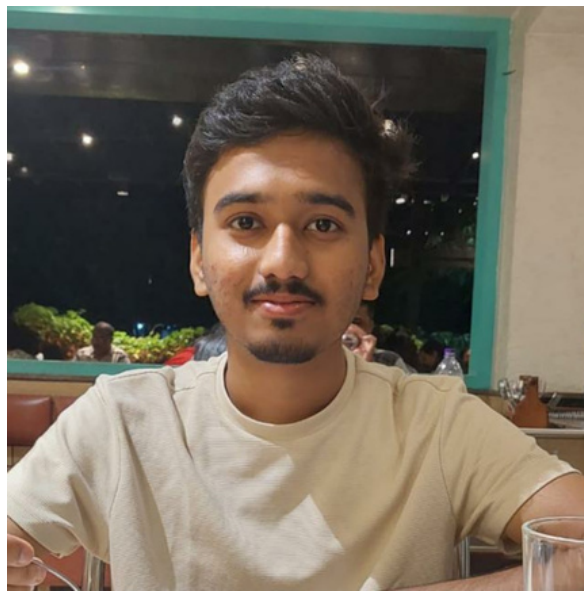# NETSCOUT

TECH FOR GOOD HACKATHON

3DAcademia

Team 103-Bot Army

Aditya Taware

Pratik Jadhav

Rishikesh Unawane

Abhijit Thorat

Problem Statement

It is very well known fact that the human brain perceives knowledge best in the visual form. The resources available to the students, be it articles, textbooks or even interactive