



VIRTUAL LEARNING

Virtual Reality and Augmented Reality
To augment learning outcomes among
Primary school children

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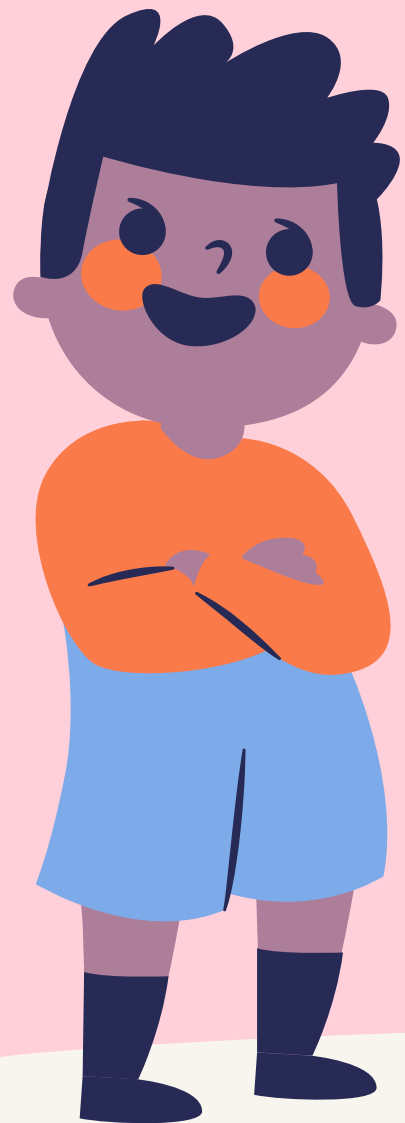
19ce121 Shruti Rana

Software Group Project



Content to be Discussed

- Project Definition
- Project Description
- Motivation
- Major Features
- Development Environment
- Flowchart
- References
- Live Demo



PROJECT DEFINITION

- What is this Project about ?
- Educational app Based on AR/VR named as "Kidzz World"
- 3D Enviornment
- Project under Unnat Bharat Abhiyan





PROJECT DESCRIPTION



- Schools such as " Ghunteli Primary School " will be get into touch with new technology
- Students can learn things Virtually
- Students will be introduced of Virtual environment



Motivation

What makes us to do this Project?

Motivation

Here's are some reasons!



