



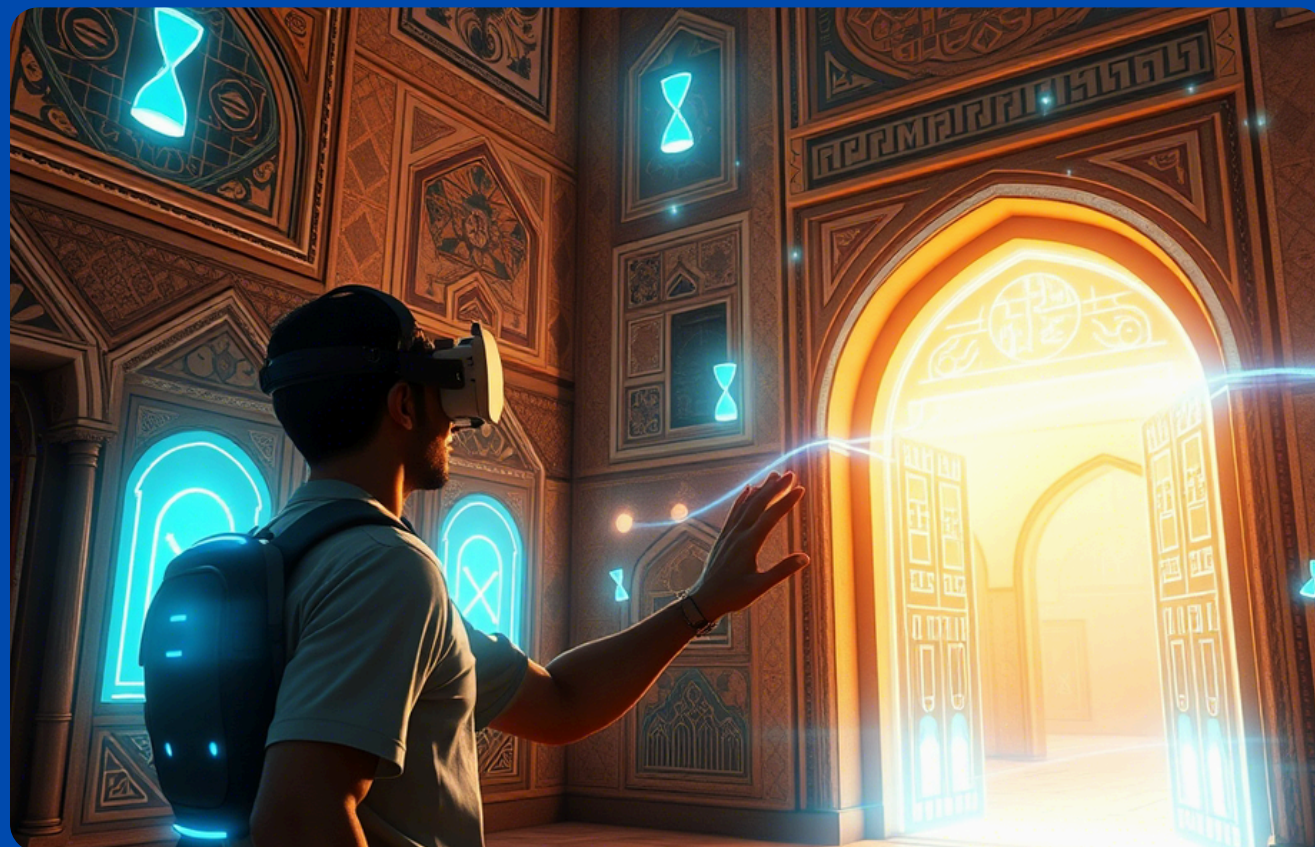
Where **Boundaries** End,
Experiences Begin

XR PFE **BOOK**
2025-2026



WHO WE ARE

Tynass IT is a Tunisian company dedicated to enhancing cultural and tourism experiences using immersive technologies such as augmented reality, virtual reality, and mixed reality. By combining innovation with Tunisia's rich heritage, Tynass creates easy-to-use solutions that bring culture closer to people. The company bridges the gap between younger generations and their heritage by making culture more accessible and engaging. Through promoting both tangible and intangible heritage—especially with experiences centered on places like the Medina of Tunisia—Tynass supports the growth of local creative communities, encourages tourism, and contributes to the local economy.



