<https://rahul162raj.github.io/updated/work_bootstrap.html>

Future of education is in AR   
Out of the box into the space

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Future of education is in AR:

Out of the books, into the interactive 3D space. 

On second and third window:

AR experiences can now be launched directly from Safari as part of a new feature called AR Quick Look, allowing instant access for shoppers to better understand products in 3D and Augmented Reality. The possibility to go from a web-page to an AR experience with a tap is completely new.

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**From a web-page to an AR experience with a tap**: AR experiences can now be launched directly from Safari as part of a new feature called AR Quick Look, allowing instant access for shoppers to better understand products in 3D and Augmented Reality.

Fourth window:

Creating a virtual replica of a rig is a lot cheaper than constantly ferrying students back and forth from one. Since VR technology has matured to the point where the virtual experience is as good as the real thing, students can walk away with a good grasp on their skills, albeit at a fraction of the cost.

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Creating a virtual replica of a rig is a lot cheaper than constantly carrying out on-site trainings. Since VR technology has matured to the point where the virtual experience is as good as the real one, students can walk away with a good grasp on their skills at a fraction of the cost and in risk-free environment.

<https://rahul162raj.github.io/updated/Training_bootstrap.html>

Course Introduction ~~1~~

~~Zynga is a leading developer of the world's most popular social games that are played by millions of people around the world each day. We are headquartered in San Francisco and have additional offices in the U.S , Canada, U.K and India. Since our founding in 2007, our mission has been to connect the world through games and delight consumers with social gaming experiences. To-date, more than one billion people have played our games across Web and mobile, including FarmVille, Zynga Poker, Words With Friends, Hit it Rich! Slots and CSR.~~

Shouldn’t we have course introduction here rather than Zynga’s?

What you’ll learn

* As bullet points
* Development of key game systems.
* Contribute to design discussions and key design decisions.
* Work closely with designers, software engineers, artists, product managers, and producers to deliver high quality features from concept to completion.
* Create and maintain detailed designs for all phases of development.
* Clearly communicate design intent to team.
* Experience developing mobile games for either iPhone or Android devices.

Are there any course requirements or prerequisites?

This internship/co-op is for currently enrolled students only. Please include a link to your online portfolio ~~within~~ in your resume.

~~Who this course is for:~~

~~This internship/co-op is for currently enrolled students only. Please include a link to your online portfolio within your resume~~. Already stated. I think you are yet to fill it these points.

what you will take away:

~~This internship/co-op is for currently enrolled students only. Please include a link to your online portfolio within your resume.~~ Something else here.

##### CONTACT US

~~AR experiences can now be launched directly from Safari as part of a new feature called AR Quick Look,~~

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