- Betterment future of remote village students

- Practical Knowledge > Theoretical Knowledge

- Vast Opportunity to diversify Boring class into Virtual class

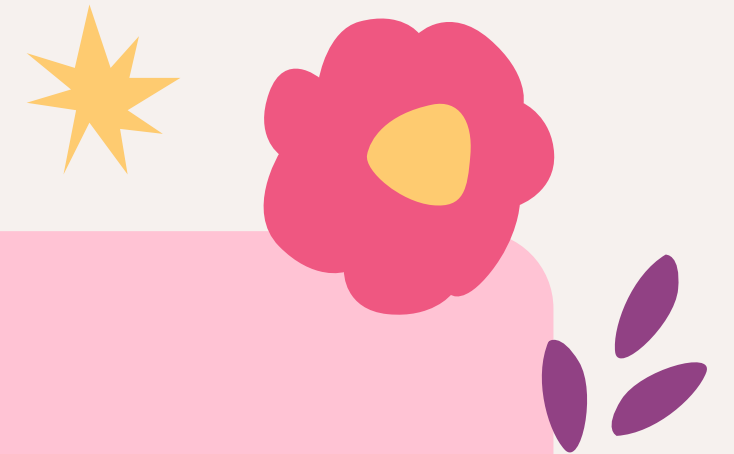
MAJOR FUNCTIONALITY

Alphabets

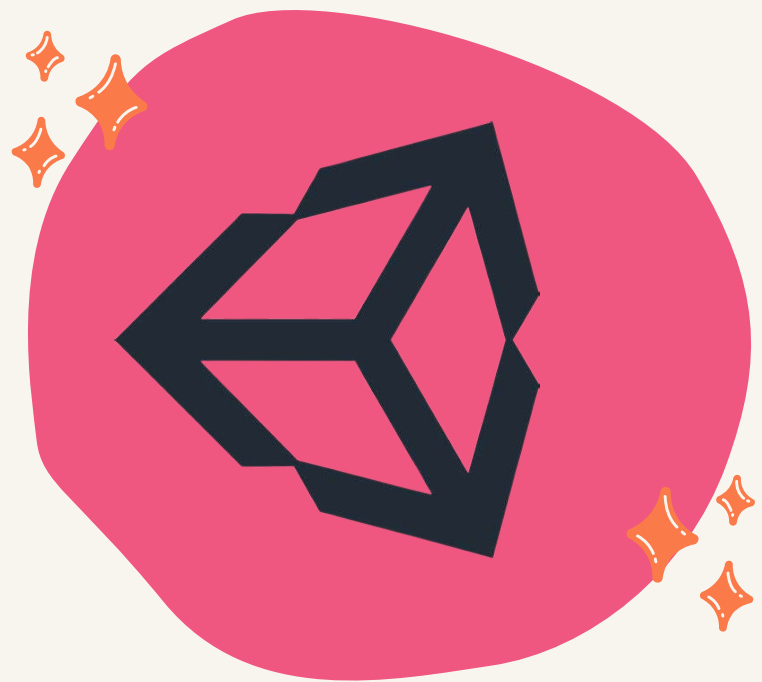
From A to Z as well as a to z

Pleasant effects

Visual & Phonic effects of various words as well as Pronunciation & Translation of Words



