I²IT IEEE Student Branch Activity Report

Academic Year: 2024-25

Name of Event: AR, VR, MR & Immersive Tech Expert Session

Date: September 18, 2024

Event Mode: Ofline

Duration: 1.5 hours

Venue: Convention Centre

Time: 11:30 AM to 1:00 PM

No. of Participants:52

Event Coordinator: Deepti Chaudhari

Introduction:
On September 18, 2024, the IEEE Student Branch and CESA organized an insightful session on Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), and Immersive Technologies under the guidance of Mr. Narendra Navale, a technology expert. The event was designed to introduce students to the domain of immersive technologies and how they are reshaping industries like gaming, healthcare, and education. This exclusive session provided SE and TE students with a strong foundation in these emerging technologies, which are becoming increasingly relevant across various fields.

Activity Description:
The session aimed to:
- Introduce students to AR, VR, and MR technologies.
- Provide real-world examples of how immersive technologies are applied in industries.
- Explore future trends and career opportunities in the AR/VR field.

Objectives of the Event:
- To introduce students to the domain of Augmented and Virtual Reality.
- To understand how immersive technologies are applied in real-world scenarios.

- The event was structured into three key learning components:
- Understanding AR, VR, and MR: Differences and applications.
- Industrial Applications: Use of immersive technologies in healthcare, education, and gaming.
- Career Opportunities and Future Trends: Emerging trends in the AR/VR field and related career paths.

-Target Audience:
SE and TE students interested in technology and looking to explore careers in immersive technologies.

- Topics Covered:
- The differences between AR, VR, and MR technologies.
- Real-world applications in gaming, education, and healthcare.
- Future trends and career prospects in the AR/VR field.

- Outcomes of the Event:
- Students gained an understanding of the importance of AR, VR, XR, and MR technologies in the modern world.
- Students were able to understand the industrial applications of immersive technologies and how they are shaping various sectors.

Conclusion:

The expert session on AR, VR, and MR technologies successfully met its objectives of raising awareness among students about these cutting-edge tools. The event provided participants with insights into how these technologies are transforming industries and how they can shape future careers. Mr. Narendra Navale's presentation helped attendees grasp the relevance of immersive tech in modern industries and left them eager to explore further. The interactive nature of the session encouraged questions, sparking interest in pursuing further knowledge in this area.

Event Photos:

https://drive.google.com/drive/folders/1Sr07kUtbjLzNCtvs9og2OJ-TV5ybJdyl