

Fifth Edition Of

WCE

HACKATHON

Innovate, Build, Deploy

2022

Round 1: Idea Submission

Team Name: UNSTOP

Team Leader: MANOJ PRANAV J

Problem Statement ID: PS00

Problem Statement: OPEN INNOVATION

Track: NOVICE

(This document should not exceed given pages. Keep the abstract short and precise.)

Problem identified:

Developers build technology into the classrooms at a low cost, giving teachers the agency and ability to create VR content that could be experienced using low cost viewers. It enables teachers or anyone else to create VR content and bring VR tech and other immersive tools into the classroom.

Market Research:

Teachers or anyone else can create VR classroom and display their lecture videos using our application.

Building application that act like a virtual classrooms, giving teachers and students a personal account to create or join in VR classroom and that could be a low cost virtual experience.

Using Virtual Reality (VR) technology to create immersive experiences is a great substitute for the real world.

Project Name: VR APPLICATION FOR VIRTUAL CLASSROOM

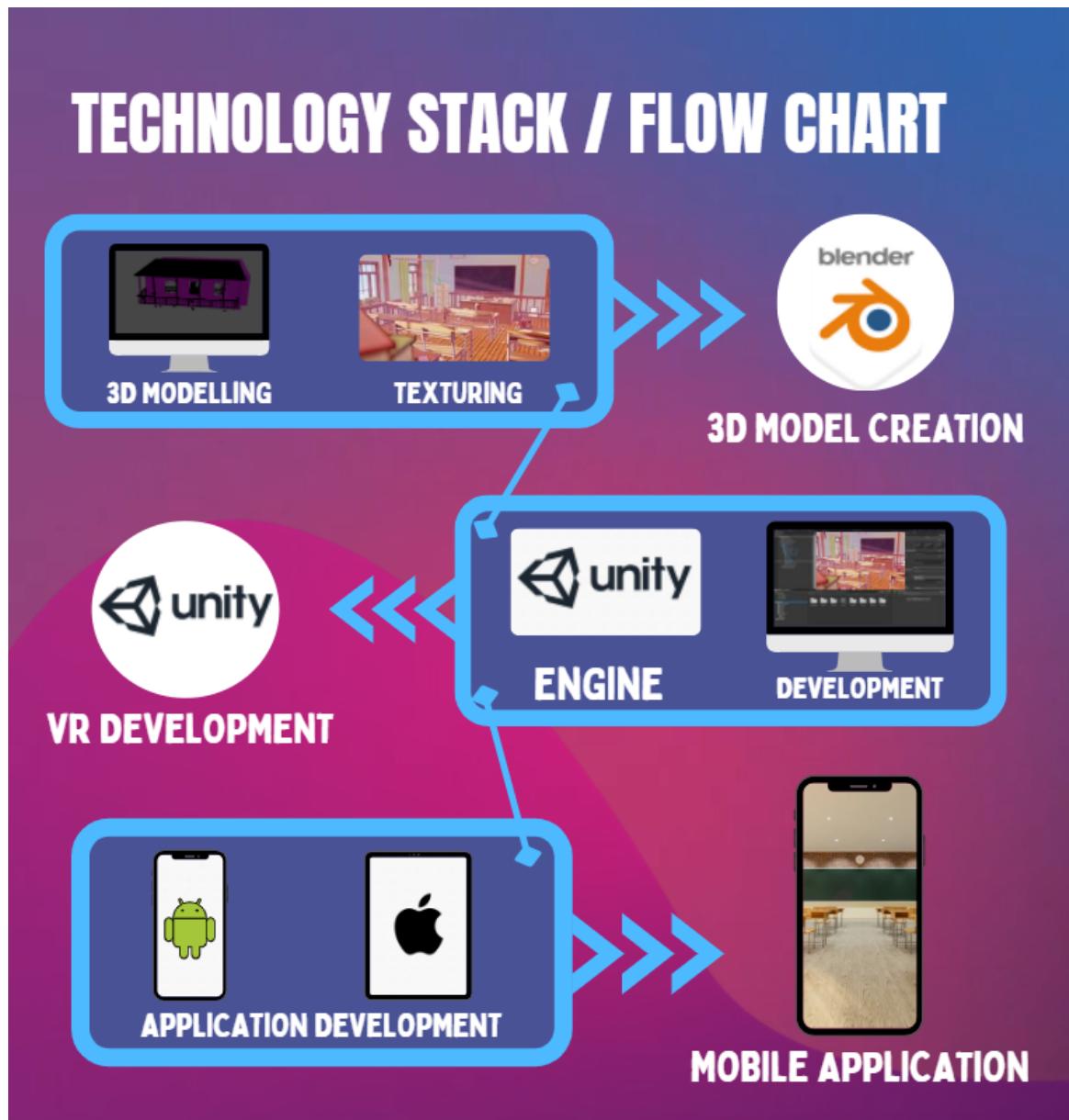
Describe your solution:

- Using Virtual Reality (VR) technology to create immersive experiences is a great substitute for the real world.
- To create VR cloud application and other immersive tools in effective way with low cost.
- To build application that act like a virtual classrooms, giving teachers and students a personal account to create or join in VR classroom and that could be a low cost virtual experience.
- Teachers or anyone else can create VR classroom and display their lecture videos.

