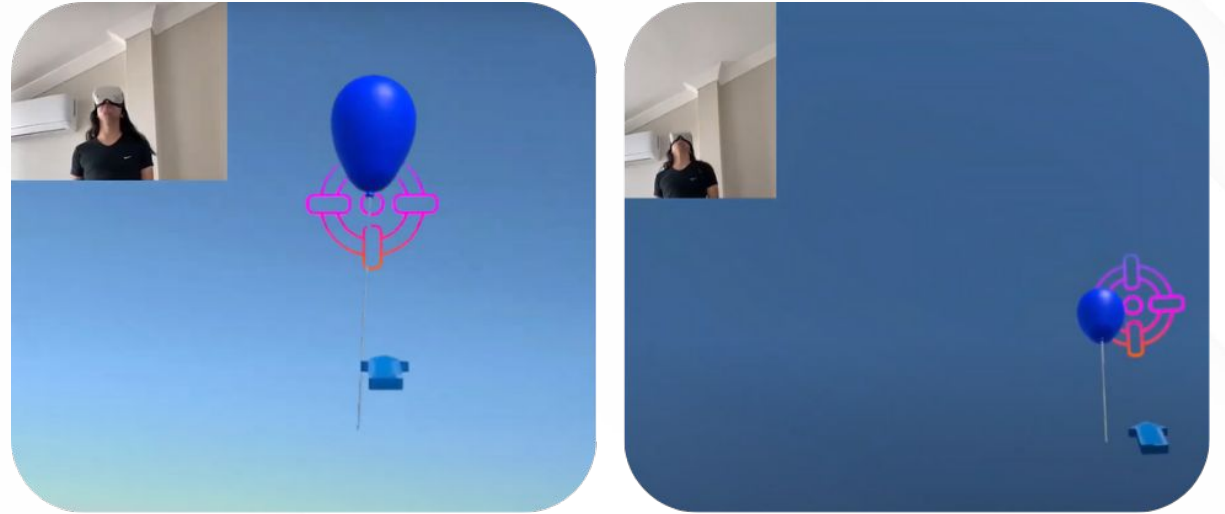
ARCore / ARKit 3D Experience

Technology
#AR #5G
Field
#Tourism

Using 5G technologies, we brought historic landmarks across Turkey to life in Augmented Reality. Thanks to the speed of 5G, we are able to process huge amounts of data quickly.

https://www.youtube.com/watch?v=GK7UX2ua054

ARToys

Technology
#AR
Field
#Entertainment #Gaming #Education

ARToys is a project that focuses on the gamification of chemistry. The toy is an element cube that is activated with the "Naratoys" application. With the application, users can examine the element represented by the cube.

In addition, there are 3 different features in the application.

https://drive.google.com/file/d/1gXzzmW9tUfm9J_8qwGHABHg_FXLrbUt8/view?usp=drive_link
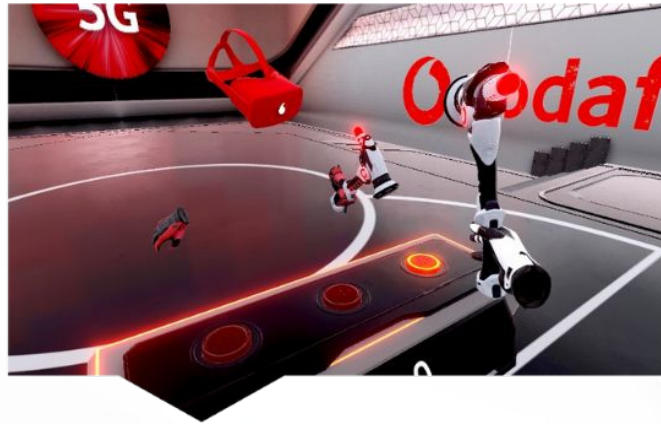
Vodafone Playroom
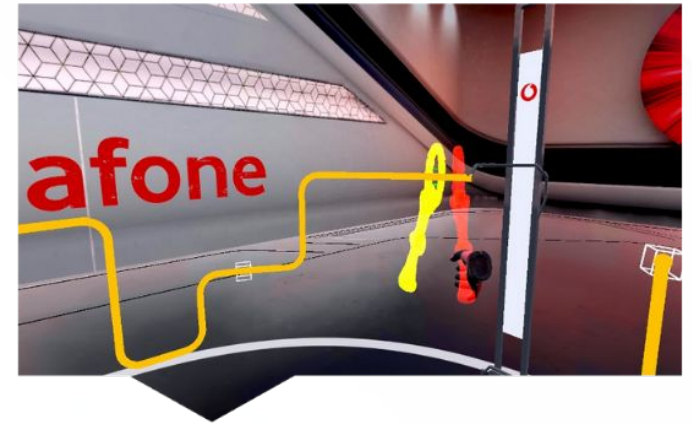
Technology
#VR #5G
Field
#Entertainment #Gaming

