



CASE STUDY

Assessing Transformation of Indian Socio-Economy Through Emerging Technologies



• OBJECTIVE AND SCOPE

The client, a premier industry association in India, wanted to conduct a conclave on emerging technologies and their socio-economic impact in India. The conclave intended to include participation from government officials, company executives, subject matter experts, and thought leaders. To make the conversation in the conclave more focused and actionable, the client wanted Benori's support in creating a detailed report on the use cases of augmented reality/virtual reality (AR/VR), blockchain, and Internet of Things (IoT) in major industries, along with a brief overview of these technologies.





● APPROACH

The information for the report was gathered through extensive secondary research and primary interviews with stakeholders, including senior technology executives and founders of start-ups working in the field of disruptive technologies. Global and Indian use cases for each technology were added across major industries. The use cases were shortlisted based on inputs gathered during primary research and client feedback.



● METHODOLOGY



Secondary
Research



Primary
Research



Data
Modeling



● IMPACT

The research helped the client to:

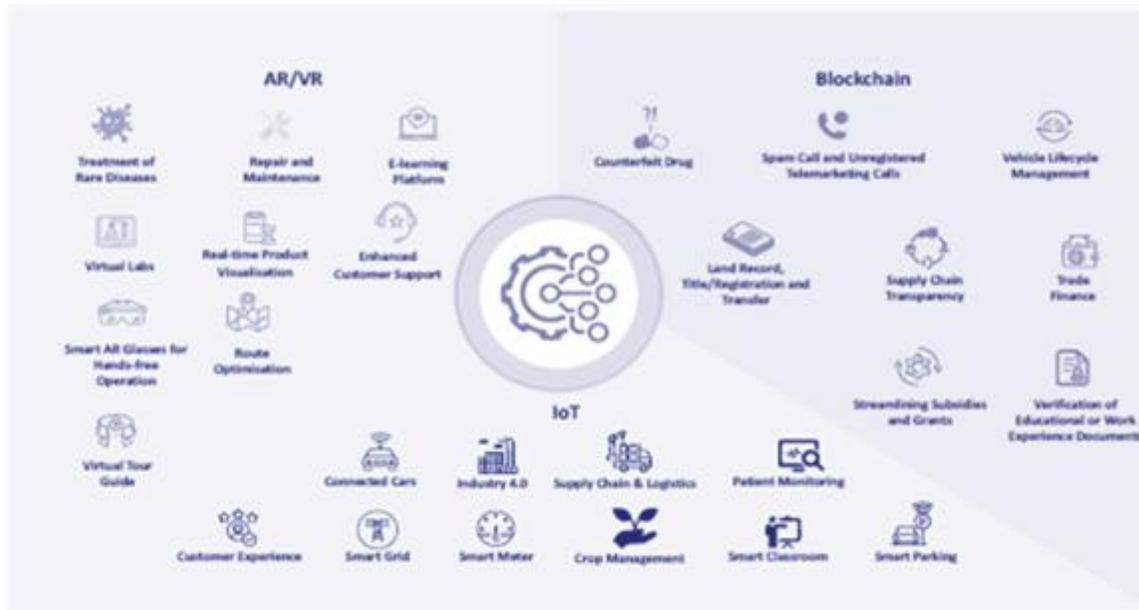
- Gaining an understanding of the emerging technologies and their socio-economic impact on different industries
- Providing a conversation trigger for the industry and government stakeholders on ways to promote the adoption of these technologies





• SAMPLE OUTPUT

Major Use Cases by Emerging Technologies



Use Case: Repair & Maintenance (Manufacturing)

| Region | Global | India |
|----------------------------------|---|---|
| Business Objective | To create paper-based or classroom trainings for repair and maintenance | To train employees for the drug manufacturing process |
| Solution/Service Provider | A manufacturer of holding, steaming, toasting and small wares technology in partnership with Scope AR , a US-based software solution provider | a US-based game development company |
| Solution Implemented | <ul style="list-style-type: none"> The manufacturer implemented Scope AR's Remote AR telepresence application to train its contractors The contractors performed equipment maintenance and repair more efficiently and had a first-time diagnosis success rate of 100% | <ul style="list-style-type: none"> The company developed a virtual classroom application for tablet production and assessment of trainees The system used AI to produce random scenarios for the trainees, facilitating the evaluation process |
| Impact and Benefits | <ul style="list-style-type: none"> Reduced equipment downtime and support cost 50% drop in the number of service trips Reduction in labour cost by 50%–85% | <ul style="list-style-type: none"> Reduced rate of error and time Good hygiene practices in production sites Effective tracking of the performance and activities of employees |

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