



STUDIO SHODWE

# Learning with Argumented reality..

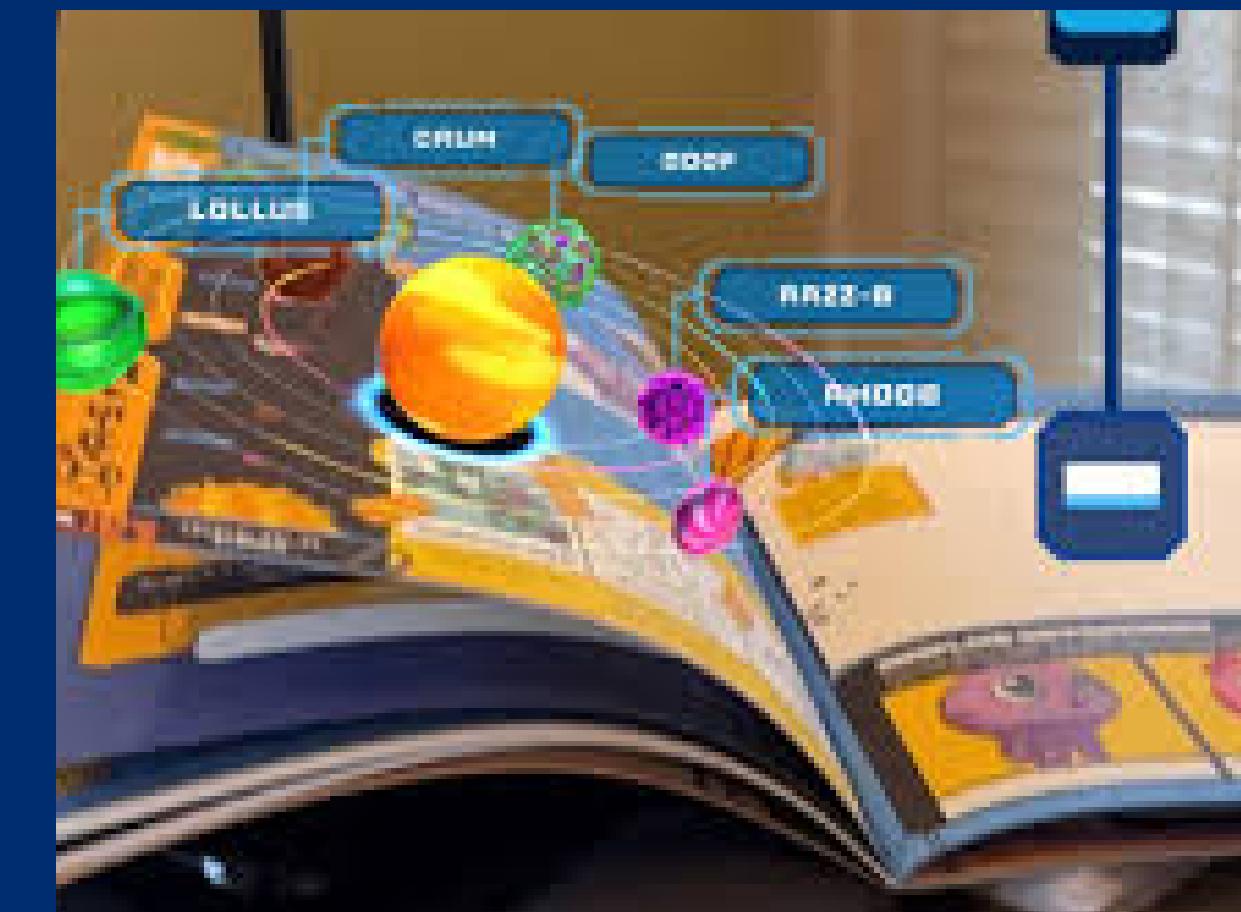
***Presented by team\_Null.***  
***yash sen***  
***shail tiwari***  
***priyanka singour***  
***rohit singh***



# ● INDEX

- INTRODUCTION .
- PROBLEM STATEMENT .
- TECHNOLOGY AND STACK .
- USECASE DIAGRAM.
- MOTIVATION.
- USECASE DIAGRAM.
- FRAMEWORKS.
- CONCLUSION.

- REFRACTORY MODEL..
- UI REFRACTORY MODEL.
- CONCLUSION.





# INTRODUCTION

# The easiest way to describe the potential impact implementation of VR & AR can make in the education system is to condense it into four words: Harder, Better, Faster, Stronger. The education system needs new technologies in order to stay relevant in the ever-changing world and be effective at realizing its mission. Virtual & Augmented Reality is the next logical step in the evolution of the Education System.

# When AR / VR technology meets education, it has the potential to be a win-win situation. The main challenge in the development of a custom VR education application is that you have to create many of the elements from scratch.

# While education is treated with utmost seriousness, it is not without its issues, namely the limited availability of educational services and lack of trained personnel. Besides, there is a huge problem with people who have limited physical abilities or who live in places that are hard to reach. Due to all these reasons, implementing AR/VR tech into the education system makes so much sense for us at the APP Solutions.



# PROBLEM STATEMENT

Enhancing the educational learning experience with the help of augmented reality.

## ● OBJECTIVE

AR in education helps students master a subject more efficiently by creating an immersive learning space.

(AR) is a groundbreaking technology which enhances the real world by virtual objects in order to create a new mixed reality environment.



