



COMPANY PROFILE

CREATING FUTURE SOLUTION TODAY !

PT. Madina Mitra Teknik

— www.matrik.co.id



About Company : MATRIK

PT MADINA MITRA TEKNIK | MATRIK

Information & Communication Technology Company. Our future goals to be the first choice provider of competitive communication and information solutions by providing the best service and benefits for customer, collectors and companies.



Mission Statement

1. Support customers to grow business more easily through the best information and innovative technology solutions for customers, stakeholders and company
2. Become a trusted business partner in providing and implementing the benefits of information and technology solutions to accelerate customer business growth
3. Building a work culture and business ethics of the company by prioritizing superior HR management.



Vision Statement

Be the first choice provider of competitive communication and information solutions by providing the best services and benefits for customers, collectors and companies.

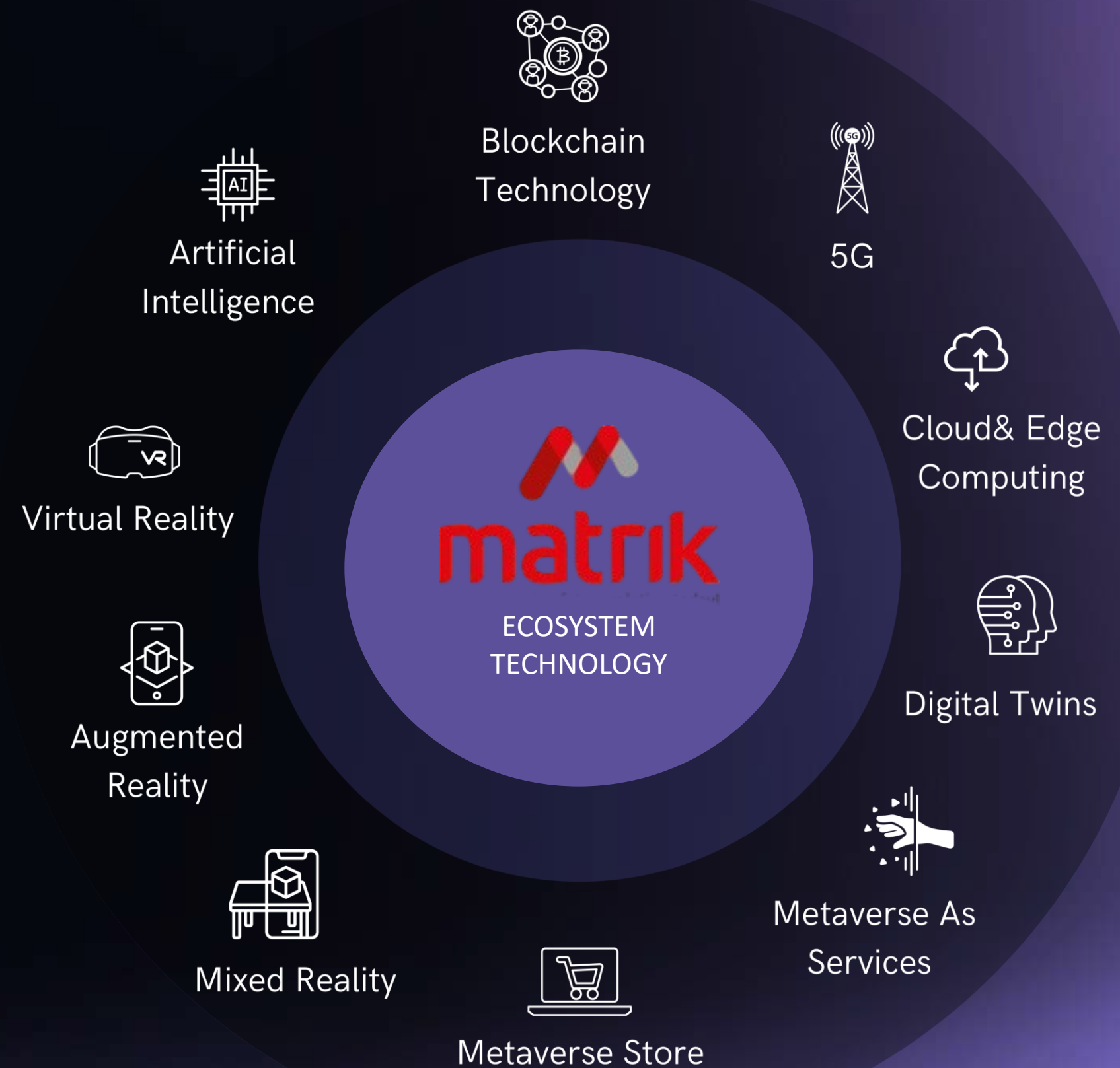


Solution

We have the
metaverse
technology solutions
to improve your
business



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TECHNOLOGY SOLUTIONS FOR THE INDUSTRY

INDUSTRY

PROBLEM

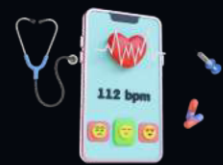
SOLUTION



Education

Limited access to quality education in remote areas

- Virtual classes with easy access for students worldwide
- More interactive and engaging learning simulations



Healthcare

Limited access to healthcare services in remote areas.

- Medical consultations and remote diagnosis through medical avatars.
- Medical staff training with virtual environment simulations



Construction and Design

Difficulty in collaborating on construction and design projects.

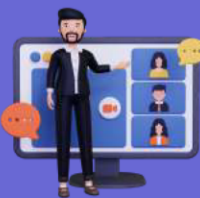
- Project team collaboration in 3D virtual environments for planning and observing projects.
- Realistic construction and design simulations.



Real Estate and Property

Challenges for prospective buyers to physically visit properties.

- Virtual tours of properties with realistic virtual environments.
- Property selection and evaluation in the virtual world.



Business and Conferences

Difficulty in hosting international business conferences

- Virtual business conferences with interactive capabilities akin to physical meetings.
- Virtual trade shows for international businesses.