Technology Stack:

Frontend- BLENDER, Backend- UNITY, Database- CLOUD

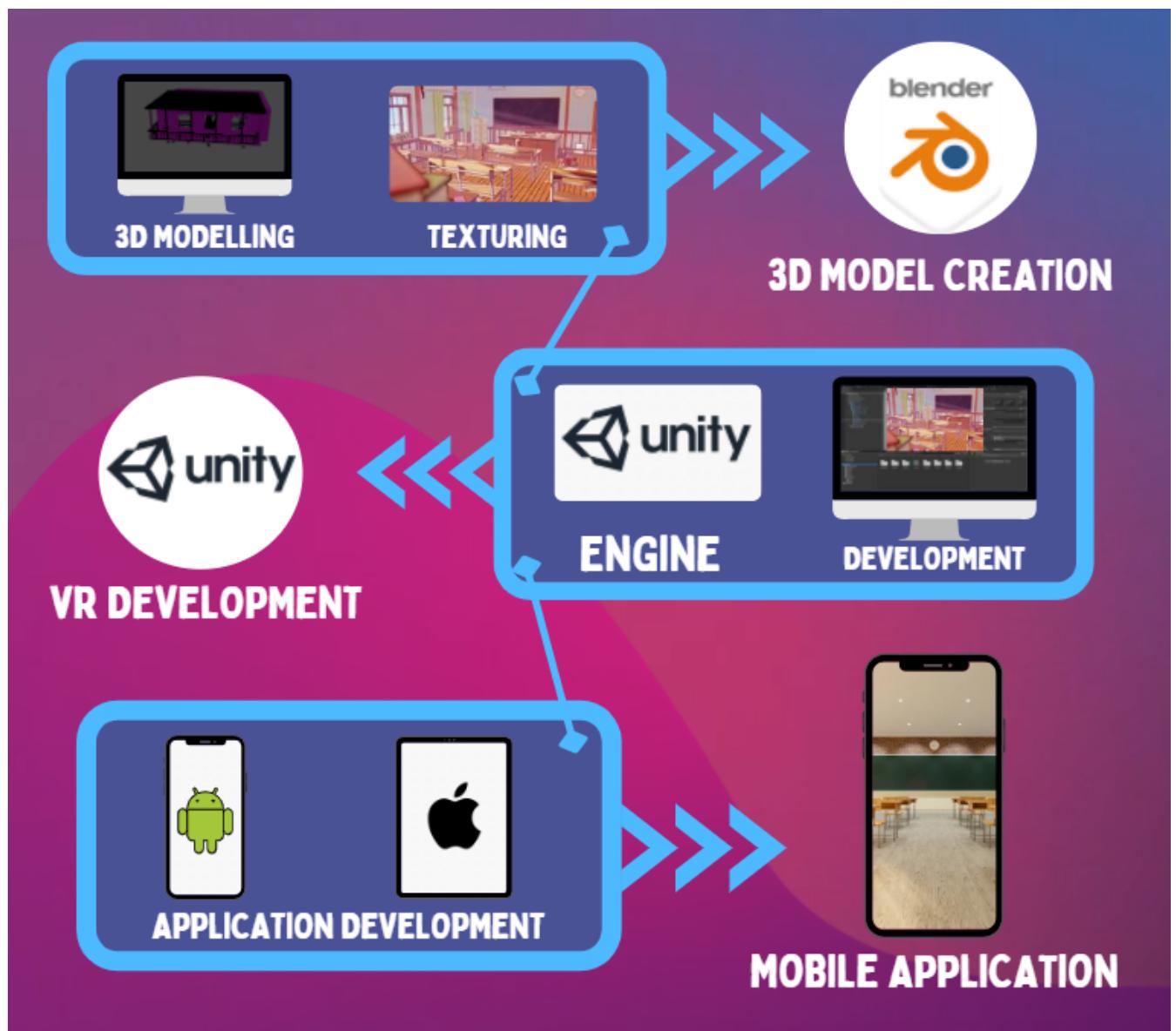
Innovativeness:



Show Stoppers:

Appropriate knowledge needed for the mobile user to run the VR application.

Prototype:





Use Case Diagram/Flow Diagram:

