



LeARn - An AR Education Application

Executed By: A.Kaushik,G.Ashish,V.Aadarsh,P.Abhishek

Vignana Bharathi Institute of Technology



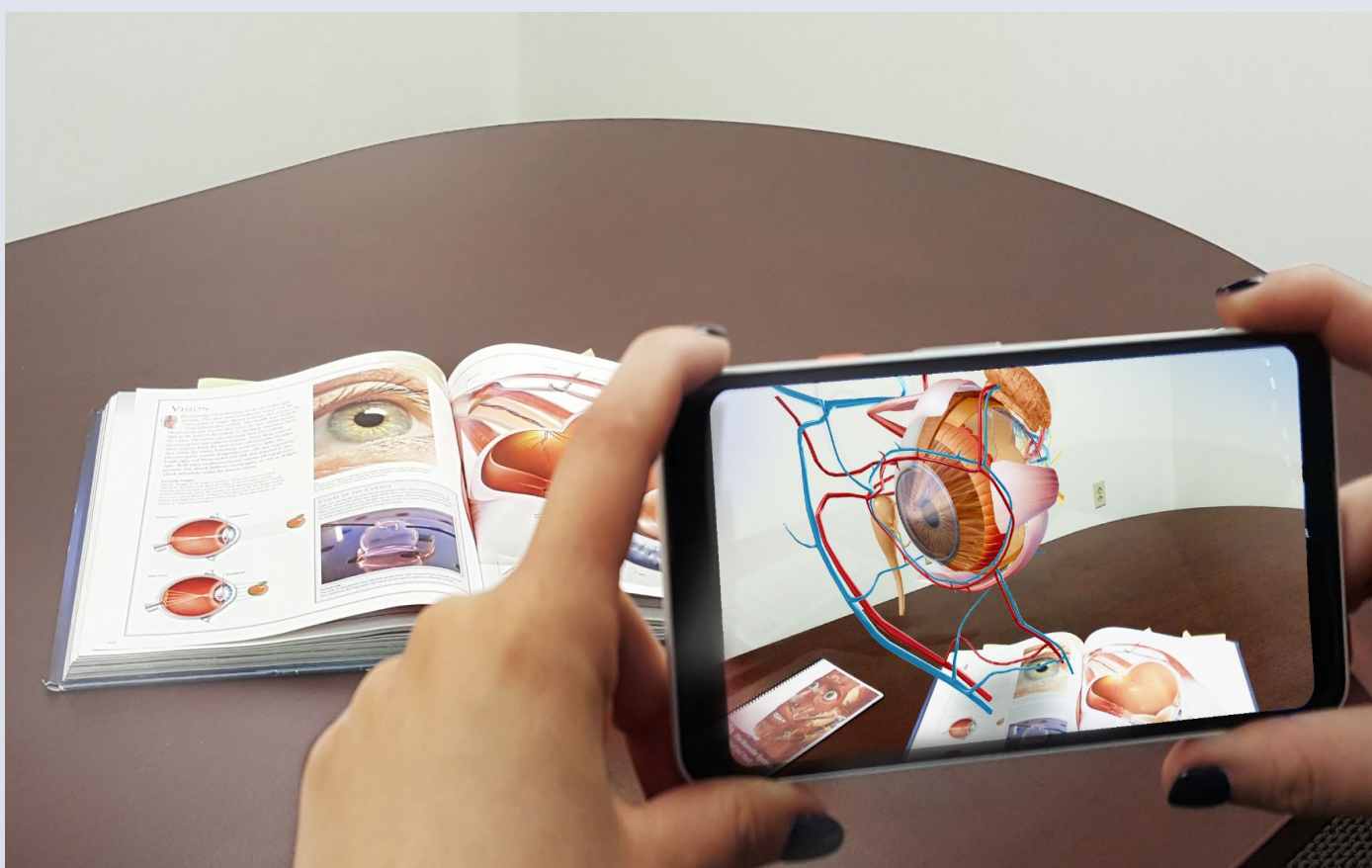
Introduction

We, the team Z.A.R.C are here to offer an augmented reality concept. Our objective is to use this new tool to aid people in experiencing an innovative and pioneering experience in education.