YouTube videos do not seem to do justice to the students as they should. While moving forward in the age of AR, students should be provided with interactive gamified learning environment. And we have come up with exactly that.
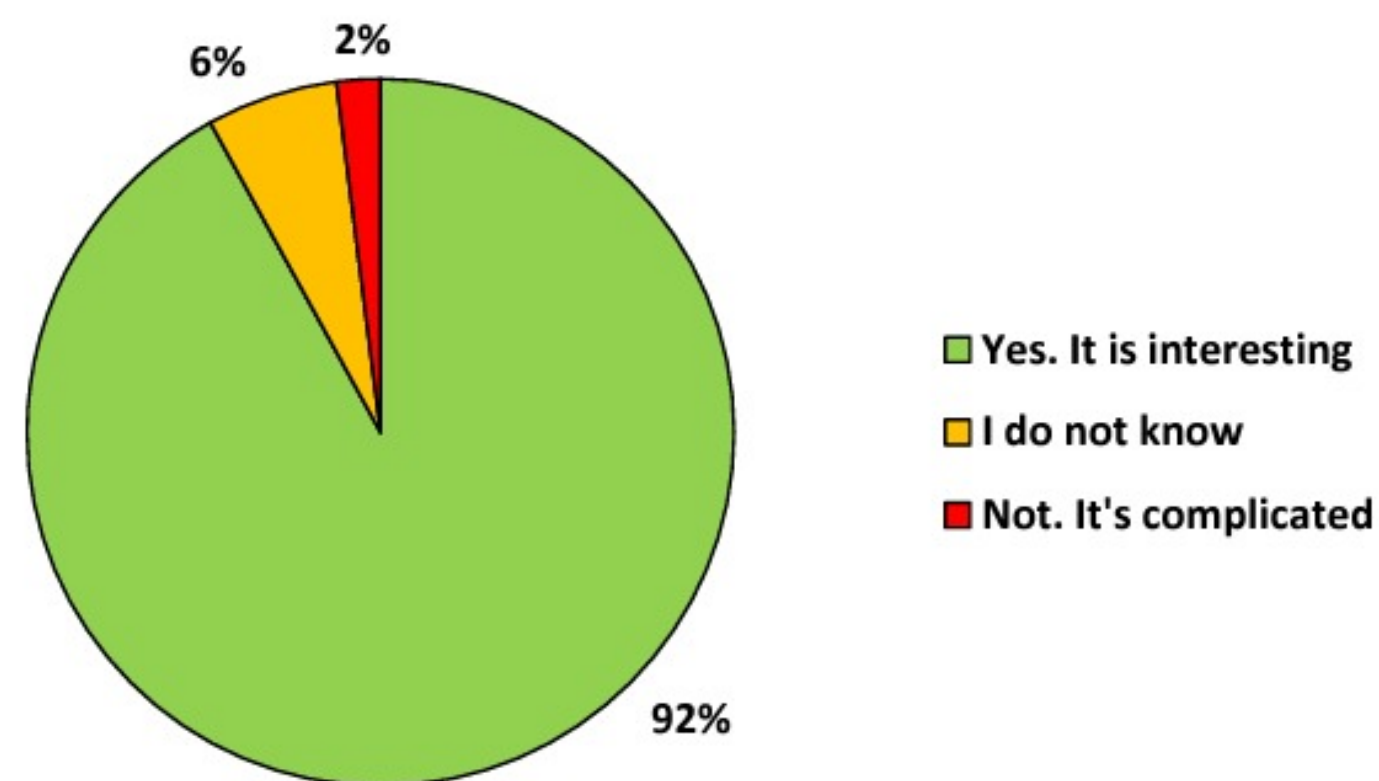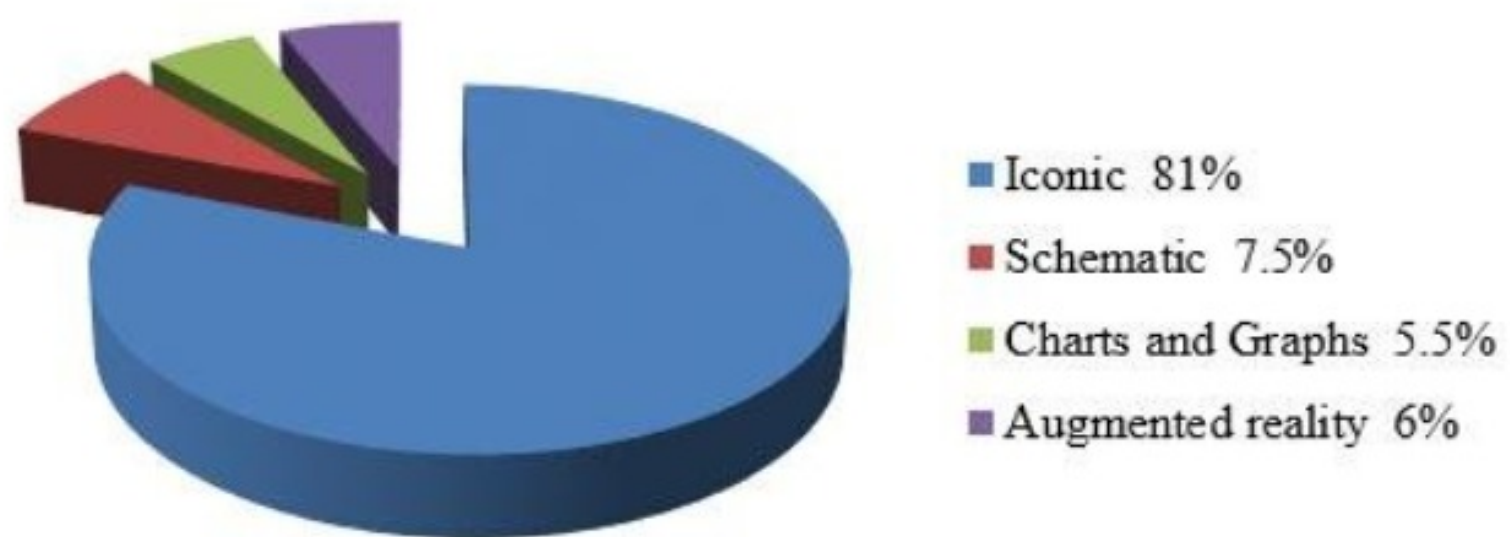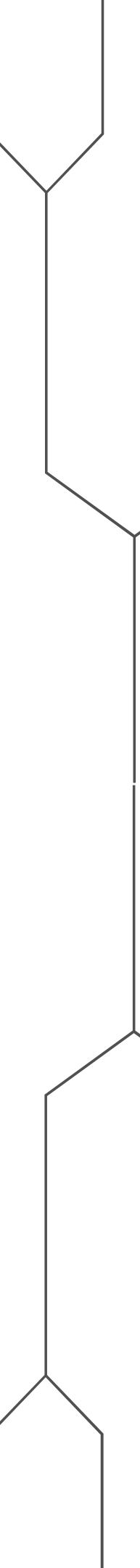
Problem Statement