Work Skills Training

Difficulty in practical job skills training.

- Job skills training in realistic job simulations.
- Skill development through virtual experiences.



TECHNOLOGY SOLUTIONS FOR THE INDUSTRY

INDUSTRY

PROBLEM

SOLUTION



Entertainment and Events

Limited access to physical entertainment experiences (concerts, shows).

- Virtual shows, and entertainment events.
- Attending entertainment events with avatars.



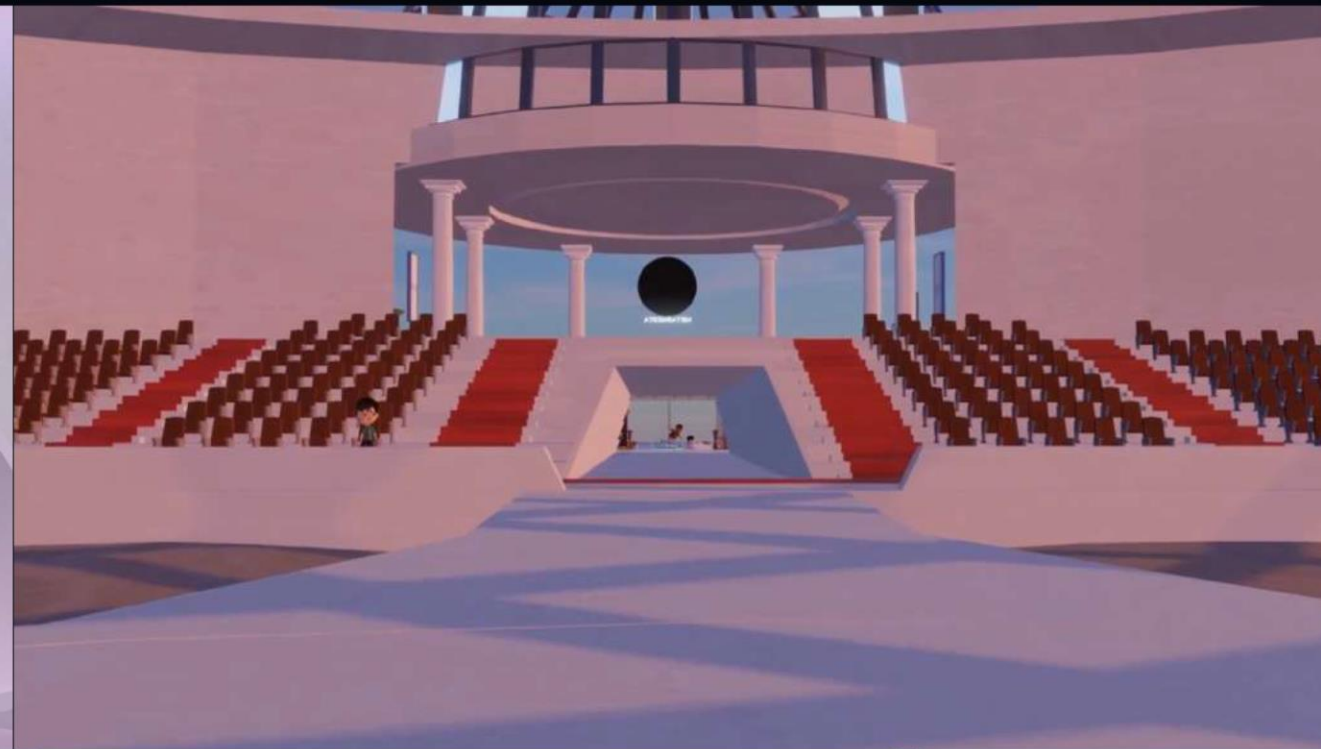
Finance and Investment

Challenges in understanding and managing investment portfolios.

- Investment and portfolio management simulations in a virtual environment.
- Financial consultation with financial avatars.



VIRTUAL STORE PLATFORM





Products and Case Studies



Customer Study



Solution provided :

- Monitoring System for networks and equipment installed in Korlantas, a contract from 2018 until now
- Engineer On Site dedicated to Korlantas since 2018 - now
- SDWAN solution for all Korlantas offices has been around 600 offices since 2019 - now
- Managed Service CCTV Switches for approximately 410 locations from 2019 - now
- Capability Management Application for ticketing problems and planning input for Corporations IT needs

Benefits of the solutions provided :

- Improving the Quality of Network and Device Performance in the Traffic Police
- Improved network security because all access is centralized and controlled
- Optimizing the use of internet networks in the region

Customer Study



Solution provided :

- Internet Security
- Analytic Dashboard for internet usage
- Monitoring System for Internet usage
- Internet Bandwidth Management
- User Management Internet access

Benefits of the solutions provided :

- Improved Security Internet access at BIN Office locations
- Ease of monitoring Internet usage
- Optimizing the use of the internet in users

Customer Study



Solution provided :

Digital Solutions Claasroom (Dklas) or Electronic Active and Creative learning facilities that were built to meet the demands of Education in the 21st Century that combine technology and pedagogy in Education. We have implemented more than 40 schools. This solution requires teachers and students to use technology for teaching and learning tools.

Benefits of the solutions provided :

- Improving the quality of learning in the class-
- Make it easy for students to learn learning material at school
- Cultivating enthusiasm / love of learning in students and teachers
- Facilitate the control and monitoring of the teaching process.