Our use-cases show the true capabilities of 5G Networks and Virtual Reality

https://www.youtube.com/watch?v=sUE9U24rE3A

https://www.youtube.com/watch?v=5HZCPMu5g0g

https://www.youtube.com/watch?v=_53RrA4zMoM

vodafone

Tablet Controlled VR Table Tennis

Technology
#VR #5G
Field
#Entertainment #Gaming

In this 5G supported project, a table tennis game is played via VR. Players can be followed via a tablet computer. The tablet user, who acts as a referee, can follow the game from the players' eyes or from the angle and camera of his own choice. In this way, this table tennis game played via VR can be transferred to the audience by the tablet user.

TURKCELL ZTE NETAŞ

# Multiplayer Simulation Experience in VR

Technology
#VR
Field
#Entertainment #Gaming

With this project, a VR target shooting game is created.
Thanks to the game's fantastic elements and gameplay, players can feel like they are in a new world.
Thanks to the game's single-player and multiplayer modes, players can experience this experience either by themselves or with their friends. Thanks to the different gameplay modes, they can have different experiences in the game.

https://www.youtube.com/watch?v=HivQfYWX4oc
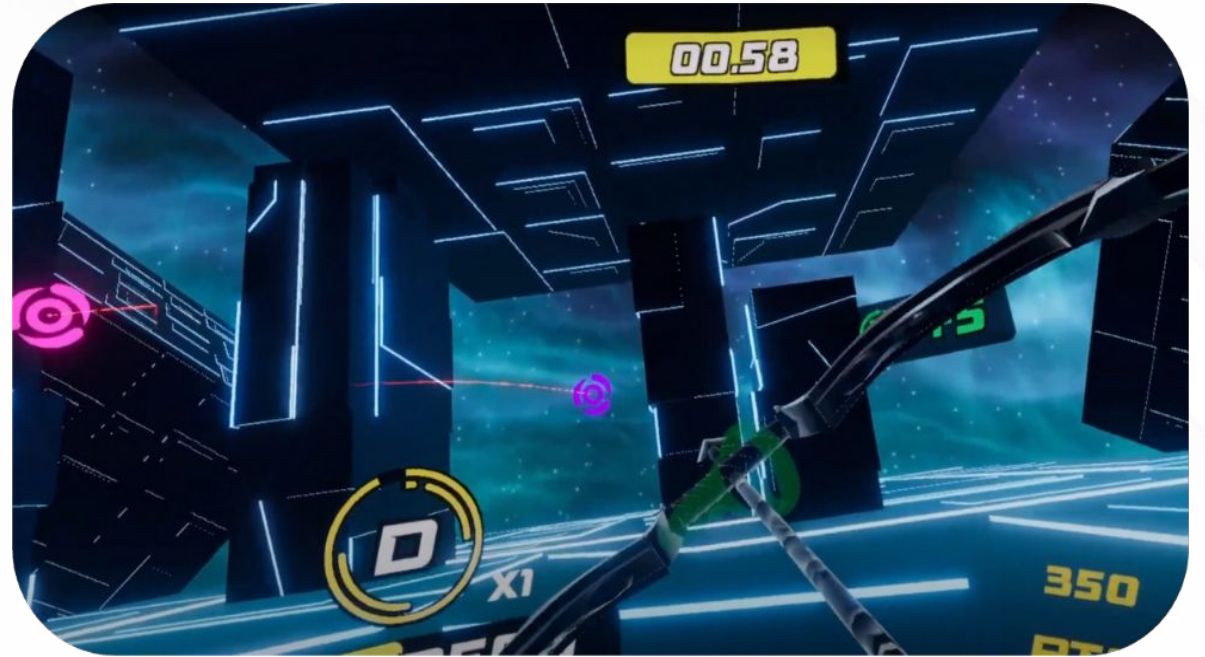
XR Puppet Show and Local Art Communication

