**Department of Electronics & Telecommunication**
**Activity Report**

**"Add- on Course on Augmented Reality"**

**Academic Year**: 2020-21                                          **Semester:** I

**Name of Event:** Add- on Course

**Date of Conduction:** 17/08/2020 to 23/08/2020

**Time:** 04.00 pm to 08.00 pm [17/08/2020 to 21/08/2020]

    09.00 am to 2.00 pm [22/08/2020 to 23/08/2020]

**Targeted Audience:** SE E&TC, TE E&TC, BE E&TC Students

**Number of Participants: 166**

**Venue:** online

**Topic: "**Augmented Reality"

**Resource Person:** Mr. Sameer Mohanty

**Coordinator:** Prof. Ashvini Kulkarni

**Objectives :**

1) Introduction to Immersive Reality Technologies With a lot of Technologies present in the technical spectrum, students should understand the know-hows of the different technologies and its applications in real world.
2)  Overview of Software and Hardware compatibilities and dependencies Based on the applications, students should be able to orchestrate their own application based on requirements and restrictions.
3) Develop their first Augmented reality App in Unity3D After understanding the requirements, they should be able to develop their first android app with the AR functionality

**Outcomes:**

1) Awareness about the Immersive Reality Students should be able to understand the scope of Technology and apply it in the existing platforms to bring innovations and add values.
2) Decide the Software Development Kits, plug-ins etc for their App Considering the requirements, they should be able to architect solution for the Application.
3) An AR android Application: This will be an inception to the Augmented Reality Application where they will be able to develop the first AR Applications

**Activity Description:**

Second year, Third Year Electronics and Final year Electronics & Telecommunication students have participated in online Add- on course on 17th August 2020 to 23rd August, 2020 for 08 days on "Augmented Reality". This course has expolored all students to accelerate knowledge and skill with a scalable Augmented Reality platform. This Course also explored Software Development Kits, plug-ins etc for their project considering for the Application development