Our magic Experiences
A Scan Away



Don't Share with
anyone its made only
for you



SPECIALIZED

- Mixed Reality
- Virtual & Augmented Reality
- WEB & WEBXR
- Mobile AR Apps
- MetaVerse Experiences
- Artificial intelligence

Focused on :

Immersive Culture, Tourism and
Beyond **Tailored to You**

REDEFINING IMMERSION FOR HOW WE EXPLORE, LEARN, & CONNECT

We harness the power of mixed and augmented reality to bring stories, spaces, and ideas to life. From cultural heritage to innovative new experiences, our immersive solutions allow users to explore, learn, and connect in unforgettable ways. While our foundation is in revitalizing historic sites, we believe every project carries cultural significance. Whether it's tourism, education, events, or beyond, we adapt to your vision and needs.

Réalisations :

Village Francophonie:

- One of the top 10 solutions in the cultural and AR/VR category

Afric'Up

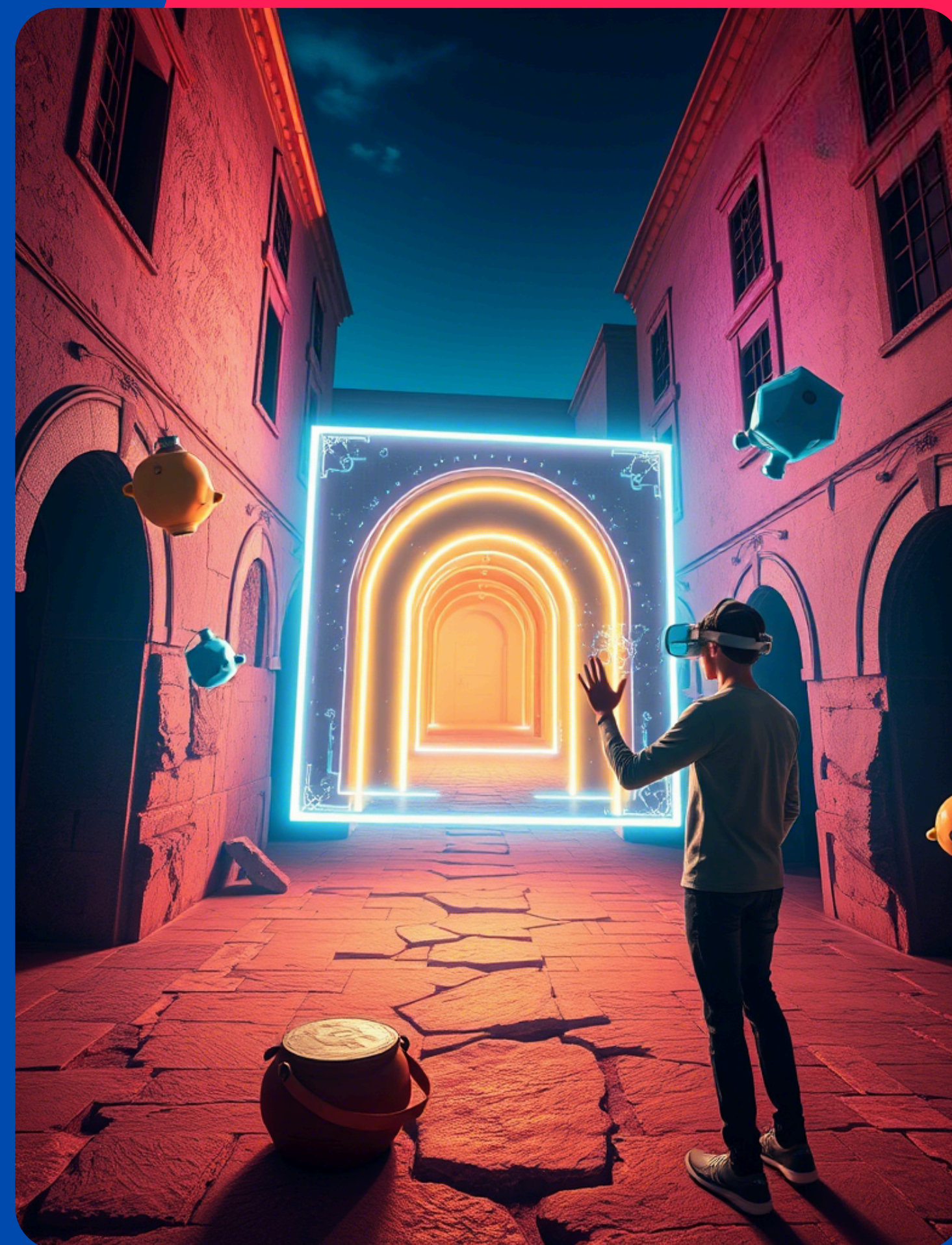
- as one of the top 3 start-ups in the e-commerce categories in a competition with over 1,200 entrants.

