

109 D. (7) “Vidwath – AURA’: e-Learning platform. A future way of learning using Augmented Reality for government high school students”

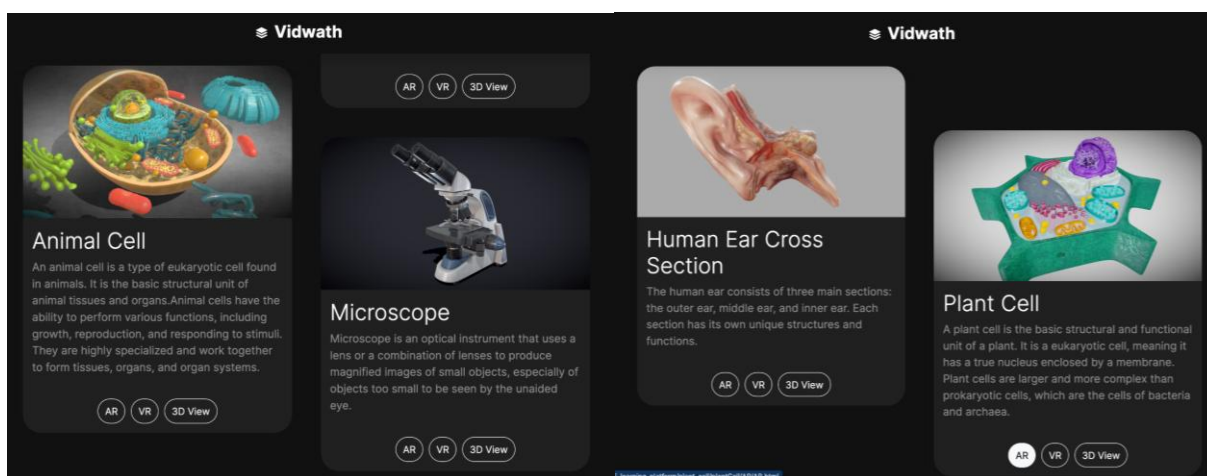
Objectives:

To develop an application for the betterment of the students for learning virtually and effectively. To provide a cost-effective alternative for learning. Using widely enhanced concepts of Virtual Reality and Augmented Reality with the help of smart-phones which make them even more efficient and accessible to the students. This application will act as a precursor for the future of Digital Education in India, and taking it to a new Era which will be the Digital Era. Achieving both augmented reality and virtual reality environment in the education field provides better learning experience in the form of web and mobile application.

As a pilot project, this project is basically for the students studying in the 9th standard Karnataka state syllabus. We will include one of the core subjects which would be Science and will be having Biology, Physics and Chemistry included in it.

Progress: April – November 2024

- Procured 2 Qty Meta Oculus Quest 3 Advanced All-in-One Virtual Reality Headset (512 GB) item under the project
- Completed the 3D models to integrate in the web application
- Completed the web application under the Project
- Integrated the Models in web application and hosted it on GitHub.
- Planning to install at 2 locations, one in Government high school and one in KREIS school.



View of web application under the project

Executive Committee: For Information