Technology
#VR #5G #HapticGloves
Field
#3DExperience #MobileAR #ARKit #ARCore

Using 5G technologies, we brought traditional theater/puppet across Turkey to life in Augmented Reality and Virtual Reality. Thanks to the speed of 5G, we are able to broadcast the data real time.

https://youtu.be/L8N0czIsfL8?si=yDkEbZwx3AyTOvm3

Türk Telekom
Değerli Hissettirir

MetaQampus

Technology
#VR #5G
Field
#3DExperience #MobileAR #ARKit #ARCore

MetaQampus is a metaverse education platform that allows users to log into a 3D environment where they can interact with others.
Since MetaQampus provides multi-device support, users can log in to the system via VR or via computer or mobile. Thanks to the speed of 5G, it is able to process huge amounts of data quickly.

https://youtu.be/nY47ltv1j2s?si=7jZc4MgN1_OmEtLA

AI Supported with VR over 5G Drone Control

Technology
#VR #5G #AI
Field
#3DExperience #MobileAR #ARKit #ARCore

The project enables in-factory inspections using drones controlled via a 5G-supported VR system. Thanks to 5G's speed, real-time video and data from factory devices are transmitted to the pilot's VR headset, with AI processing the video to identify devices and display their data.

https://youtu.be/ceyob5pZ1lI?si=dt2qxLnJKxqTZawn

Collaborative Design Platforms

Technology
#VR #5G
Field
#design #marketing #vocational-training
#entertainment #furniture

Design and Teaching Laboratory

https://www.youtube.com/watch?v=sUE9U24rE3A

Kitchen & Furniture Configurator

https://www.youtube.com/watch?v=_53RrA4zMoM

360°Video and Live Streams

Technology
#VR #5G #360-Video
Field
#Entertainment #Reality #Realestate #Tourism

5G-Enabled Inclusive Sports

https://youtu.be/ZbuoryVQb98

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5G Beşiktaş Museum & Real Estate 360° Live Stream

https://youtu.be/2RkFmEZgsH4

https://drive.google.com/file/d/1fFL1ggq
GStdLQpRCVUVMtilZKrLzS261/view?u
sp=sharing

vodafone

AR Toys

Call Topic: Open to R&D projects across all thematic areas and application domains.

Deadline Dates: 24 April 2025

- ❑ **Objectives:** To explore the intersection of physical design and augmented reality in creating engaging, educational experiences.

- ❑ **Expected Results:** A functional prototype showcasing the integration of AR with a physical object, enabling intuitive interaction and exploration.
- ❑ To meet the profitability targets and expected project outputs.

AR Toys

Call Topic: Suitable open calls to be opened as of the 2nd half of 2025

Deadline Dates: -

- ❑ **Objectives:**

- ❑ **Expected Results:**

Consortium - profile of known partners (if any)

No	Partner Name	Type	Country	Role in the Project
01	NaraXR	SME	Turkiye	Lead/Partner
02	Universitatea Ovidius din Constanta	University	Romania	Partner
03				
04				
05				

Consortium – required partners

No	Expertise	Type	Country	Role in the project
01	Artificial Intelligence	SME	Spain, Italy, Greece, Bulgaria	Partner
02	Computer Vision	SME	Spain, Italy, Greece, Bulgaria	Partner
03				
04				

PRESENTER CONTACT
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+90 501 182 88 17

COUNTRY:

TURKIYE