

DIGITAL EDUCATION USING AUGMENTED REALITY AND VIRTUAL REALITY

Project Reference No.: 45S_BE_4090

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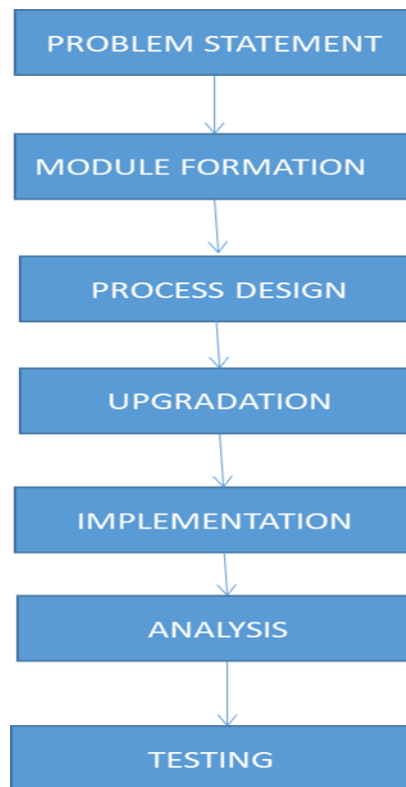
Keywords:

Introduction:

Objectives:

1. Edu. Tech To improve the rural /remote area learning experience.
2. Present circumstances education has been much affected by the Pandemic, Quality education is our Objective.
3. We took the engineer Drawing (Engineering Graphics)as the Subject.
4. We discussed to do it out of box, we took the advantage of Technology (Augmented Reality) to make a technical student to understand the concept easily and make the imagination a level ahead.
5. Virtual Reality: Is a concept of future teaching through Virtual Reality makes a teacher much more excited to teach and students are more enthusiastic to learn.
6. We consider the topic of Turbo machines to explain the Function by Simulation and Analysis of Turbo machinery in effective manner.
7. Remotely Accessible and Android Compatible.
8. Promotes self-learning.

Methodology:



PROBLEM STATEMENT:

- Resource and internet connectivity related challenges.
- Language and content related Challenge.
- Poor maintenance and upgradation of digital equipment.
- Insufficient funds.

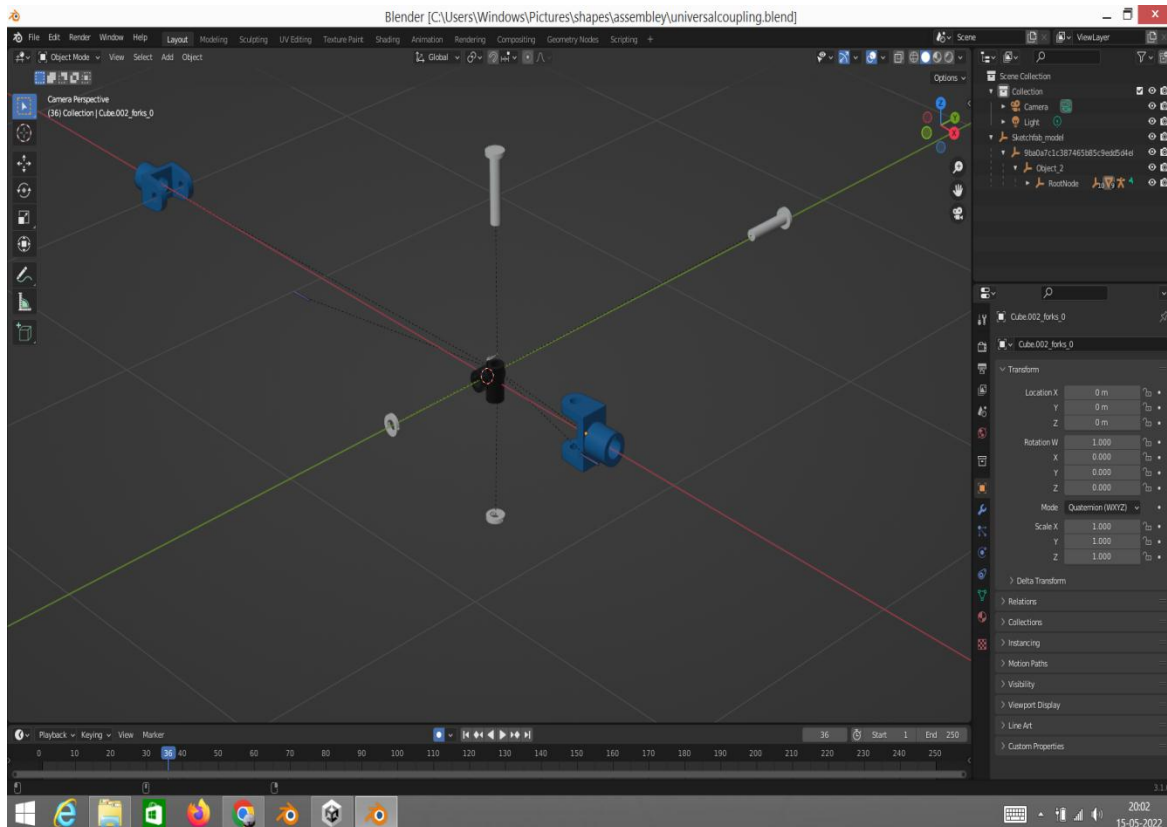
MODULE FORMATION:

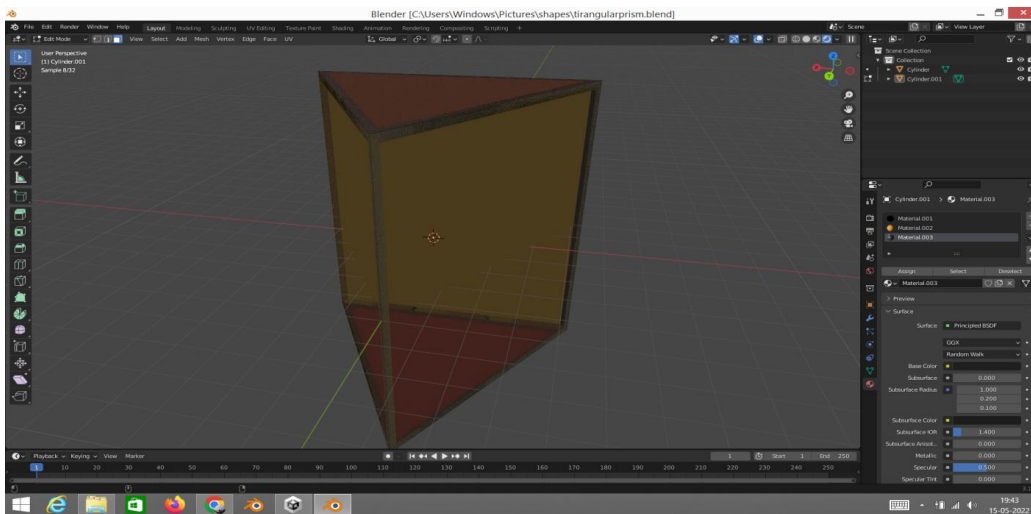
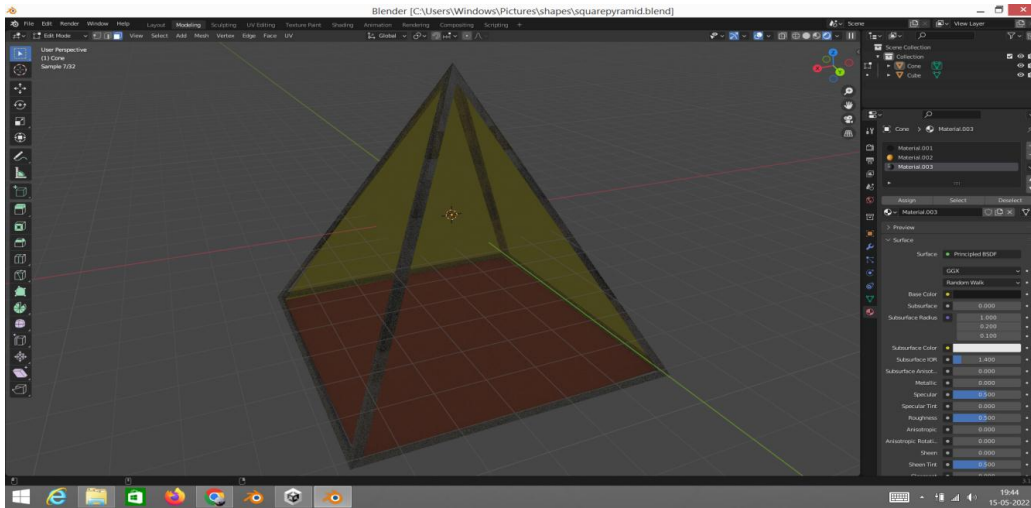
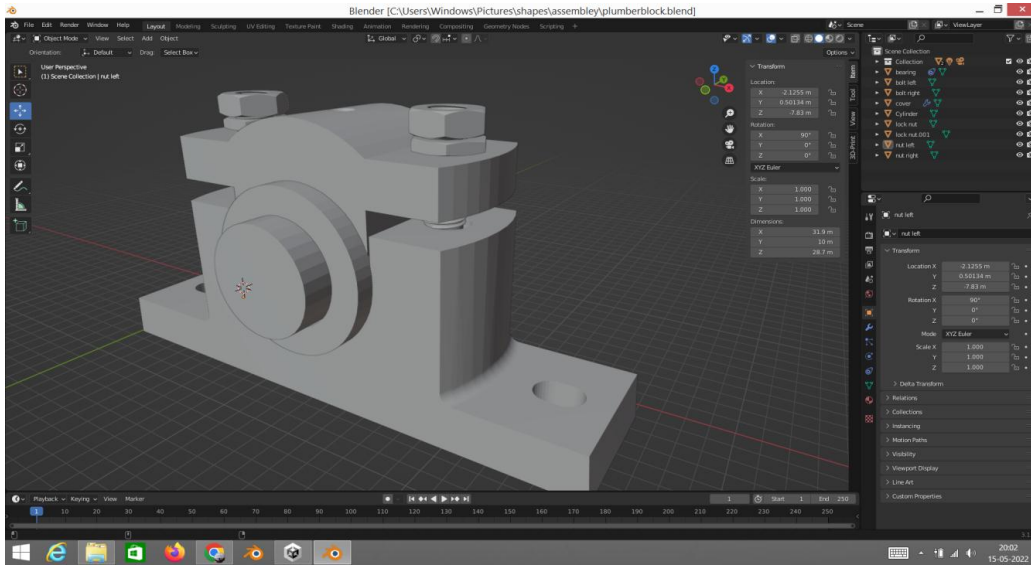
- Augmented Reality.
- Virtual Reality.
- Mixed Reality.

PROCESS DESIGN:

- Animation: We use BLENDER software to create animate simulate the objects.
- Rendering: We use UNITY software to render compress into android application.
- Process Utilities: We use “GOOGLE AR&VR” to understand the basic concept process execution and basic programming understanding.

IMPLEMENTATION & UPGRADTION UI:User Interface





Conclusion:

Scope for future work:

1. Project has realized the evolution of WEB 3.0.
2. Thought Process for Mechanical /Technical evolution of WEB 3.0 much needed.
3. Learning Interdisciplinary Skills such as Ui,Ux Android Development, Graphical Designing , Game Development, AR VR.
4. Introduced a new softwares such as unity, Blender, visual studio.

Reference:

1. Associates with Trending Topic “GAMIFICATION OF EDUCATION”
2. AR And VR: The Next Big Thing In Education: By BW EDUCATION.
3. Web 3.0 in Education & Research: Rajiv (Directorate of Education) Manohar lal (Indira Gandhi National Open University)
4. EDUCATION IN WEB 3.0 Ana-Maria Chisega (National Defence University of Romania)