**Event Photos:**
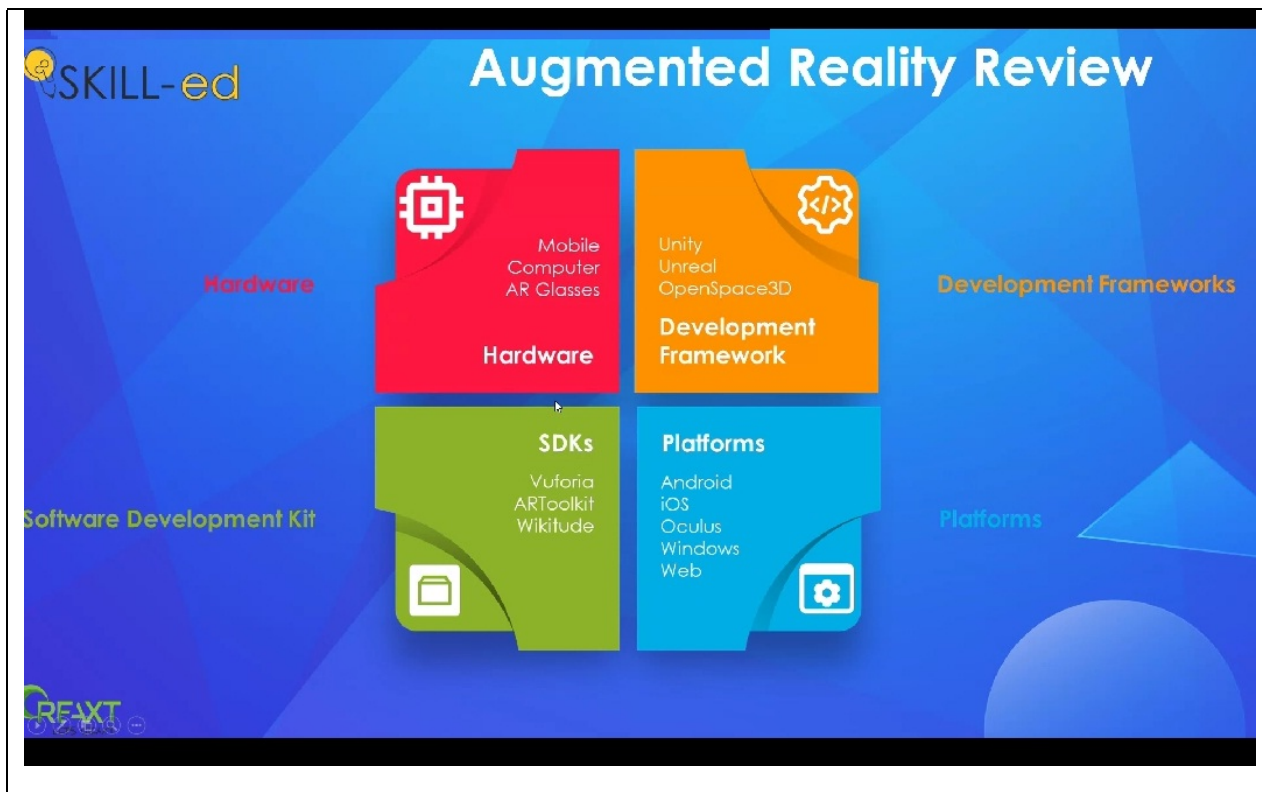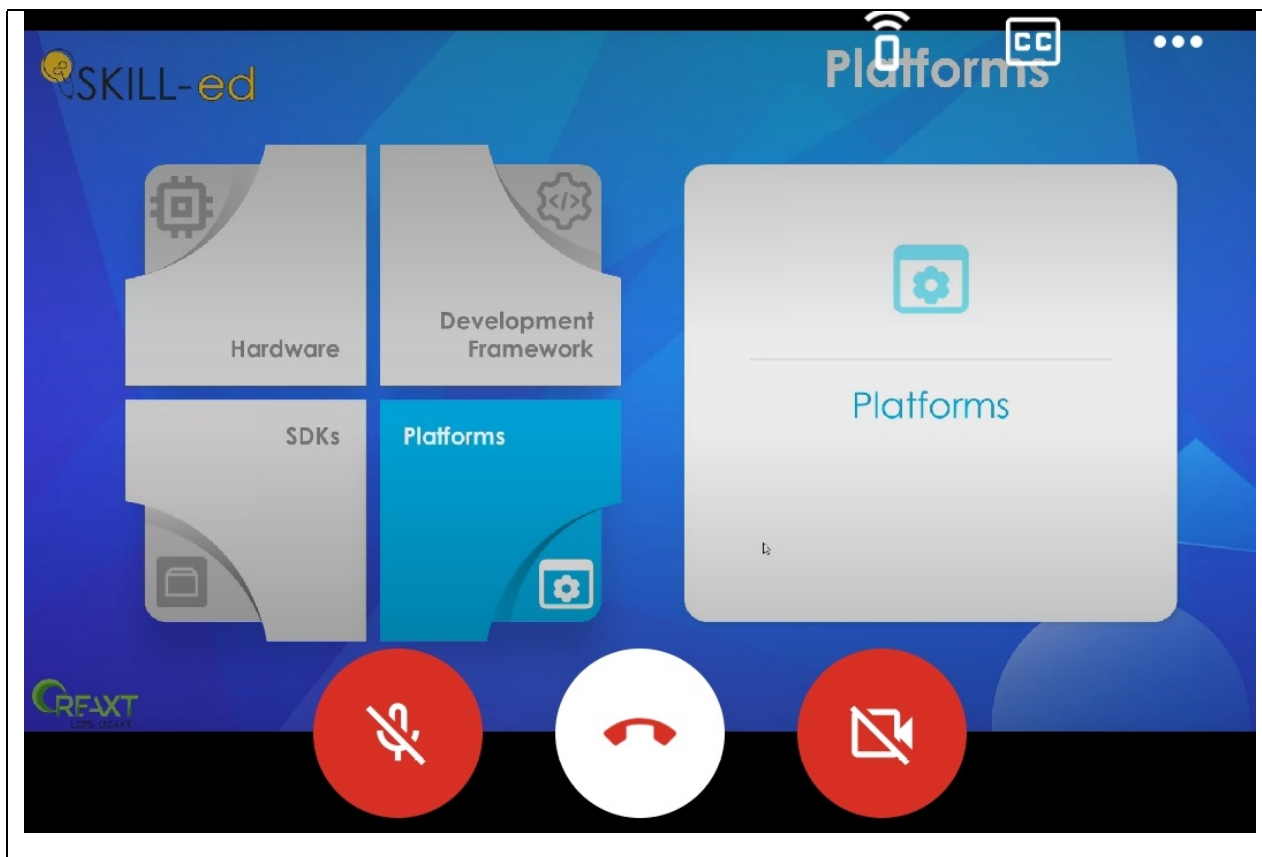


Image 1: AR Software Development Kit

Image 2: AR Framework four pillars



Image 3: Various platforms for AR