Genesis

Eyes are considered to be our windows to the outside world. Discovering the marvels of the eye and how it exactly looks at things is not a simple process. Vision is sometimes taken for granted until a problem occurs. This is because people are not clearly aware about the symptoms of the disease, how it affects the formation of image and what the right treatment for the same is. Our application aims to overcome these problems by teaching about the eye.

Almost every board of education includes a chapter having a detailed study of the human eye. However, students find it difficult to imagine the eye and its workings unless they get a 3D realistic view, which is not possible through the current tradition of textual learning. Thus, we have tried to teach these concepts using the E-learning approach. Unlike the currently available learning applications based on the human eye, ours will be free, open source, interactive and available to a wider each of students.

Through our application, we hope to bring E-learning to a whole new platform where people, especially students and teachers, can learn about these features of the eye. The user friendly interface, captivating visuals and interesting activities will boost their knowledge, helping them not only in their academics, but also in taking better care of God’s gift to us.