Platforms that combine Augmented Reality with education. It enhances student's abilities, allowing them to wander freely, easily study and comprehend. AR in education assists students in getting better results by helping them to see and fully immerse themselves in the subject matter. As a result, rather than a reading theory about something, students may witness it in action with their own eyes. Scan Acquire & Gain is the main theme of the idea. We strive to make this idea accessible to everyone, including the rural, and to say that there will be no gaps in education between the rural and urban, and that both will benefit from better, more interactive learning technologies.

PROMPT :

It offers a framework for students that utilizes Augmented Reality to allow them to interact and gives an easy way to learn and understand. They can experience the relevant concepts while studying. This was designed by comprehending the viewpoint of parents who really want their children to learn in a safe environment. This platform, LeARn, was built with that market, interest, and demand in mind.



Methods

This was created using the Unity platform and the Augmented Reality technology. Physically, this was designed by comprehending the viewpoint of students who really want the concept in an easy way. This platform, LeARn, was built with that market, interest, and demand in mind. We overcame some technical and physical barriers, including such errors, platform, and test limitations. An additional challenge we faced was persuading students to learn the features and functionality of this technology.

Presenting technology to a chosen group of individuals, along with completing the project on time without any error, made us proud.

Team and time management, evaluating, regular regards to the age for a reason, maintaining our skills to complete the project, working in a great competition using innovative ideas.

