**Augment Reality Adventure: Game Based Simulation in Cavite State University Campus Virtual World**

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**Problem Statement**

Nowadays, people often tend to rely on technologies as a part of living. Some of students in Cavite State University fails to grasp the fear of going alone in some facilities such as libraries and doing exploring facilities that is prohibited without permissions such as computer laboratories and so many more.

The students are lacking confidence outdoors due to the fact that most of them experienced a different way of living back when there was a pandemic that prevents us from interacting to other people.

**Project Title**

The chosen title was Augment Reality Adventure: Game Based Simulation in Cavite State University Campus Virtual World wherein the user can explore each Cavite State University campuses and learn to interact in social activities and explore things that you can also do inside the chosen campus. This project tends to create a simulation game wherein you can participate in a virtual class that will be operated by AI teachers virtually and do things that you can also do in the real world such as studying in the libraries, practicing social interactions and most importantly, to participate in activities that can boost a students’ morale.

**Chosen Area**

According to the CHED Memorandum Order 25, Series of 2015 that this project was under the Game Development in Multimedia Systems. Due to the lack of the students’ morale and social interactions that occurs in a university, this project tends to give students an opportunity to grow their communicating skills and also to give them training by exploring the how a campus runs in a virtual world in order to avoid things they must not do inside the campus. Currently, the connection of human and technologies are getting close to each other and in order to take advantage of that connection, we strive to develop a platform that will give benefits in the users that can be use in the real world.

**Innovative Solutions**

The main goal of the implementation of this project Provide an overview of the purpose of the project title proposal. Explain the innovative features and solutions proposed by the project. Discuss how these solutions differ from existing ones; create a table comparing them to five similar recent technologies. Highlight the creativity and uniqueness of the proposed solutions. Provide technical details, showcasing the project’s potential to provide novel and effective answers to the identified problem.

**Potential Benefits**

Discuss the social, economic, or individual benefits of the proposed project. Explain how the innovative solutions can positively impact various stakeholders, including communities, businesses, or specific demographics. Use examples and scenarios to illustrate the potential positive outcomes of implementing the project.

**References**

Include a comprehensive list of all references, sources, and citations used in the project title proposal, if any. Follow the APA style 6th edition format.

**Appendix**

Include any additional supporting documents that supplement the proposal; may include relevant charts, graphs, images, survey results, or research papers that provide further context or evidence for the proposed project. Ensure all appendices are labelled clearly and referenced appropriately within the proposal.