Customer Study



Solution provided :

- Monitoring System Solution for BI - RTGS services since 2017 - now for all banks that use RTGS services.
- Monitoring is carried out up to the operational RTGS server

Benefits of the solutions provided :

- Improved service quality and network performance
- The ease of evaluating and monitoring services with the root cause analysis problem feature

Customer Study



Solution provided :

- Multi Carrier Access Solution with M2M Technology for approximately 600 ATM locations from 2017 to present
- Mandiri Mobile solutions for mobile Cash offices have been around 50 cars since 2018 - now
- Engineer On Site is dedicated to Mandiri for 24/7 since 2017 - now
- Monitoring system for services using the "Zero Development" method from 2017 - now

Benefits of the solutions provided :

- Improved service quality and network performance (Auto Backup Solution)
- Ease of conducting service evaluation and monitoring
- Ease of implementation and operation with a Zero Development system

Customer Study



Solution provided :

- Monitoring System for networks and devices installed at Pegadaian for more than 4300 office locations and with a total of more than 10,000 IPs, contracts from 2015 to present
- Dedicated On Site Engineer for Pegadaian since 2015 - now
- Operational IT Management Application for ticketing problems and planning input for Pawnshop IT needs

Benefits of the solutions provided :

- Improving the Quality of Network and Equipment Services in Pegadaian
- Ease of conducting service evaluation and monitoring

Customer Study



Solution provided :

Managed ICT Solution services for Pertamina Sopodel locations consist of:

- Managed Network
- Managed Multimedia
- Managed Security
- Managed IP Tel

Benefits of the solutions provided :

- Ease of Operation Services and services for Pertamina with the concept of Managed Service (Rent Services)
- Optimizing the use of ICT costs with the concept of managed services



Customer Study



Solution provided :

- SDWAN solution by combining internet and VPN networks for KSEI and KSEI Members to minimize downtime. KSEI requires high network speed and performance considering the type of transaction is crucial in time. Contract since 2018 - now.
- Monitoring system for services using the "Zero Development" method since 2018 - now

Benefits of the solutions provided :

- Improved service quality and network performance (Auto Backup Solution)
- Ease of conducting service evaluation and monitoring
- Ease of implementation and operation with a Zero Development system

Customer Study



Solution provided :

- WIRO (Wifi Revolution One) solution that combines SDWAN technology and Wifi Management for approximately 500 AP at the Ayodya Nusa Dua location from 2019 - now (contract for 3 years)
- Integration with Ayodya Hotel Management System



Benefits of the solutions provided :

- Ayodya can monetize wifi accessed by users so that the marketing team can do user engagement or customer loyalty
- Ease the integration process between wifi and hotel PMS at the customer making it easier for officers to serve guests and also facilitate the marketing team to analyze
- Ease of conducting service evaluation and monitoring
- Ease of implementation and operation with a Zero Development system

Customer Study



Solution provided :

- WIRO (Wifi Revolution One) solution with a focus on monetizing an Access Point device that is already installed. We nominate all brands that are in the customer for monetizing since 2018 - now (3 yr contract)
- Integration with the ICE BSD Team Marketing Platform



Benefits of the solutions provided :

- ICE BSD managers can monetize wifi access by users so that the marketing team can do user engagement or customer loyalty
- The ease of the integration process between wifi and the marketing platform at ICE BSD, making it easier for the marketing team to conduct analysis related to visitors
- Ease of conducting service evaluation and monitoring

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Use Case trusted by enterprise and government



Virtual Pavilion



Product and services presentations

- **Product Exhibition:** Peruri can showcase its product portfolio in high detail. Users can explore banknotes, security documents, and custom-printed products in a realistic 3D environment.
- **Interactive Demos:** Users can take part in interactive demonstrations that explain the technology used in their products. This aids understanding of the security and innovation offered by Peruri.
- **Educational Content:** The Virtual Pavilion provides in-depth educational content on the money printing process and counterfeit protection. Users can gain a better understanding of how Peruri maintains currency security.
- **Business Relationships:** Through chat and video conference features, Peruri is able to establish business relationships with visitors. This allows further discussion on partnership opportunities.
- **Global Marketing:** Peruri can reach global markets easily without the need to invest in physical exhibitions in various locations. This reduces travel costs and logistical needs.