Spark:

- First place for the best innovative solution thanks to our Drakar product

We are Istanbul:

- As one of the top 10 start-ups in the competition, with the opportunity to integrate our solution in Turkey.



WHY JOIN TYNASS?

Why not? At Tynass, we're on a mission to reinvent culture and history, bringing them to life across web, mobile, XR headsets, and even physical products. Here's why joining us is an opportunity you won't want to miss:

- Freedom to Innovate: We provide the essential framework and ideas, but the floor is yours to enhance, scale, and make them your own.
- 100% Remote Possibility: Work from anywhere, while contributing to projects that reach across countries and cultures.
- Turning Imagination into Reality: From games, escape rooms, and immersive experiences to photo souvenirs, your ideas won't just stay on paper—they'll be showcased worldwide.
- Bridging Generations: Our goal is to make history and culture accessible to anyone, anytime, without the limitations of space or time.
- A Team Like You: Work alongside young, experienced, and passionate people who make you feel at home and part of something bigger.

If these aren't enough reasons to join us, reach out—we'll happily give you more. At Tynass, your creativity doesn't just belong; it shines.



This book serves as an invitation to join our team and contribute to a variety of impactful projects, providing a pathway to professional integration and hands-on experience in your chosen field.

The process is structured as follows:

1

Candidates are encouraged to carefully review the PFE book and identify a project that aligns with their expertise and career aspirations.

2

Upon selecting a project, candidates should submit the following to Contact@tynassit.com:

- ***The Project Code corresponding to their chosen project.***
- ***An updated resume highlighting their qualifications.***
- ***A concise motivational letter outlining their interest in the project.***

3

Submissions will be reviewed thoroughly to ensure alignment with the project's objectives and requirements. Candidates will be promptly contacted to schedule an interview. The interview will provide an opportunity to discuss the project in detail and further assess suitability.





Project Code: 01

Tunisian Maestro Experience in Mixed Reality

The Tunisian Maestro Experience is a Mixed Reality (MR) project that invites users to step into the role of a conductor, using hand-tracking and full-body movements to direct a virtual orchestra. The orchestra features traditional Tunisian instruments like the oud, qanun, and darbuka, alongside orchestral elements from different musical genres. The immersive experience is powered by Meta Quest 3, providing a rich, interactive environment for users to learn about Tunisian music and its cultural significance.

Detailed Features:

1. Gesture-Based Conducting:

Use hand tracking and full-body gestures to control the orchestra's tempo, dynamics, and focus.

3. Gamified Experience

Includes challenges like conducting Tunisian folk symphonies and creating original compositions.