- Iconic 81%
- Schematic 7.5%
- Charts and Graphs 5.5%
- Augmented reality 6%

6%   2%

- Yes. It is interesting
- I do not know
- Not. It's complicated

92%

Diagram 1. Social survey at STEM-school.

3D Academia

- **3D-models of pictures without even a click!!!**
- **Focus more on learning, worry less about heavy reading!!**

Our Solution

- In our system the complex Diagrams from higher secondary or junior college Science Stream text books can be scanned

- The 3D model, important definition and information which is important with respect to exam will appear .

- They can even enlarge and dive into the model and take look of every aspect of the model closely.

Wow factors

- 3D-modelling of academic diagrams or representations without any hassle!!
- Students can grasp difficult concepts with the help of AR visualizations rather than 2D-pictures!!!
- No need to watch long boring Youtube videos or search the web for animations when it'll be right in your hands!!
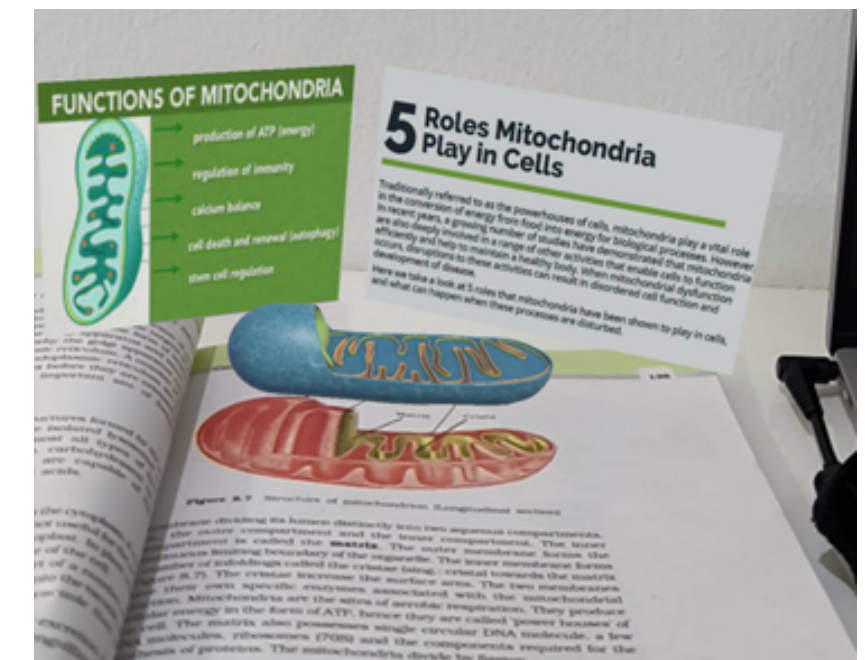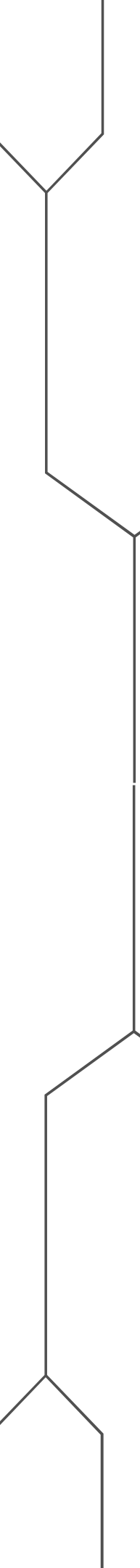
Snapshots
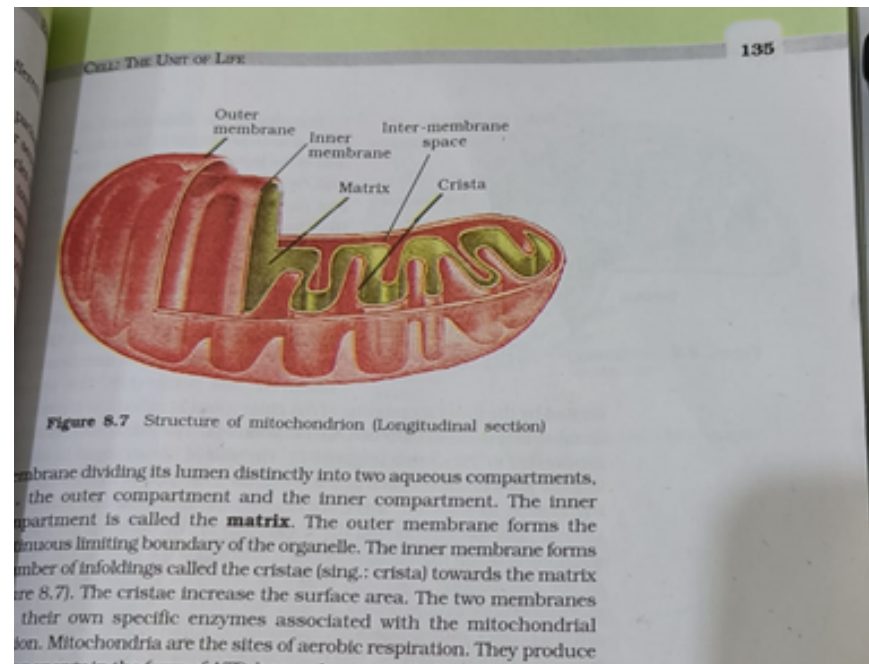
Picture from Text book
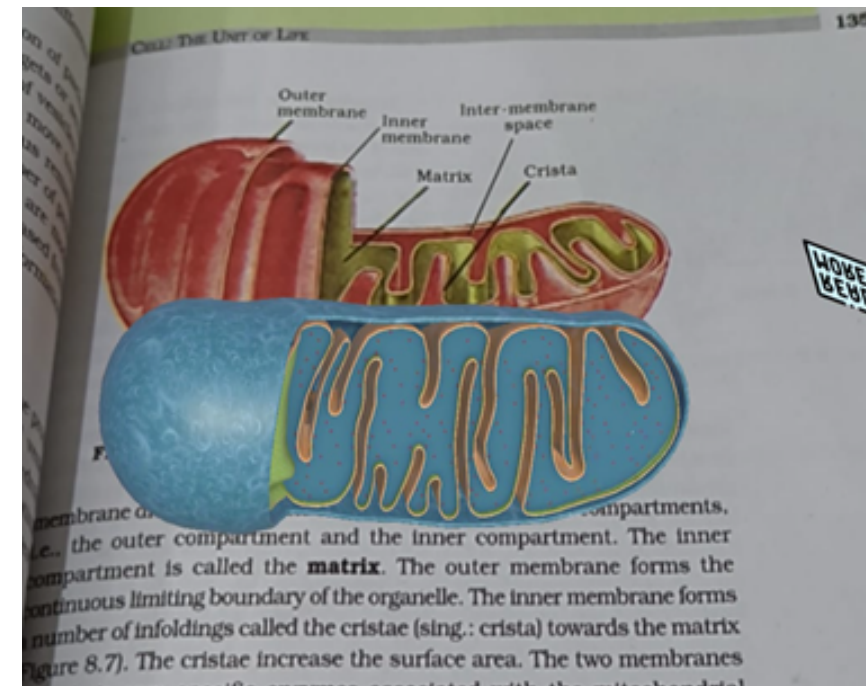
Scanned Results

Clicking on Read more tag

Our Learnings

- Skills

- Values

- And also memories

Fun moments during the Hackathon!!

Let's Jump into the Demo!