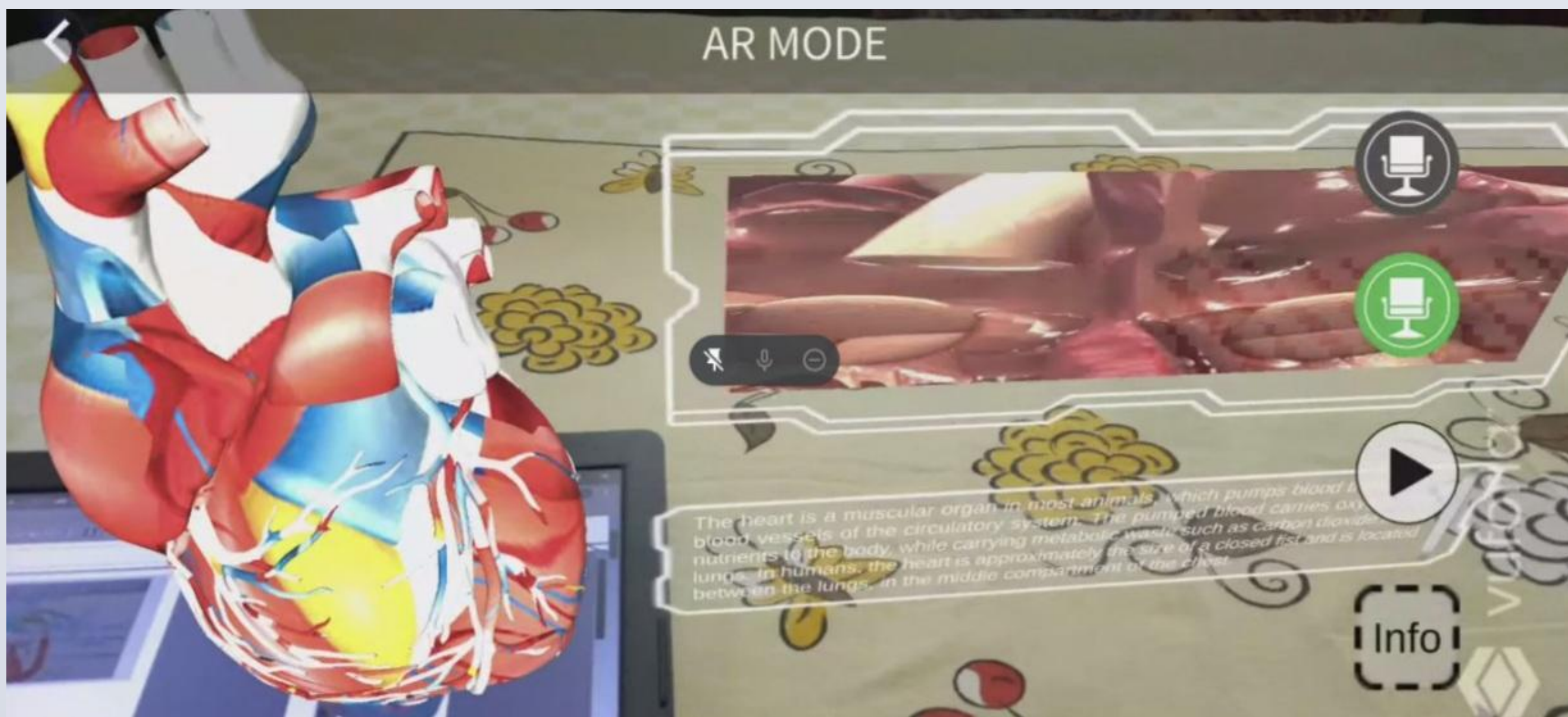
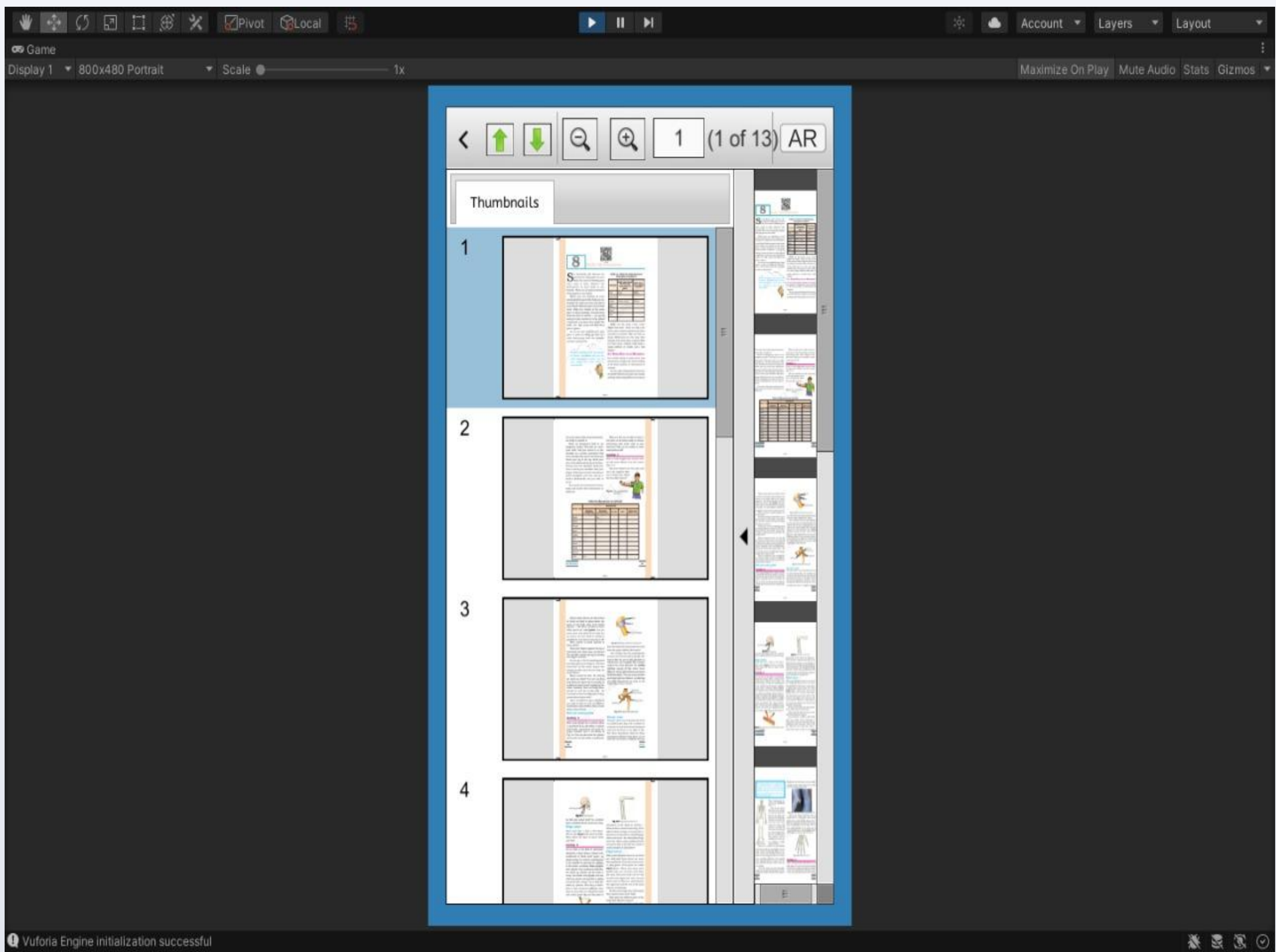
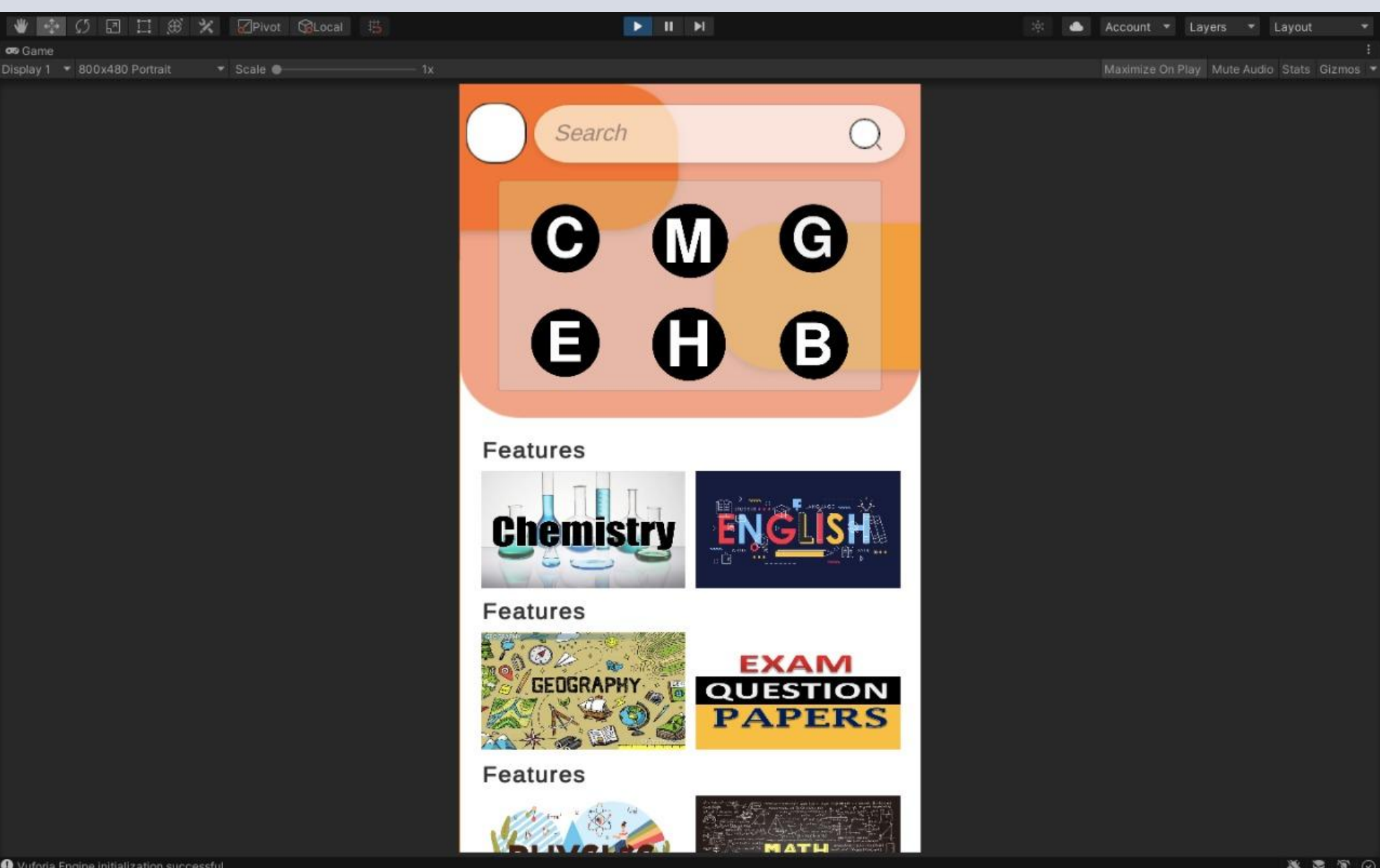
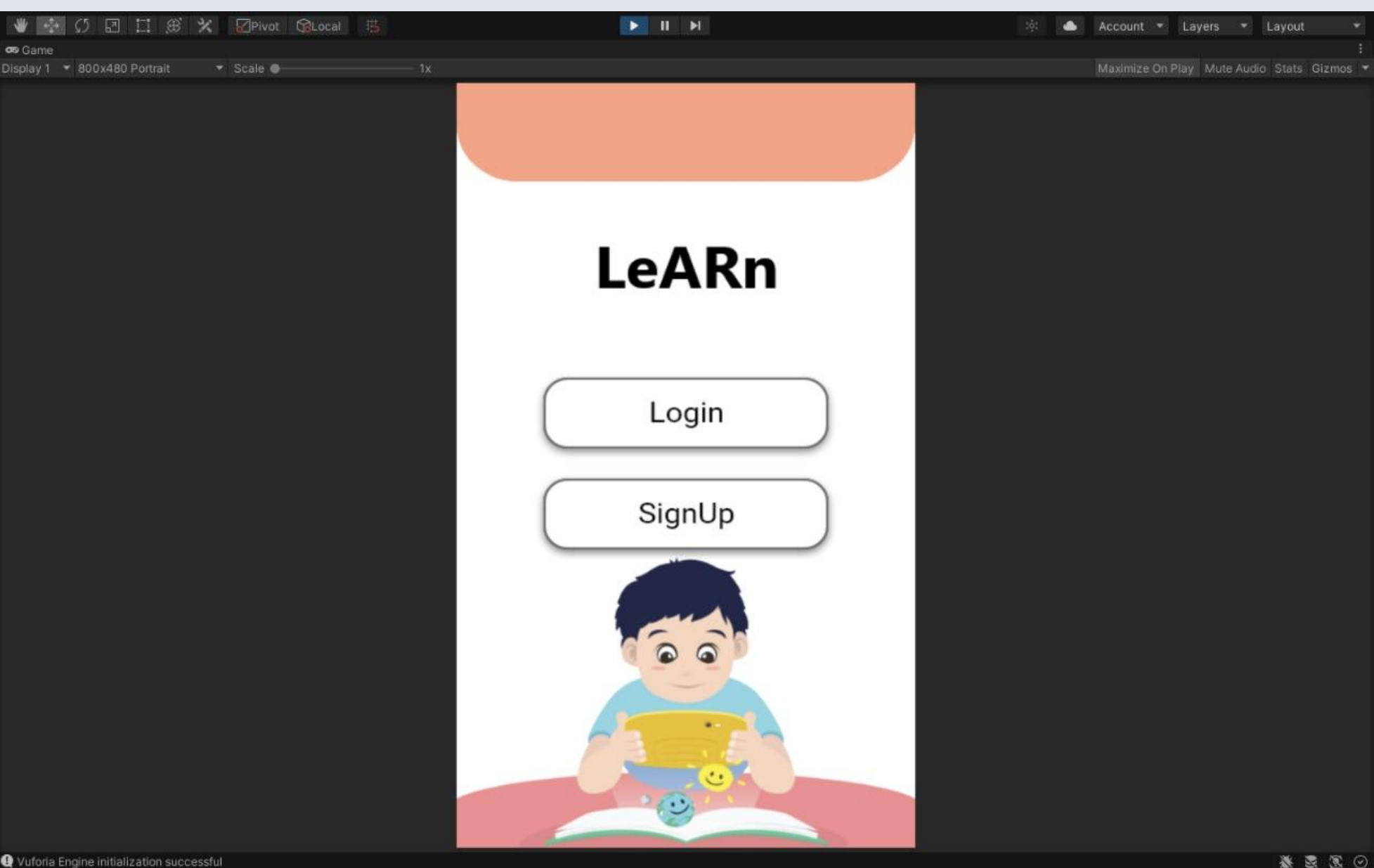
We are taking a big source of data, such as materials, and connecting it to software that converts it to AR and the needed result at the end based on the specified content. Data were taken from different platforms such as Unity3d, Vuforia, Blender.

This study has been started with the idea about the ability of technology to manage and benefit ethnic groups, In which it maximizes the ability to spend their time learning curricular subjects while minimizing the time spent on learning.



Results

These are the project's study and relevant information, which comprise all data from the beginning to the completion of the project.



Conclusions

The main theme is to provide an interactive, innovative way of learning and understanding. This is done by merging the education level with the technology Augmented reality. It opens up a feature for the users to scan, acquire and gain. Uniqueness is converting the study-based concepts in an interactive way through AR which allows them to feel the reality of solving.

Educational institutions that use cutting-edge technology in the classroom and on field trips will provide students with a completely new learning experience. And, as a result, they will contribute to better prepare for future leaders.

Schools, educators, and educational institutions will find such platforms extremely useful for teaching. As a result, it has greater potential for the generation of alpha children and in the future.