Use Case trusted by enterprise and government



Virtual Reality

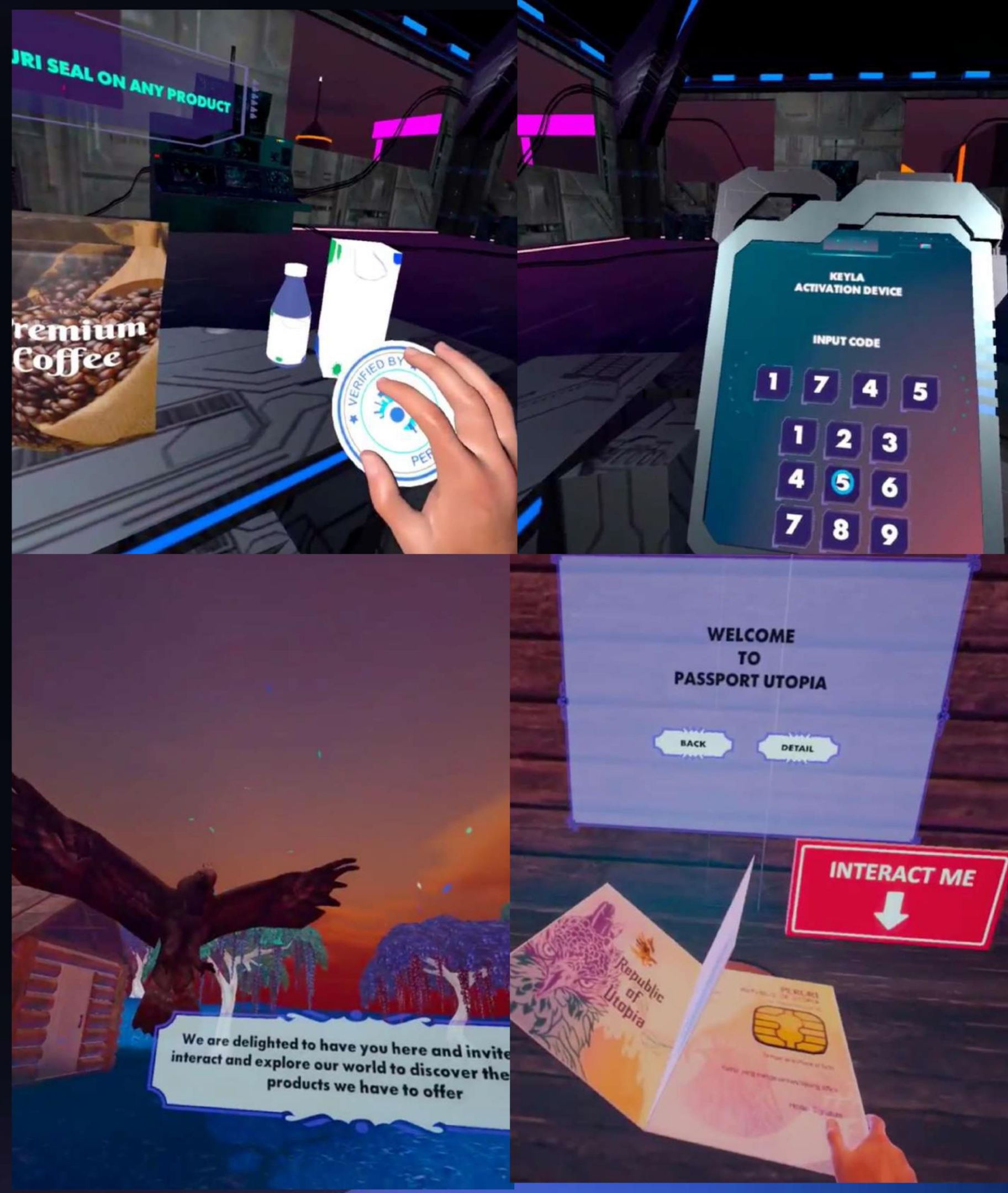


an immersive experience for
exhibition visitors in
Hannover Messe 2023

Metasmesta Virtual Reality Solution:

Peruri partnered with Metasmesta, a technology company specializing in the development of web-based VR solutions, to create an innovative exhibition experience. This solution offers various benefits:

- **High Interactivity:** Peruri's products and services are presented in an interactive VR environment, creating an immersive and engaging experience for visitors.
- **Global Accessibility:** VR exhibitions can be accessed by users from around the world via the internet, allowing Peruri to reach a global audience.
- **Visitor Engagement:** Users can interact with products and services in VR, explore product details, and even see realistically how the money printing process takes place.
- **Partnership and Communication:** The Metasmesta platform allows Peruri to establish business relationships with potential stakeholders through communication features in VR, such as video conferencing.



Use Case trusted by enterprise and government

Virtual Reality



SPACE EDUCATION

Metasmesta Technology for Space Edu-tourism: Metasmesta, a leading tech company specializing in immersive virtual environments, provided the platform for this groundbreaking space edu-tourism initiative. Metasmesta's technology offers several crucial features:

- **Immersive Learning Environments:** Metasmesta creates realistic and immersive VR environments that simulate outer space, celestial bodies, and space missions.
- **Interactivity:** Visitors, particularly students, can interact with the VR environment, explore planets, participate in spacewalks, and even experience rocket launches.
- **Educational Content:** The platform is enriched with educational content, including information about space science, astronomy, and historic space missions.
- **Data Analytics:** Metasmesta technology collects data on user engagement, learning patterns, and interests to enhance the educational experience.



Use Case trusted by enterprise and government

Virtual Reality



CONSTRUCTION AND DESIGN

Use of Virtual Reality Metasmesta:

- **Detailed Visualisation:** The PLN Engineering team can explore the Bau Bau MHP project in detail, view design details, and examine how the project will look and operate upon completion.
- **Team Collaboration:** The design team can come together in a VR environment for discussions, refinements, and necessary design changes. This enables efficient collaboration despite being in different locations.
- **Operational Simulation:** The VR project allows the team to run operational simulations of the Bau Bau MHP which helps in planning and decision-making.



Use Case trusted by enterprise and government

Virtual Reality



EARTHQUAKE SIMULATION

Earthquake Simulation Solution with Virtual Reality:

BNPB partnered with Metasmesta, a technology company specializing in web-based VR solutions. This solution allows them to:

- **Interactive Simulation:** Create an interactive earthquake simulation that allows users to experience the earthquake virtually.
- **Public Education:** Providing information on steps to take during an earthquake and how to protect oneself and others.
- **Disaster Management Officer Training:** Providing realistic training to BNPB and disaster management officers in handling earthquake situations.
- **Engagement Measurement:** Collecting data on user participation and understanding of the earthquake simulation.



Use Case trusted by enterprise and government

Virtual Reality



DEFENCE INDUSTRY

Metasmesta's Virtual Reality Solution: Metasmesta, a technology company specializing in advanced VR solutions, collaborated with defense organizations to develop immersive VR technology tailored to their needs. Metasmesta's VR solution offers several key features:

- **Realistic Simulations:** Metasmesta's VR technology provides high-fidelity simulations of real-world scenarios, including combat training, equipment operation, and mission planning.
- **Immersive Training:** Soldiers and personnel can immerse themselves in virtual environments, which closely mimic real-world conditions, enhancing training and readiness.
- **Mission Planning:** VR aids in mission planning and rehearsal by allowing military personnel to simulate and refine strategies in a risk-free environment.
- **Data Analytics:** Metasmesta's VR solutions collect data on user interactions and performance, enabling continuous improvement and optimization of training and simulation programs.



Use Case trusted by enterprise and government

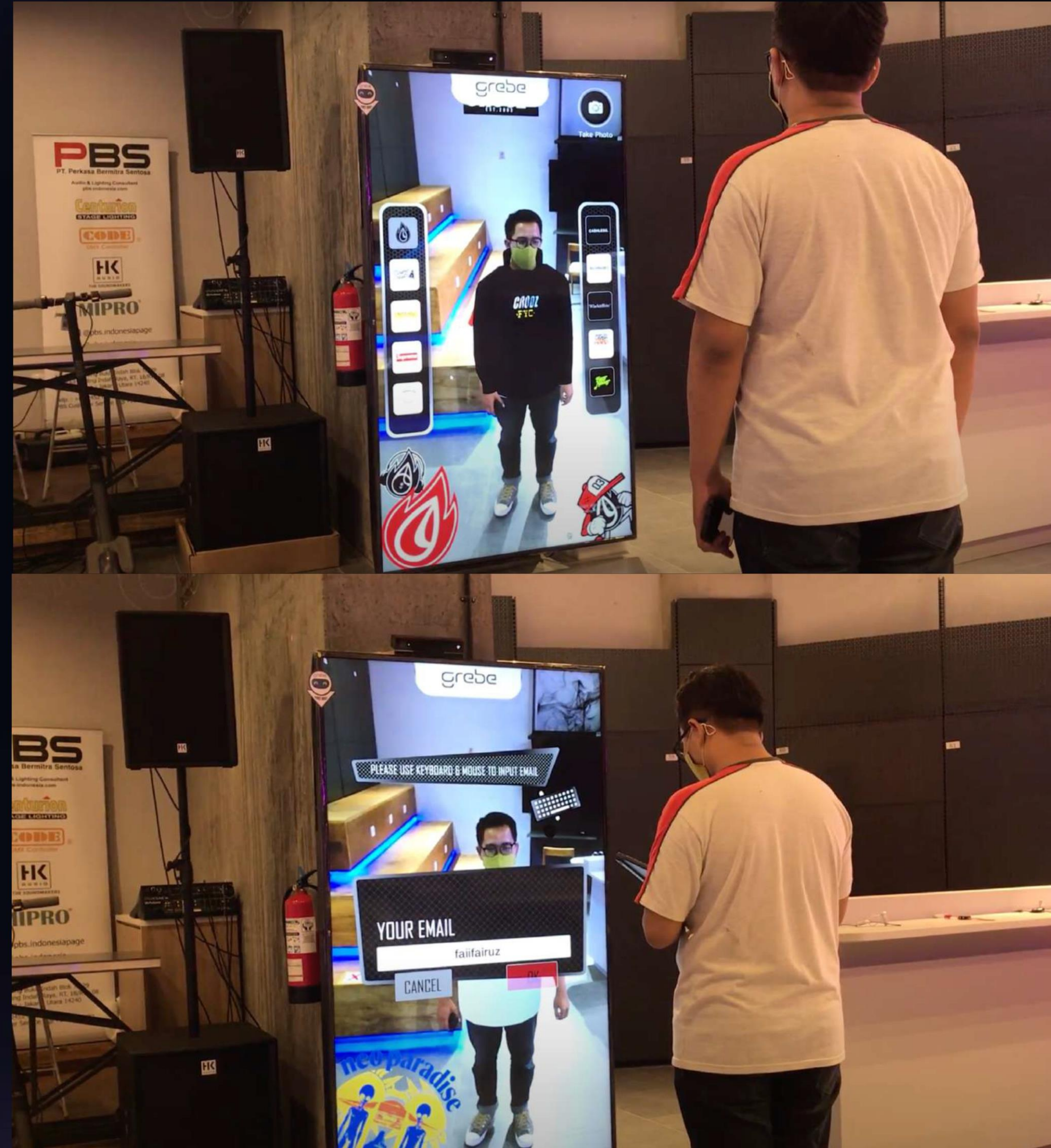
Virtual Fitting Room



FASHION STYLE

Use of Virtual Fitting with Augmented Reality:

- **Virtual Body Measurement:** Customers measure their own bodies with the help of a mobile phone camera or AR device. The app then creates a virtual body model accordingly.
- **Virtual Clothes Try-on:** Customers choose clothes from the collection available in the app and see how the clothes fit on their virtual body model.
- **3D Visualisation:** The tried-on clothes will be displayed in a realistic 3D form in the customer's real environment through the AR app.
- **Direct Purchase:** Customers can make purchases directly from the app with a single click after selecting the desired outfit.



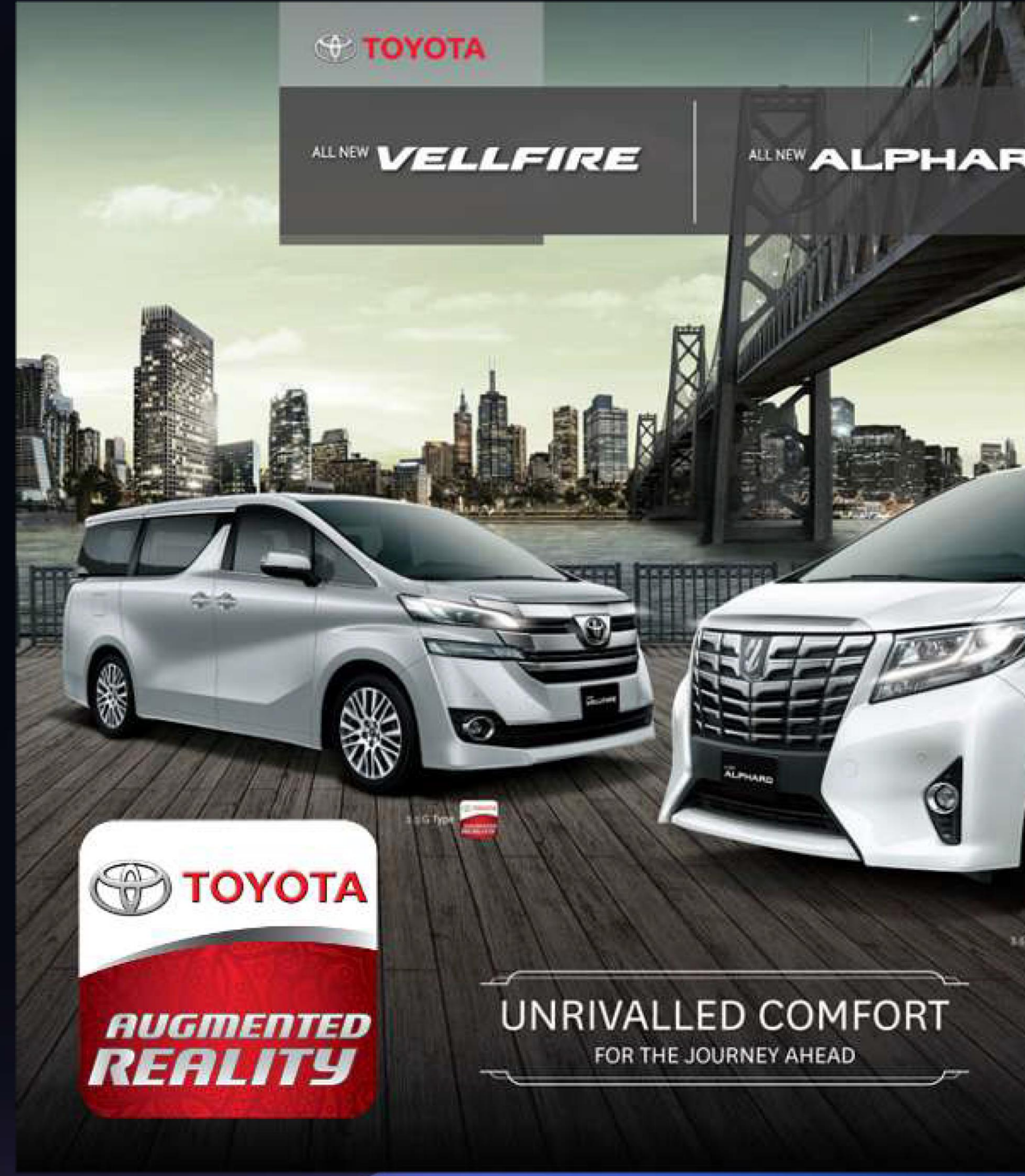
Use Case trusted by enterprise and government