2. Adaptive Music Engine

Music adapts in real-time to user gestures, creating a unique experience with each session.

4. Global Appeal

Multilingual narration and the possibility to scale the experience with other cultural music traditions.



Project Code: 02

XR Escape Room Experience / Treasure Hunt

The XR Escape Room is an immersive mixed-reality (MR) experience for the Quest 3 headset. It blends physical environments with interactive 3D elements, allowing players to solve puzzles and complete missions while remaining aware of their surroundings. This dynamic experience combines real and virtual worlds to create an unforgettable adventure.

Detailed Features:

1.Immersive Gameplay

Blends physical space with virtual puzzles, allowing players to interact with both real and digital elements.

3.Multiplayer Collaboration:

Teamwork is essential as players solve puzzles and uncover clues together in a shared virtual space.

5.Dynamic Puzzle Integration:

Virtual elements are seamlessly placed into real-world environments, creating a more engaging and unpredictable experience

2.Variety of Challenges

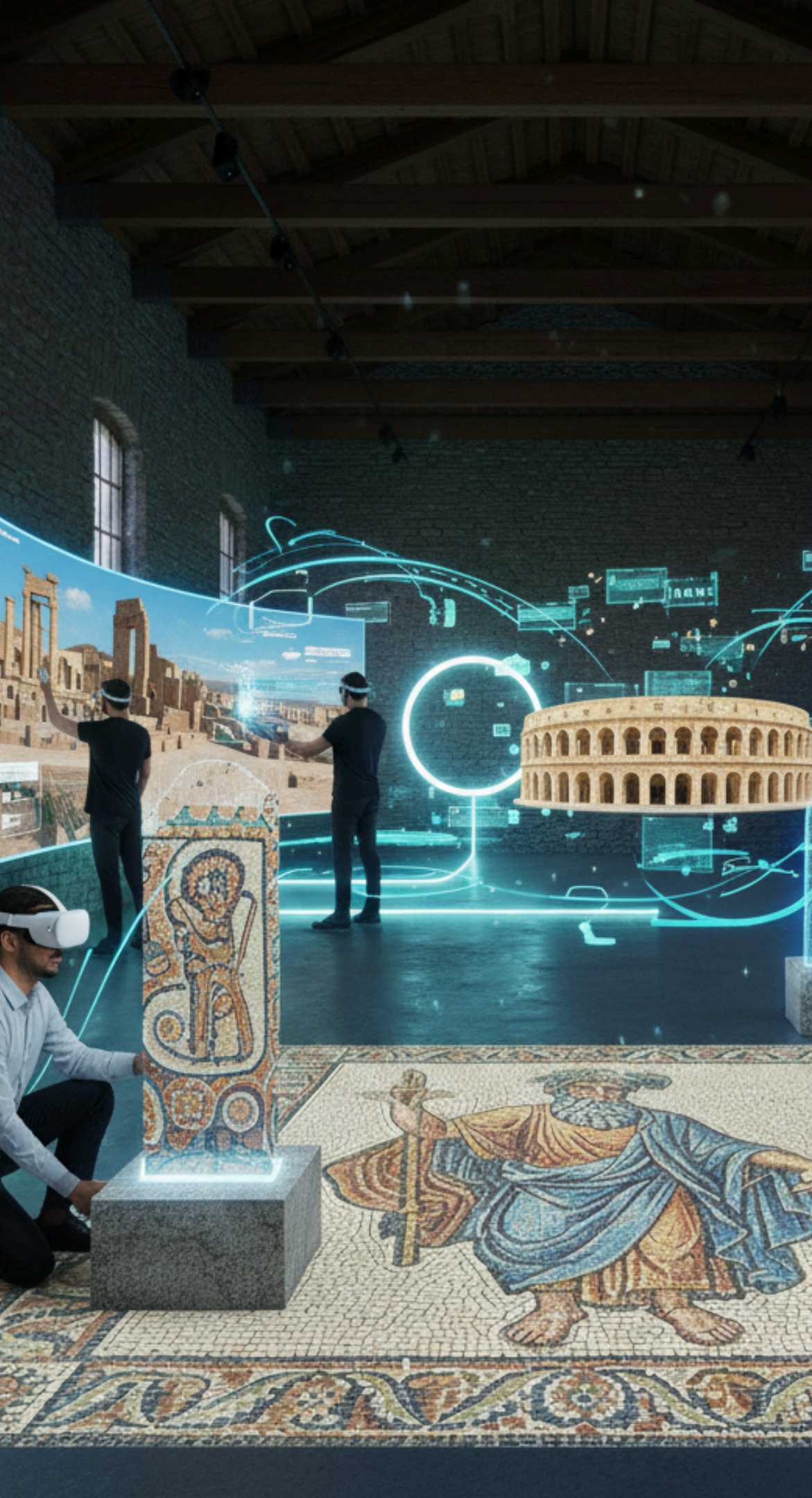
Includes logical puzzles, physical tasks, and collaborative challenges in multiplayer mode.