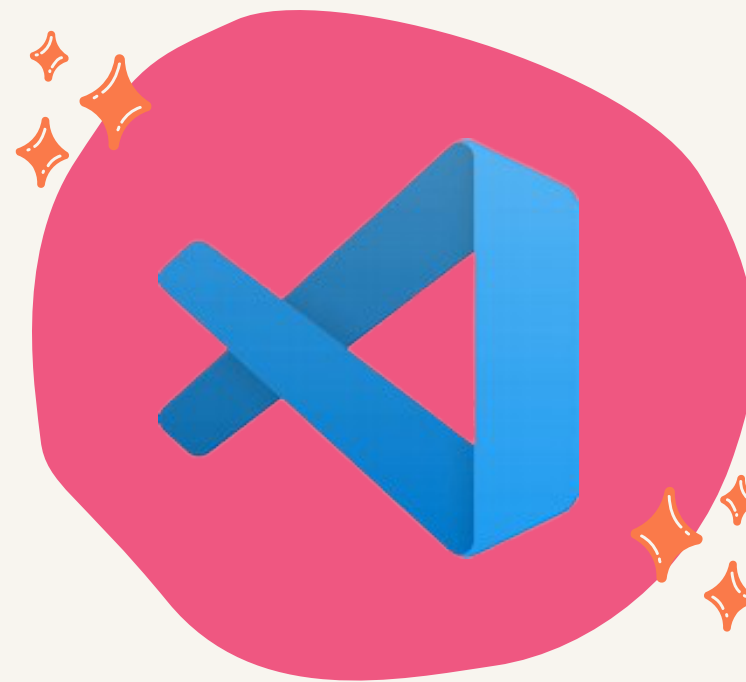
Development Environment



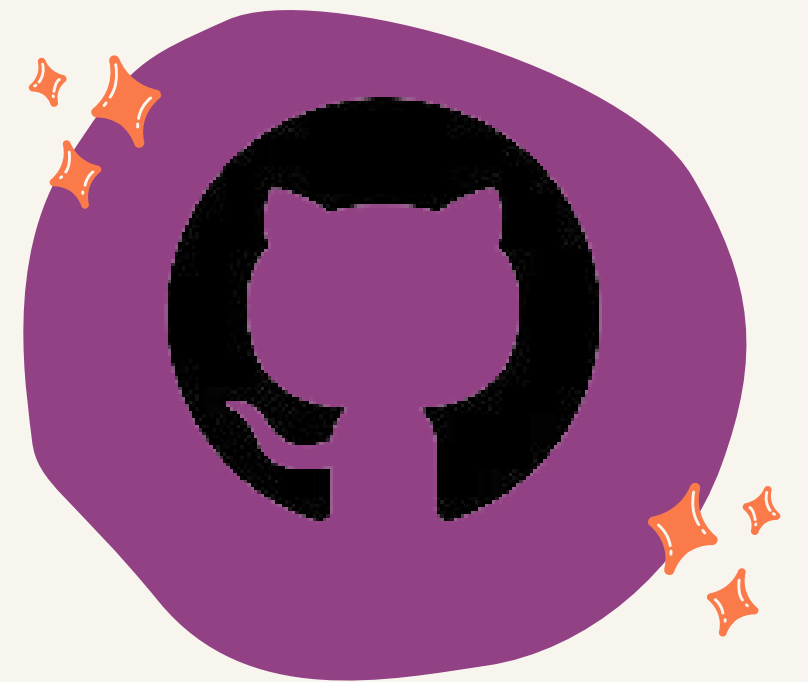
UNITY 3D



BLENDER

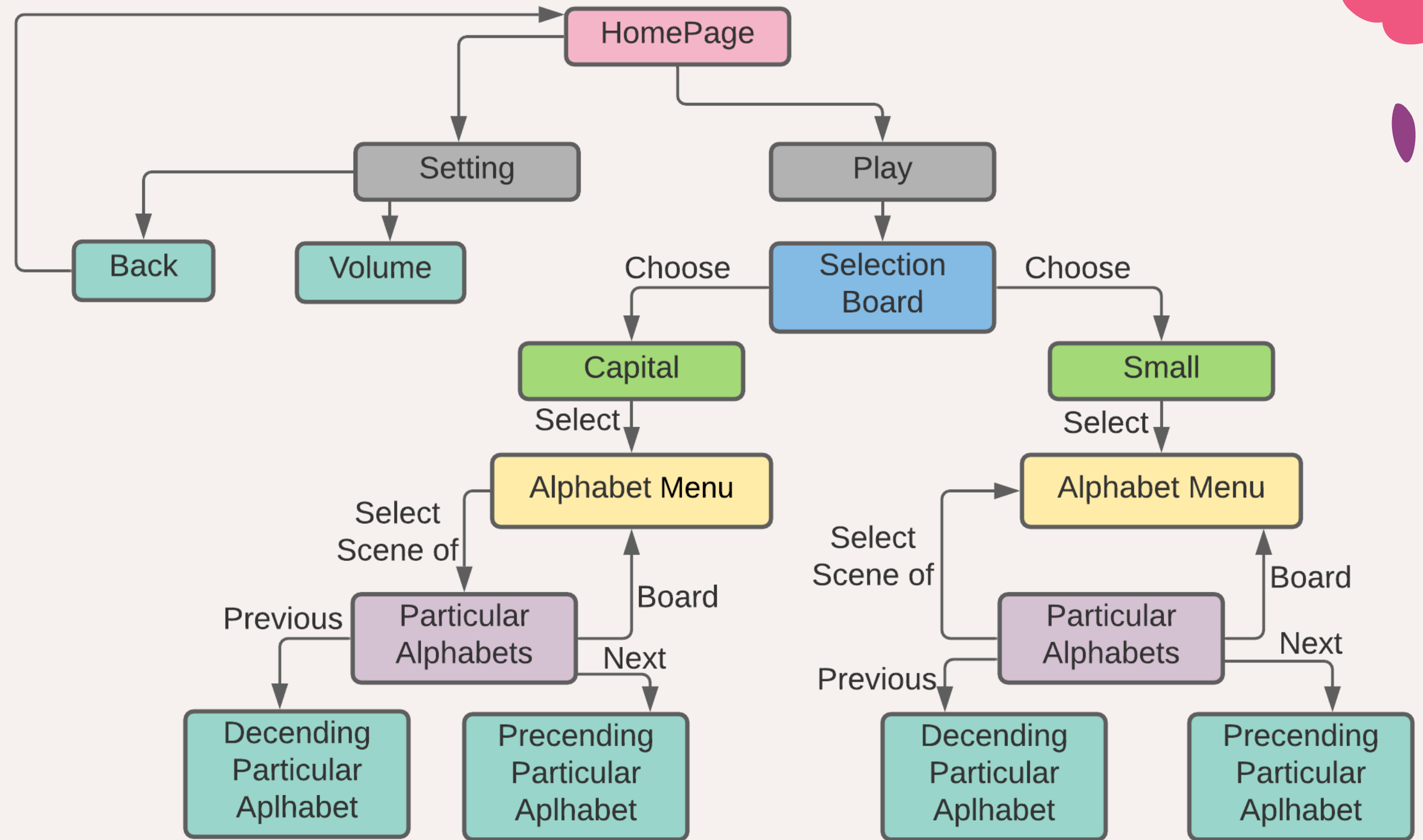


**VISUAL
STUDIO CODE**



GITHUB

Flow-Chart



REFERENCES



- <https://docs.unity3d.com/ScriptReference/SceneManagement.SceneManager.html>
- <https://answers.unity.com/questions/1443004/stop-background-music-on-scene-enter.html>
- <https://www.bensound.com/>
- <https://www.youtube.com/watch?v=At9qW8ivJ4Q&t=4151s>
- <https://www.youtube.com/watch?v=Hs9PwitP-Ss&list=PLSYBX91r-B-QoFxBATZJyle3aXvPtCmLe>
- https://www.youtube.com/watch?v=NjA_TGH_Mzc

Thank You!

Let's go for Live Demo

