

## Value Added Course on "Augmented and Virtual Reality Acceleration"

**Academic Year:** 2024-25

**Name of the Event:** Value Added Course on "Augmented and Virtual Reality Acceleration"

**Date & Time of the Event:** 9<sup>th</sup> and 10<sup>th</sup> January 2025, 10:30 AM to 04:30 PM

**Name of the Speaker:** Mr. Nagarjuna Vatti

**Designation:** Unity Developer

**Name of the Institution with Address:** International Institute of Information Technology

**Targeted Audience:** SE Computer Engineering

**Venue:** A-302, Seminar Hall, PPCRC Building.

**Event Coordinator:** Prof.Kimi Ramteke, Prof Nivedita Ghodke

**Number of Participants:** 170

**Activity Description in Nutshell:** This Value Added Course "Augmented and Virtual Reality Acceleration" was organized by the Department of Computer Engineering for Second-year students on 9<sup>th</sup> and 10<sup>th</sup> January 2025.

This session was delivered by Mr. Nagarjuna Vatti. He is currently working with Paktous LLP as a Unity Developer. This activity was completed through CDAC under the future skills. This AR/VR session focused on the use of Augmented Reality (AR) and Virtual Reality (VR) technologies to enhance the knowledge about game and animation development. The goal was to provide participants with hands-on experience with AR/VR tools and explore their applications in education, gaming, design, simulation, training, etc. Students enjoyed the session.



## Some Glimpses of this event:



## Discussing the Learning Targets





**Explaining step-by-step instructions**



**Solving Doubts Session by Expert**

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