Augmented Reality



DIGITAL CAMPAIGN

- **Visual Interactivity:** Create interactive visual experiences with Toyota products that can be viewed and managed in an AR environment.
- **Unique Customer Experience:** Offering a unique customer experience using engaging AR technology.
- **Online Collaboration:** Enables customers to collaborate online with Toyota technicians and explore product features in a virtual environment.
- **Data Analytics:** Collecting analytical data that can help Toyota understand customer preferences and responses to campaigns.



Use Case trusted by enterprise and government

Augmented Reality



CAR CONFIGURATOR

Use of Augmented Reality-Based Car Configurator:

- **Interactive Configuration:** Provide customers with an interactive configuration experience with their car, from color selection, and interior features, to additional accessories.
- **Realistic Visualisation:** Delivers realistic 3D visualizations of the configured car, so customers can see exactly how the car will look.
- **Car Personalisation:** Customers can use the AR app to select exterior colors, interiors, wheels, and other features as per their preferences.
- **3D Visualisation:** The configured car is realistically displayed in 3D through a mobile phone camera or AR device.



Use Case trusted by enterprise and government

Augmented Reality



MOBILE APPLICATION WITH AR
TECHNOLOGY BANDUNG IN YOUR HAND

Use of Augmented Reality Mobile Application:

- **Interactive Tourism:** Travellers can download mobile apps and use them while exploring the city. They can point their mobile phone camera at attractions, such as historical buildings, and receive additional enriched information in the form of images, text, or video.
- **Maps and Navigation:** The app can provide visual navigation instructions using AR, guiding visitors to tourist attractions and providing the best routes.
- **Educational Content:** Historical information, stories, and other educational content can be accessed by users as they explore the city. This provides a more immersive travel experience.
- **Traveller Engagement:** App usage data can provide insights into the most visited places, duration of visits, and level of traveler engagement.