4.Adaptive Modes

Offers Room-Based Mode for smaller spaces and Open-Space Mode for larger venues like exhibitions or events, featuring hidden puzzles and virtual clues.

6.Phygital Experience

Real-world actions like placing objects or scanning codes trigger digital outcomes, enhancing the tactile feel of the experience.



Project Code: 03

XR Art Exhibition System

This project uses MR and VR to transform any space into an interactive art gallery or museum. With Quest 3 headsets, users can explore artifacts, 3D models, and multimedia content, creating an engaging and dynamic experience. Curators can customize the exhibition layout, allowing visitors to interact, solve challenges, and experience art in new ways.

Detailed Features:

1.Immersive Artifact Interaction

Users explore galleries and historical displays with hand gestures, revealing detailed information about each piece.

3.Gamified Challenges and Puzzles

Engaging challenges, treasure hunts, and missions encourage users to explore the exhibition and solve clues.

5.Customizable Exhibition Content

Curators can customize the 3D environment, elements, avatars, and multimedia to align with the exhibition's unique theme, providing limitless possibilities for personalization.

2.3D Models of Objects and Monuments

Users can interact with 3D models of statues, coins, and artifacts, inspecting them closely with hand gestures.

4.Multiplayer and Solo Modes

Visitors can explore solo or collaborate in multiplayer mode, solving challenges and experiencing the exhibition together.

6.Cross-Platform Scalability

The system is designed to work across multiple platforms, including MR, VR, AR, and Web experiences, making it accessible to a wider audience



Project Code: 04

Legends of Tunisian Duels – XR PVP Experience

Legends of Tunisian Duels is a Mixed Reality (XR) player-versus-player experience where two users face each other in interactive Tunisian-themed duels. The system uses hand and body tracking to detect throws, dodges, and shield movements in real time.

The experience includes three switchable duel modes, each with its own environment, weapons, and mechanics — encouraging students to explore gameplay balance, physical interaction, and mixed-reality integration.

Detailed Features:

1.Multi-Mode Duel System

Players can switch between three modes — Market Mayhem, Ancient Siege, and Village Duel — each offering unique weapons, visuals, and physics behavior.

3.Multiplayer Collaboration:

Teamwork is essential as players solve puzzles and uncover clues together in a shared virtual space.

2.Gesture Base Combat

Real-time hand and body tracking drive all combat actions, including throwing, blocking, and dodging.

4. Real Time Scoring

Players earn points through successful attacks, defense combos, or survival — ending with a victory by score or knockout.

XR Cooperative Experience – “Chronicles of the Lost Mind”

The Chronicles of the Lost Mind is a two-player asymmetric XR (Extended Reality) experience combining real-world communication and virtual exploration.

One player enters a dynamic XR environment to solve puzzles and survive challenges, while the second player, equipped with a physical manual, guides them through clues, symbols, and coded instructions.

