Devfolio   bhanuteja_g

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Submitting project to BitBox

Describe your project

Project Name

WHAT ARE YOU CALLING IT?

Open-Source Learning Assistant AR

Tagline

WRITE A SHORT, SHARP AND ON POINT DESCRIPTION OF YOUR PROJECT

Useful to anyone who is interested to learn about Open-Source Technologies and Linux kernel and mainly useful to children by teaching them these complex concepts in a fun way using Augmented Reality.

The problem it solves

DESCRIBE WHAT CAN PEOPLE USE IT FOR, OR HOW IT MAKES EXISTING TASKS EASIER/SAFER E.T.C (MARKDOWN SUPPORTED)

1. This AR APP(Open-Source Learning Assistant AR) will be useful to anyone who is interested to learn about Open-Source Technologies and Linux kernel and mainly useful to children by teaching them these complex concepts in a fun way using Immersive Technologies like Augmented Reality(AR).

2. One can type some commands on the terminal which gets augmented into reality and can see what those commands do in AR.

3. Our app presents users with a list of commands from which he can choose and learn the functionality of that command in a Terminal presented to him in Augmented Reality. If that command does not exist in the list of commands then our app redirect him to another scene where using Unity Web View feature one can browse about that command on the web.

4. We will even be analyzing the way the user is using the APP, by storing the usage time on various sections, no of taps on the screen which will tell whether the user is really learning or not and many more parameters, using all this data our ML model will analyze this and can predict the outcomes like with what pace user is learning, how much one has learnt, how much is one able to understand and much more.

Challenges we ran into

TELL US ABOUT ANY SPECIFIC BUG OR HURDLE YOU RAN INTO WHILE BUILDING THIS PROJECT. HOW DID YOU GET OVER IT? (MARKDOWN SUPPORTED)

During the entire course of development of this APP we encountered many issues as we had first built this project for Windows, we programmed everything according to keyboard input and after that for implementing AR features, we had to build it for Android so we encountered issues when converting that keyboard input code,... into Touch input and taking input from Onscreen or Touch Keyboard of Android.

We got many build issue as always happens in development. Mainly the issues were related to Gradle and some errors when we had set up the AR SDKs in Unity.

We faced many issues while integrating this with Flutter APP also using Flutter Unity integration plugin.

Technologies we used

WRITE A COMMA SEPARATED LIST OF TECHNOLOGIES YOU USED IN BUILDING THE PROJECT.

Engine   Augmented Reality(AR) SDKs like ARFoundation by Unity and ARCore by Google

er SDK by Google   Flutter Unity Integration Plugin   C#   Programming Languages

Links

ADD LINKS TO GITHUB, WEBSITE, APP STORE E.T.C OR WHEREVER THE PROJECT CAN BE TESTED LIVE

https://github.com/gbhanuteja23/BitBox_Project_2021   ×

https://github.com/gbhanuteja23/BitBox_Project_2021/blob/main/APKs/1-%20Final%20Build%20APK/Open-Source%20Learning%20Assistant%20AR%20v1.8%20Final%20Build.apk
   ×

https://youtu.be/jIIL40Cf2f0   ✕

Paste or type a link (e.g. https://devfolio.github.io) and then press 'Enter'

Video Demo

ADD LINK TO VIDEO DEMOING THE FUNCTIONING OF THE PROJECT

https://youtu.be/jIIL40Cf2f0

Pictures

UPLOAD A MAXIMUM OF 5 PICTURES (SIZE: MAX 1MB EACH) SHOWCASING YOUR PROJECT (THE FIRST IMAGE WILL BE USED AS A PREVIEW ON SOCIAL MEDIA).
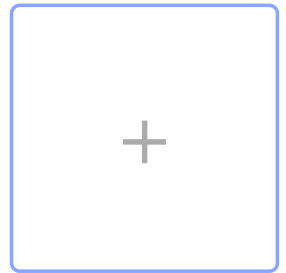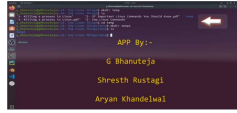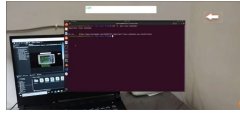
Applicable tracks

Please only select the sponsor tracks or prizes that are related to your submission. A complete list can be found on the hackathon microsite.

☐ Matic Network	☐ Portis By Shapeshift
☐ Tezos	☐ echoAR

Preview Submission