B.Tech Final Year Major Project Proposal

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Proposed Title of the Project:

Augmented Reality Based E-Learning System

Abstract:

Augmented Reality is a very new and very fascinating technology that world has seen and this opens up numerous possibilities in various fields like military and education and even entertainment industry gets more of AR games this is fun and challenging at the same time because we need to blend in the virtual objects into a real-life scene and these virtual objects in the real world are moving as if they were in the real-world scene and this opens up doors for various possibilities. We have to build a learning platform for students which can transform two-dimensional teaching methods into immersive three-dimensional experiences along with the desired three dimensional objects that can be modeled for example a transistor can be modeled in three dimensions and all the layers and cross-section can be explained in 3D rather than explaining it in 2D and a visualization always speaks for itself.

References:

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- [3] . L. Rosenblum, "Virtual and augmented reality 2020," in IEEE Computer Graphics and Applications, vol. 20, no. 1, pp. 38-39, Jan.-Feb. 2000, doi: 10.1109/38.814551.

Supervisor	Student(s)