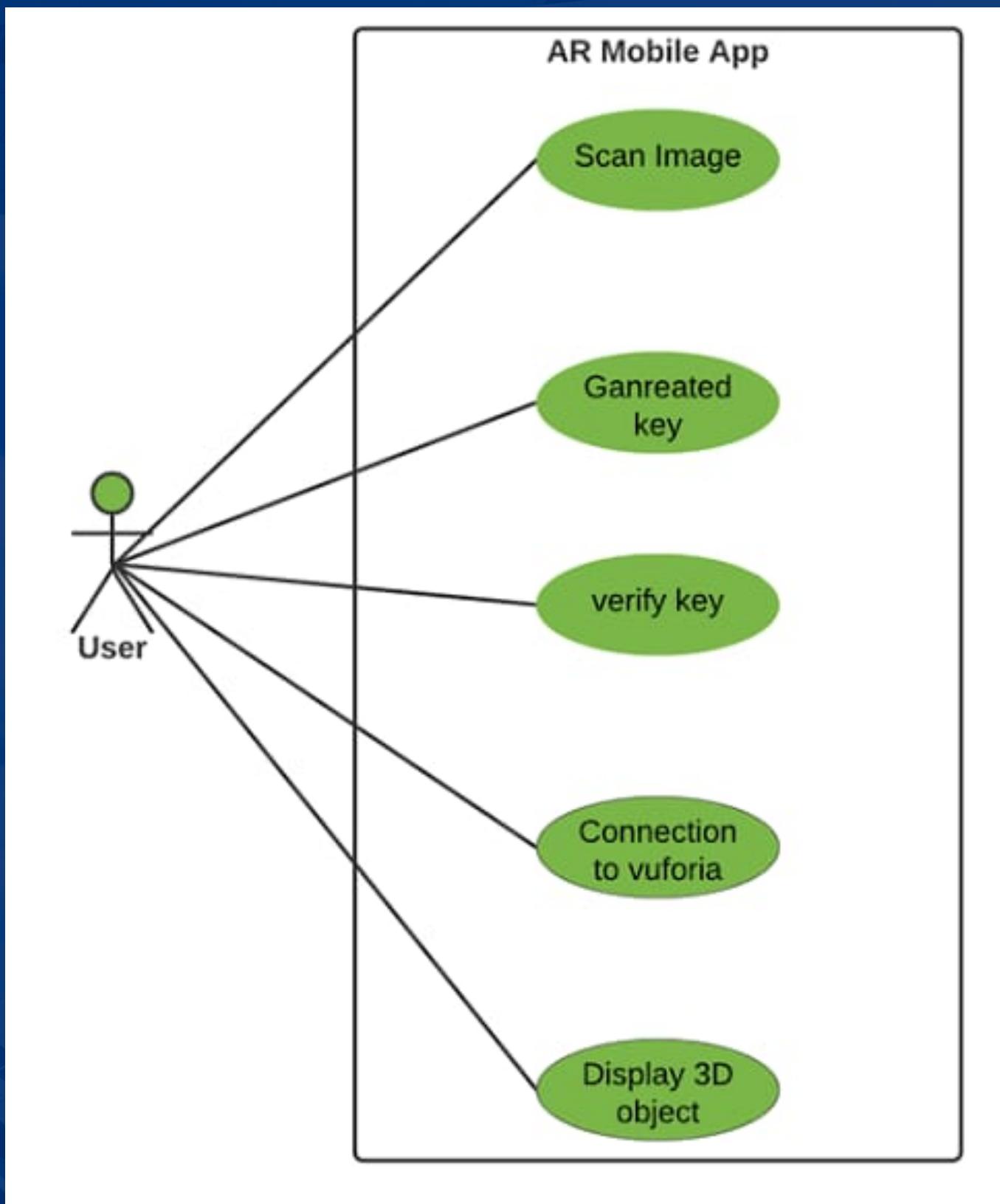
## TECHNOLOGY AND STACK.

Augmented reality apps in education provide immersive learning experiences that allow students to gain a deeper understanding of educational concepts by fusing together physical and virtual spaces.

- **Vuforia engine**
- **Computer Vision**
- **3D Modeling and Rendering**
- **C#**
- **3D UNITY**



# USE CASE .





# MOTIVATION .

The use of augmented reality (AR) in education is an important topic of research . AR enables the addition of virtual objects into real environments to facilitate real-time interaction.

Research on AR applications in education is still in an early stage, and there is a lack of research on the effects and implications of AR in the field of education...



# FRAMEWORKS.

Education is in a state of constant change because the world is constantly changing. **With these changes have come advancements in technology that are bringing opportunities to educators and students that allow for experiences previously considered unthinkable. As tools become more accessible to students and with increased educator understanding, we start to see instructional shifts that better benefit learners. Perhaps no technologies have provided as much excitement around these shifts than Augmented Reality (AR) .**

## Framework.....

- **Blend**
- Blend means to modify existing content by employing available apps and experiences to modify or move objects in order to apply, analyze, and evaluate .
- **Create**

Create learning experiences brings the learner from simply consuming content to creating it. For learners to their . content, educators are required to have a different mindset toward the learning process. When educators design activities for their students with thought and intention, they are often elevating the types of thinking that their students are required to do and, in turn, creating more impactful learning experiences, for students to create these experiences themselves is learning at a much higher level.



# REFRANCE MODEL..



REFRANCES TO SCAN IT





# REFRANCE MODEL..



REFRANCES TO SCAN IT ..





# CONCLUSION.

Both Virtual and Augmented reality technologies offer numerous exciting opportunities for an education system that can be instrumental in solving its key challenges and bringing to a new level of quality.

With the technologies rapidly developing and expanding their availability - it is more of a question of time when they will be considered as a viable option with their own distinct value.

.

app drive link...  
1 sample file

[https://drive.google.com/file/d/12rqjNE7nVB1WVxfj3L0KLcGgziE727lw/view?  
usp=share\\_link](https://drive.google.com/file/d/12rqjNE7nVB1WVxfj3L0KLcGgziE727lw/view?usp=share_link)

all files are deployed on github repository..