



Department of Computer Science and Engineering

Semester 1

IIC 7.0 CALENDAR ACTIVITY

Quarter 2

Activity Name	Field Visit for NSQF IT Sector Students
Date of Activity	10-December-2024
Mode of Conduct	Physical
Time	Half Day(3 Hours)
Mandatory/ Elective	Mandatory
Participants (offline)	<ul style="list-style-type: none"> Students: 50 students from the other Institute
Resource Person	Dr. Arjun B C
Description	Field visits play a crucial role in exposing students to practical applications of theoretical concepts. For NSQF (National Skills Qualification Framework) SSLC and PU students, a field visit centered on Augmented Reality (AR) and Virtual Reality (VR) can be an innovative way to learn about emerging technologies.
	<p>Session 1 (10.15 am to 11.30pm): Introduction to AR and VR</p> <p>The students were introduced to the exciting world of Augmented Reality (AR) and Virtual Reality (VR) during their visit, gaining insights into these transformative technologies. They learned how AR overlays digital information onto the real world, enhancing user experiences in fields like retail, gaming, and education. Similarly, they explored VR's immersive capabilities, which create entirely virtual environments for applications such as training, simulation, and entertainment</p> <p>Session 2 (11.20 am to 12.00pm)</p> <p>In this session, participants received a comprehensive introduction to Unity basics, Augmented Reality (AR) scene setup, and marker-based AR development using the Vuforia engine.</p>



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Session 3 (12.00 pm to 12.30 pm)

The students had an enriching experience visiting our state-of-the-art Augmented Reality (AR) and Virtual Reality (VR) lab. During the visit, they explored the cutting-edge technologies that bring AR and VR to life, learning how these tools are revolutionizing industries such as gaming, education, healthcare, and more. The hands-on demonstrations allowed them to interact with AR applications that enhance real-world environments and immerse themselves in VR simulations that transport users to entirely virtual settings.

Session 4 (12.35 pm to 1.00 pm)

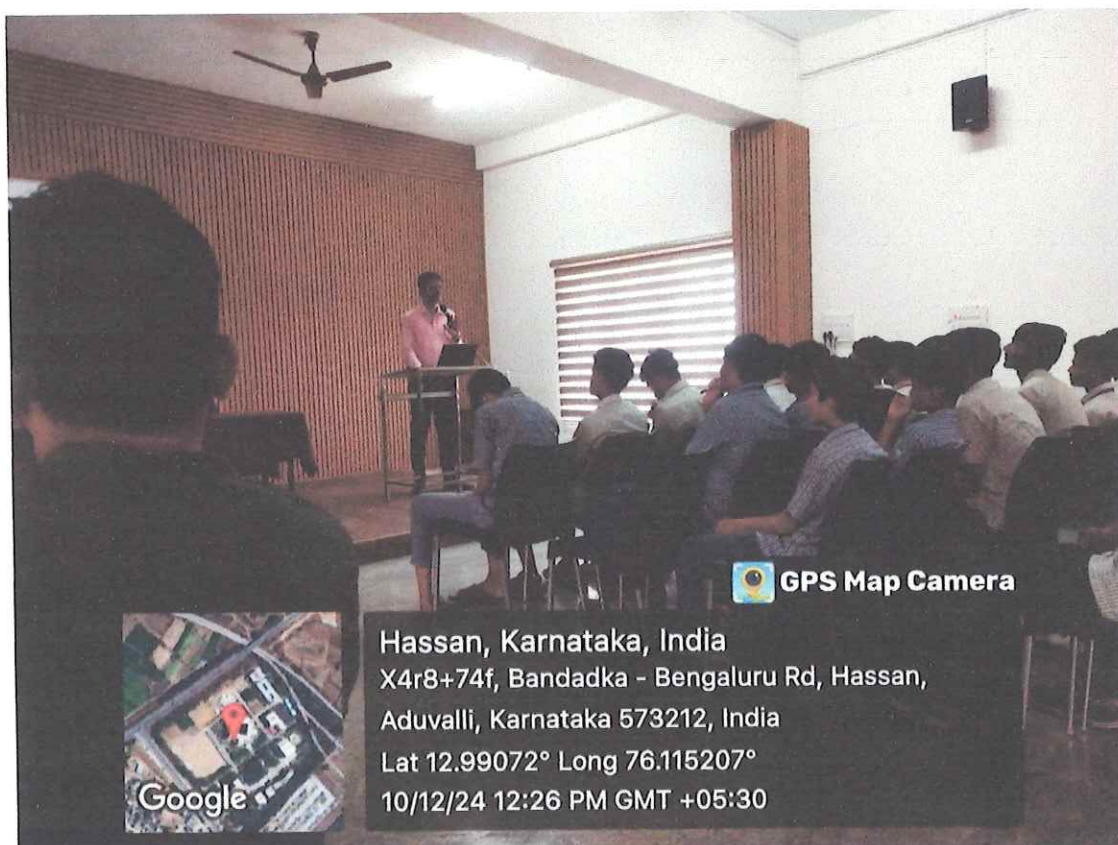
During the visit, the Head of the Department (HOD) took a thoughtful initiative by distributing books to each and every student. These books, carefully selected to align with the themes of Augmented Reality (AR) and Virtual Reality (VR), served as valuable resources for the students to deepen their understanding of these cutting-edge technologies. This gesture not only emphasized the importance of continuous learning but also reflected the department's commitment to fostering curiosity and knowledge among students. The students expressed gratitude for the opportunity and resources, which would undoubtedly support their academic and career aspirations in the field of AR and VR.