Only through precise coordination and trust can players uncover secrets hidden within Tunisia’s mythical and historical worlds.

Detailed Features:

1. Asymmetric Gameplay

Two connected roles — the Headset Player explores the virtual world, while the Manual Player interprets clues and guides them through voice communication.

3. Real Time Scoring

Success depends on teamwork — players must describe, decode, and synchronize their actions under time pressure.

2. Cultural Storytelling

Each mission draws from Tunisia’s heritage:

- Escape the Jam — survive the lion’s lair beneath the Medina.
- Code of Carthage — decrypt ancient runes and unlock hidden chambers.
- Bey’s Secret Chamber — reveal royal secrets through mechanical puzzles.



Project Code: 06

Darbuka Knockout – Rhythm-Based Duel Experience

Darbuka Knockout is an interactive rhythm experience where players engage in musical duels using Tunisian percussion instruments.

By striking virtual darbukas in perfect sync with visual and audio cues, participants test their precision, timing, and creativity.

The game merges traditional Tunisian rhythms with competitive and collaborative play, encouraging both cultural appreciation and reflex-based performance.

Detailed Features:

1.Motion-Tracked Percussion:

Players use hand-tracking or controllers to hit darbuka surfaces in rhythm with dynamic musical patterns.

3. Cultural Rhythm Integration:

Features authentic Tunisian drumming patterns and scales, blending tradition with interactive gameplay.

2.Duel & Cooperative Modes

Face off against another player in a rhythmic showdown, or perform in sync to unlock musical harmony bonuses.

4.Adaptive Sound System:

The sound engine reacts in real-time to timing accuracy, layering beats and effects based on performance level.

Tynass: The Exhibition – Tunisia Edition

Tynass: The Exhibition is an immersive cross-platform museum experience available in AR, VR, and Mixed Reality, designed to let users explore Tunisia's cultural heritage in an interactive and collaborative way.

Inside the virtual museum, visitors can walk through reimagined galleries inspired by the Bardo Museum, discovering digital recreations of artifacts from the Bey dynasty, Carthaginian civilization, mosques, Chachia craft, and more.

The exhibition merges cultural storytelling with technology, transforming Tunisia's identity into a living, explorable space.

Detailed Features:

1. Cross-Platform Access:

Available in AR, VR, and MR — allowing users to experience the museum on mobile devices, headsets, or collaborative immersive rooms.

3. Interactive & Gamified Content:

The museum integrates videos, 3D animations, hand-based interactions, and mini challenges to make cultural learning playful and engaging.

2. Multiplayer & Social Exploration

Visitors can explore together, communicate, and share discoveries in real time — turning heritage exploration into a collective experience.

4. Intelligent Cultural Assistant (AI)

An embedded AI guide offers explanations, contextual data, and personalized learning based on user interests.

FAST FOOD MAKER TYNASS

Brik Battle Royale

Project Code: 08

Fast Food Maker

Fast Food Maker is a fast-paced, interactive cooking experience that turns Tunisia's iconic brik into a fun and chaotic multiplayer challenge.

Players prepare, cook, and launch virtual briks in dynamic kitchen arenas, blending humor, competition, and cultural flavor into a uniquely Tunisian game world.

Detailed Features:

1. Interactive Cooking Mechanics :

Mix ingredients, fold the brik, and fry it to perfection using motion controls or hand tracking for realistic tactile feedback.

3. Multiplayer Chaos Mode:

Engage in lighthearted duels where players throw, dodge, and compete to serve or sabotage each other's dishes.

2. Physics-Based Fun

Messy, unpredictable gameplay with flying ingredients, sizzling oil, and dynamic reactions that keep every match fresh and hilarious.

4. Intelligent Cultural Assistant (AI)

An embedded AI guide offers explanations, contextual data, and personalized learning based on user interests.



CONTACT US

We would love to Have You. Don't be shy
and reach out

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