Use Case trusted by enterprise and government

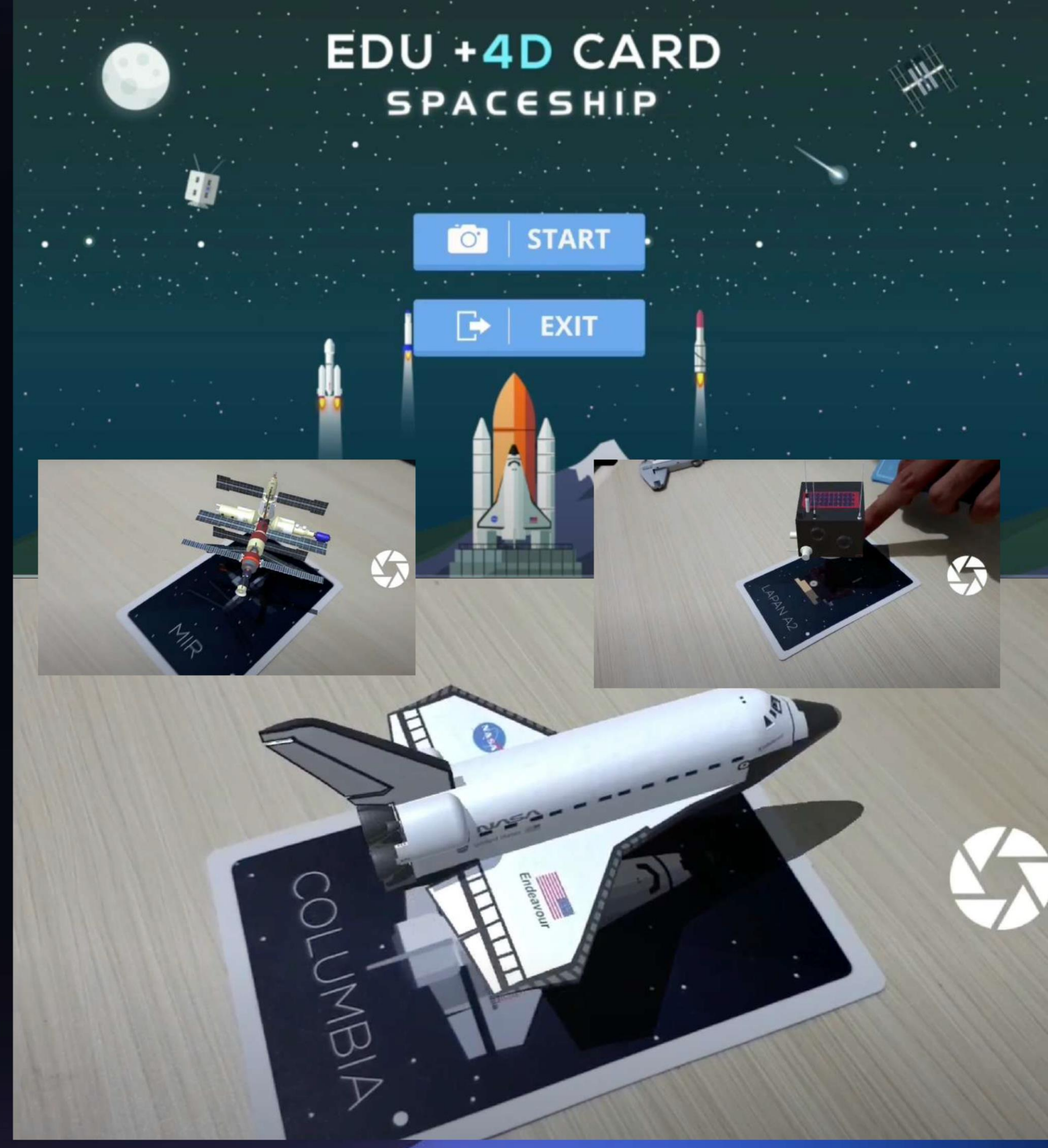
Augmented Reality

SPACE EDUCATION

Space Introduction Solution with Augmented Reality:

Metasmesta, a technology company specializing in AR solutions, worked with educators and educational institutions to develop a solution that enables an interactive introduction to the world of space. This solution includes the following important features:

- **Interactive 3D Model:** Metasmesta creates interactive 3D models of spacecraft and satellites, allowing users to observe and understand their structure and function.
- **In-depth Information:** Each 3D model comes with detailed information about spacecraft and satellites, including their history, purpose, and how they operate.
- **Interactivity:** Users can interact with the models, rotating, zooming in, or out to examine closer details.
- **Knowledge Testing:** The solution provides quizzes and questions to test users' understanding of spacecraft and satellites.



Use Case trusted by enterprise and government

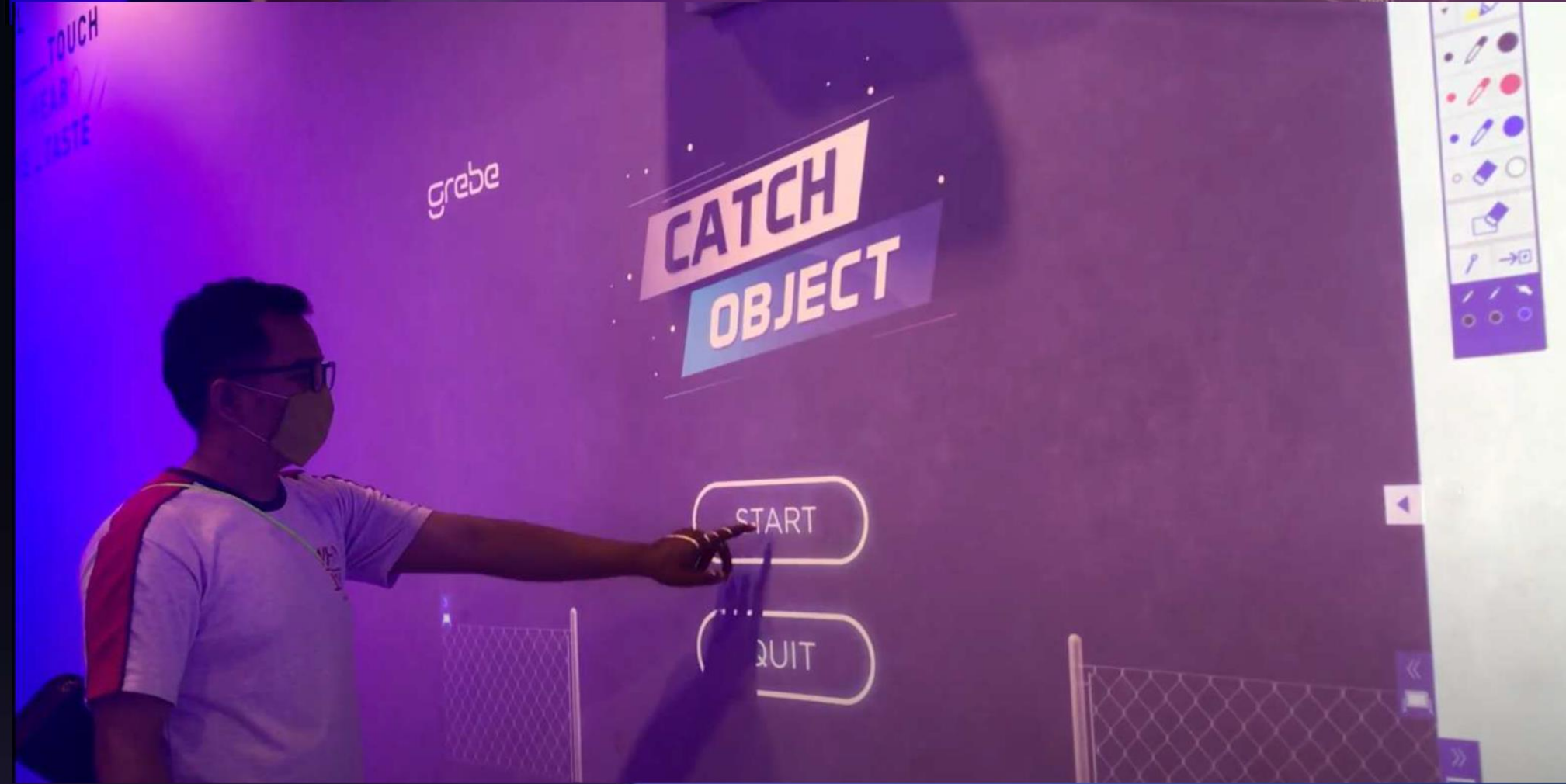
Interactive Wall

grebe

O2O MARKETPLACE/MALL

interactive Wall Map Usage:

- **Product Navigation:** Customers can use the interactive wall map to search for the products they need, click on a particular category, and find the location of that product within the store.
- **Product Information:** By tapping on a product item on the map, customers can view the product description, price, reviews, and related recommendations.
- **Promotions and Special Offers:** Stores can display ongoing special offers, discounts, or promos on the map.
- **Directed Navigation:** Customers can use the map to get interactive instructions on the fastest way to reach the product they are looking for.