Outcome Of the Program

- The visit to the AR and VR lab proved to be an immensely enriching experience for the students, providing them with a comprehensive understanding of these cutting-edge technologies.
- Through interactive demonstrations, hands-on healthcare, entertainment, and more.
- The exposure not only enhanced their technical knowledge but also ignited their curiosity and creativity, encouraging them to think innovatively about real-world applications.
- The distribution of resourceful books by the HOD further solidified their learning, ensuring they had valuable materials to explore the subject further.
- Overall, the visit left a lasting impression, equipping the students with both inspiration and foundational skills to pursue future opportunities in the dynamic fields of AR and VR.

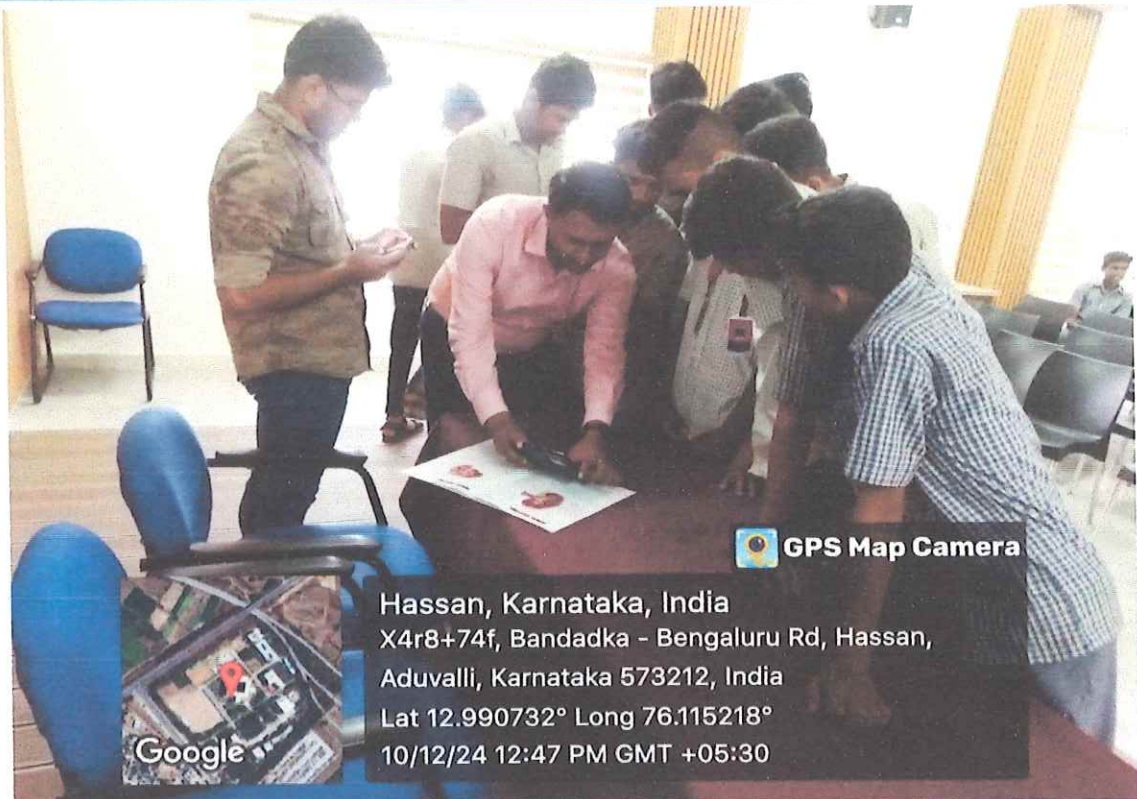


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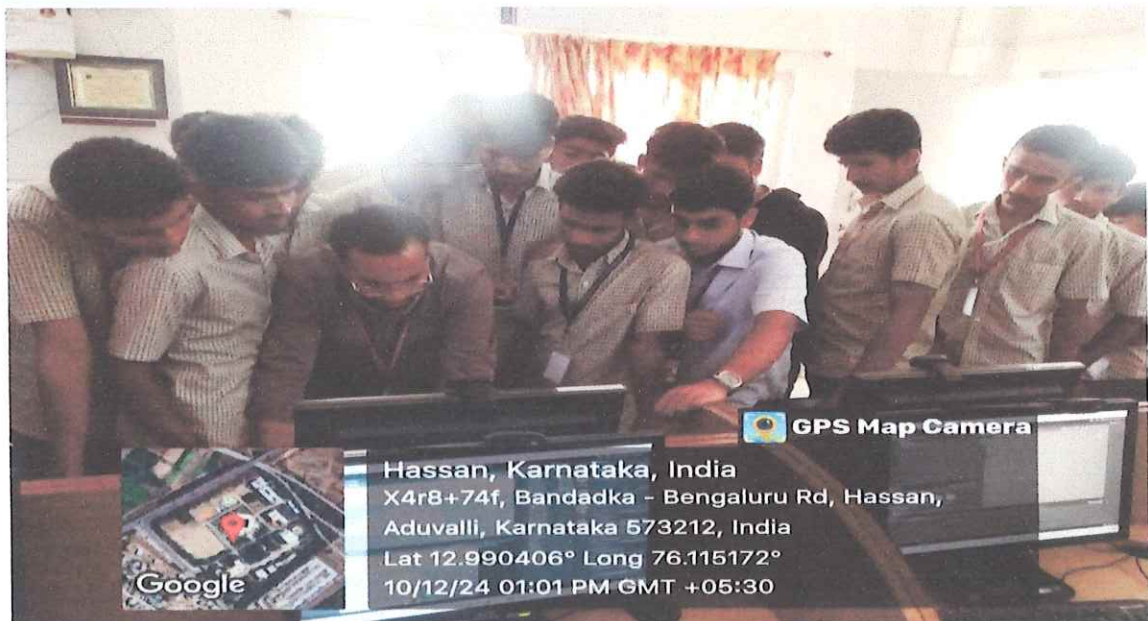
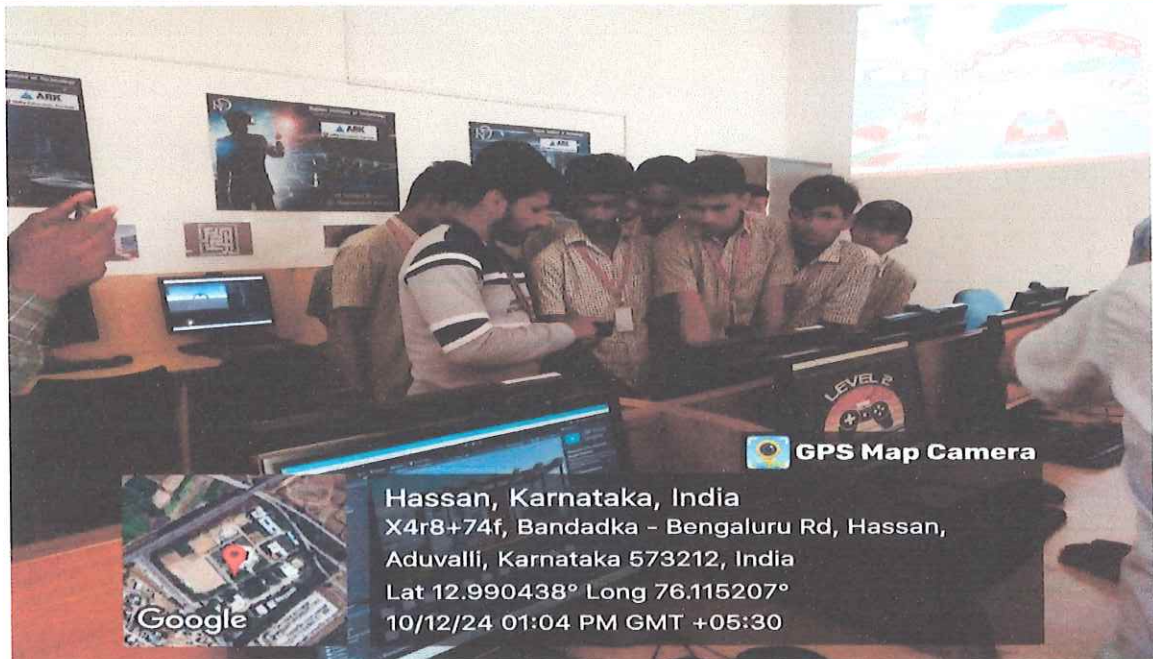


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