

# AI Usage Disclosure Form

## 1. Team Details

Team Name: **NYS**

Project / Product Name: **ImmersiView**

Organization / Institution (if any): **RV College of Engineering**

Submission Date: **23-01-2026**

## 2. AI Usage Declaration

Did your team use any AI / Gen AI tools or services in developing or creating project artifacts?

**Yes**

## 3. Purpose of AI Usage

Idea generation / brainstorming

- **Partial** : AI supported refinement of feature ideas and feasibility discussions; the core concept and final decisions were driven by the team.

Code generation or assistance

- **Partial** : AI assisted with boilerplate code, syntax guidance, and debugging; the main application logic and architecture were implemented manually.

UI / UX design

- **No** : UI/UX was fully designed and finalized independently by the team without AI involvement.

Content creation

- **Partial** : AI helped draft and refine documentation, descriptions, and explanatory text.

Data analysis

- **No** : All data analysis tasks were performed manually by the team.

## Testing / debugging

- **Yes** : AI actively assisted in identifying bugs, suggesting fixes, and improving code stability.

## Other

- **Research assistance** – AI was used to explore AR/VR best practices, tools, and implementation guidelines and finding the best available open source unity assets for maintaining best quality.
- Code Optimizations for enhancing the features of reproducibility etc.
- All the Documentation formatting and structuring of the reports.

## 4. Feature Origin Classification

### 4.1 Feature 1

**4.1.1 Feature Name:** Immersive VR Training Rooms

**4.1.2 Origin:** Self-Generated

**4.1.3 Description:**

VR environments including Tutorial Room, Assembly Room, and Troubleshooting Room were designed and developed using Unity 2022.3 and Meta XR SDK. The system provides guided training scenarios with detailed 3D router models for hands-on learning. No AI tools were used in the development of this feature.

### 4.2 Feature 2

**4.2.1 Feature Name:** Interactive 3D Router Models

**4.2.2 Origin:** Self-Generated

**4.2.3 Description:**

Highly detailed 3D models of Cisco ME4924, Juniper EX9204, and Juniper MX480 routers were created using Blender and integrated into Unity. The models include interactive components such as drawers, compartments, and cable connections. This feature was entirely developed by the team without AI assistance.

### 4.3 Feature 3

**4.3.1 Feature Name:** AI-Powered Chat Assistant (RAG Engine)

**4.3.2 Origin:** Both

**4.3.3 Description:**

**AI Tools Used:** ChatGPT, GitHub Copilot

**Prompt:** "Create FastAPI backend with document upload and RAG-based retrieval using OpenAI"

**AI Output:** Generated FastAPI endpoints and LangChain-based retrieval boilerplate

**Modification:** The team implemented a custom vector store, enabled streaming responses, and integrated the system with the VR client application.

#### **4.4 Feature 4**

**4.4.1 Feature Name:** Hands-On Assembly & Troubleshooting System

**4.4.2 Origin:** Self-Generated

**4.4.3 Description:**

A step-by-step objective tracking system was implemented using scenario objectives to guide users through router assembly and maintenance tasks. The system includes screwdriver interactions, cable management, and component attachment logic. This feature was fully designed and implemented by the team.

#### **5. Ethical & Compliance Confirmation**

AI usage complies with guidelines and policies. **Yes**

No proprietary or copyrighted data misused. **I Agree**

#### **6. Declaration & Sign-Off**

Name of Team Representative: **YUVA T**

Role : **Team Leader**

Signature:



Date: **26-01-2026**