Use Case trusted by enterprise and government

Immersive Museum



HISTORY OF SEMARANG CITY

Introduction to the History of Semarang City through "Immersive Museum":

- **Historical Exploration:** Visitors can explore 3D replicas of historical buildings such as Lawang Sewu, Blenduk Church, or Semarang Old Town.
- **In-depth Narration:** While in front of the replicas, visitors can listen to historical narratives that explain the origins, roles, and interesting facts about the site.
- **Virtual Interaction:** Visitors can interact with the replicas, for example, by opening virtual doors to get inside Lawang Sewu or zooming in on ancient architectural details.
- **Tour Guide:** A digital map guides visitors to the actual historical sites in Semarang City.



Beberapa Nama Sungai Yang Ada Di Semarang Sungai Bringin



Use Case trusted by enterprise and government

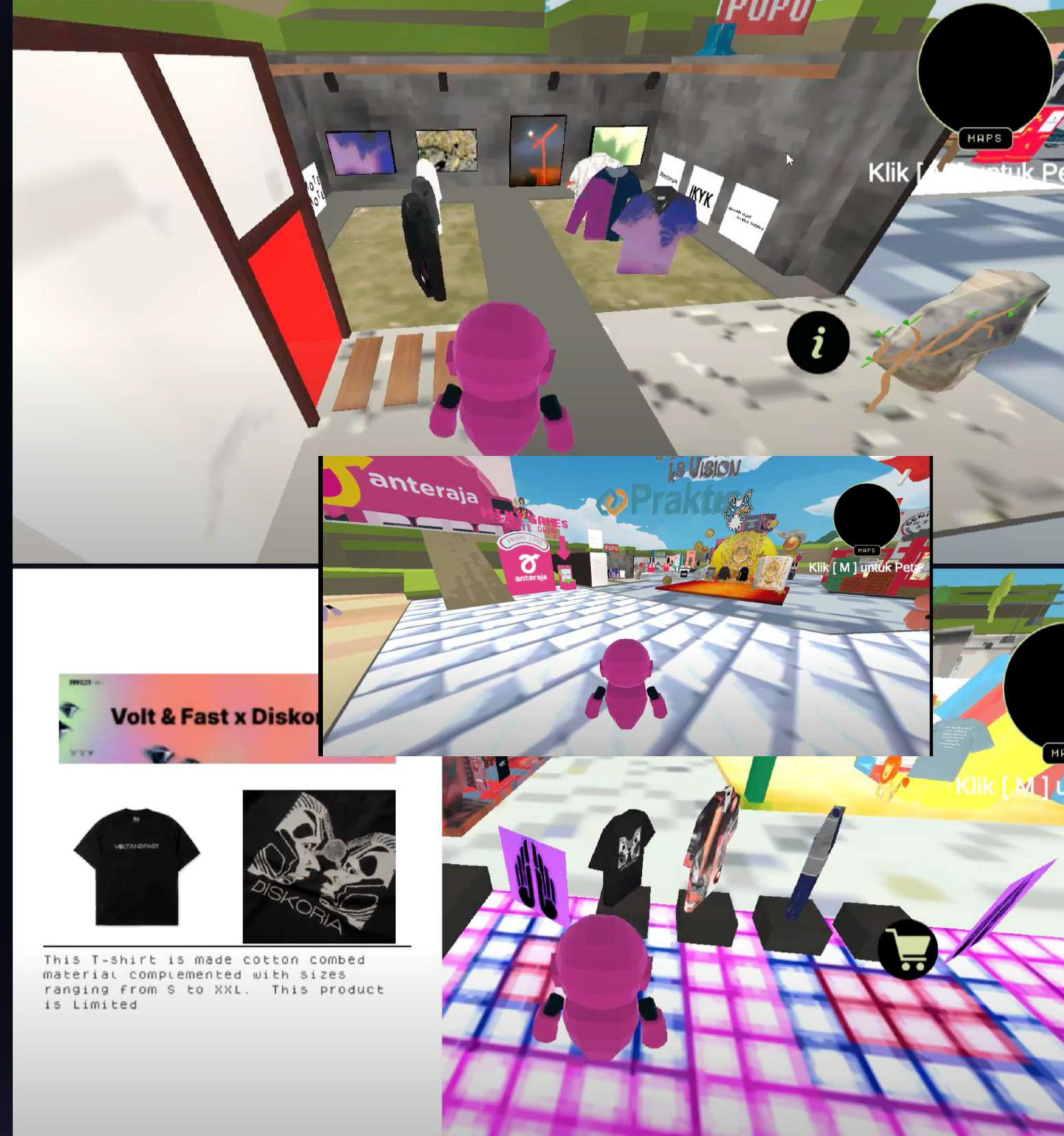
Virtual Art Exhibition



SUPPLY CHAIN/EVENT

Virtual Art Exhibition Experience:

- **Exploration:** Visitors use avatars to explore the virtual gallery, navigating through different themed rooms and artworks.
- **Art Interaction:** Guests can click on artworks to view details, read descriptions, and gain insights into the artists' inspirations.
- **Social Interactions:** Attendees can engage with other visitors through voice or text chat, creating a sense of community and connection.
- **Collecting and Purchasing:** Collectors can purchase art directly through the virtual platform, revolutionizing the art market.



Our Client



and many mores....



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