
PROJECT ABSTRACT

Due to the recent pandemic situation, the usage of digital platforms to reach the educational requirements have been expanded vastly. But recent studies show that this virtual method is not as effective as the traditional education system since students are not able to fully understand the idea or concept. Hence both the teachers and students are struggling a lot, especially when it comes to explaining the structure of different objects which these students might not have seen before (for example, the structure of molecules, cells, 3D figures etc.)

Our project is a virtual AR classroom app for students and teachers in which students can see the 3D models of various figures and will get an in-depth idea of the shape, structure and nature of it. Thus, by getting a live 3D image, the students will be able to capture the idea more clearly. The content in the app will be based according to the syllabus of the Kerala State Education Board. The app also allows students to ask doubts regarding the topic and interact with each other. Since the app shows a real-life 3D model, it will be useful to the educational institutions that may not have the prototypes or replicas of objects with them, thus making this app as functional as it would be now for a post-COVID world.
