

IDEA REPORT

Augmented Reality (AR) is a technique that includes the superimposition of computer visuals in real life. That defined the area, highlighted numerous challenges, and summarised the developments up to that time was one of the greatest overviews of the technology.

This type of application was developed as a response to the changing situation and educational system, which prompted us to recognize, scrutinize, and provide a platform for many millennials where technology and education intersect, and where this application was developed for students in grades 6th-10th so that they can understand in their own way.

The Unity platform and Augmented Reality technologies were used to build this. Physically, this was created by understanding the perspective of students who are eager to learn the idea in a simple manner. LeARn was created with that market, interest, and demand in mind. We overcome some technological and physical obstacles, such as mistakes, platform limits, and test limitations. Another difficulty we encountered was getting students to understand the capabilities and functioning of this device.

We were proud of ourselves for presenting this technology to a select group of people and finishing the job on schedule and without mistake. Teamwork, Time management, assessing, regular considerations for age for a cause, keeping our abilities to finish the project, working in a high-stakes competition with creative ideas.

To make this technological capacity available in the current learning system and take it to the next level by making education more interactive, inventive, and captivating for users, encouraging students to view learning as a beautiful

experience. We want to create an environment for kids in which they must comprehend things rather than memorize them. We offered a forum for students to share their knowledge, express their ideas, explore and improve them.