



AR-VR

Augmented Reality & Virtual Reality

By Shadkosh
Nepal

AGENDA

- **Introduction**
 - General Introduction
 - Current Scenario of Technology
 - Why this Technology
- **Education**
 - Present Education System
 - Effects of AR-VR in Education System
- **Implementation**
 - Idea for Implementation
 - Plan of Implementation
- **Conclusion**
 - Summary
 - Future Escalation

INTRODUCTION

- **General Introduction**

- A realistic visual effect
- It is made using computer software.
- Allows to replicate real world in virtual world

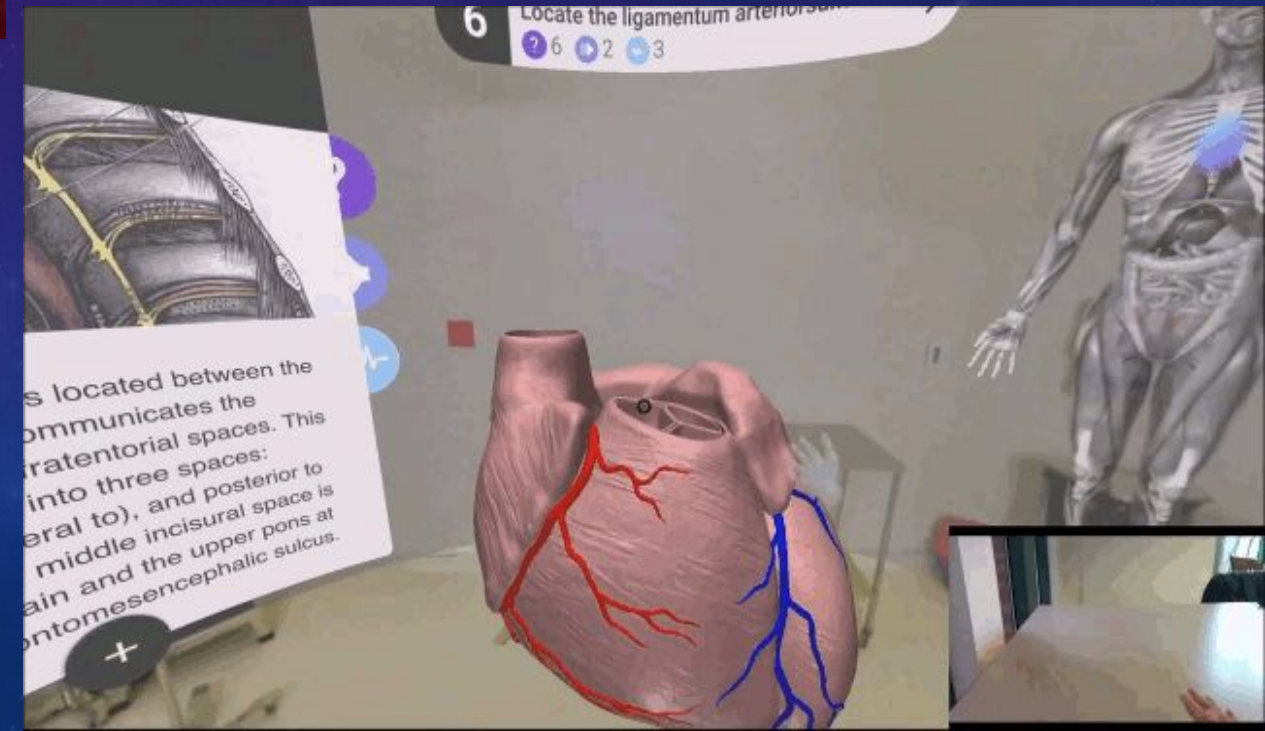
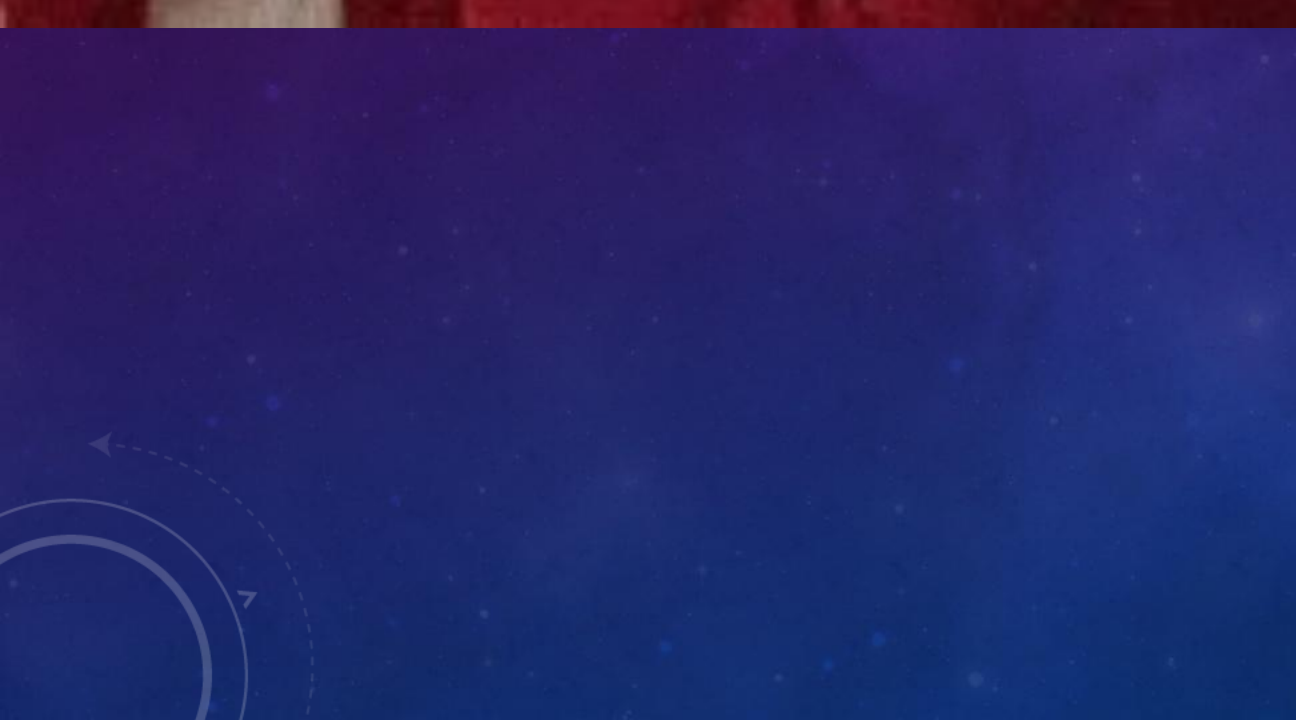
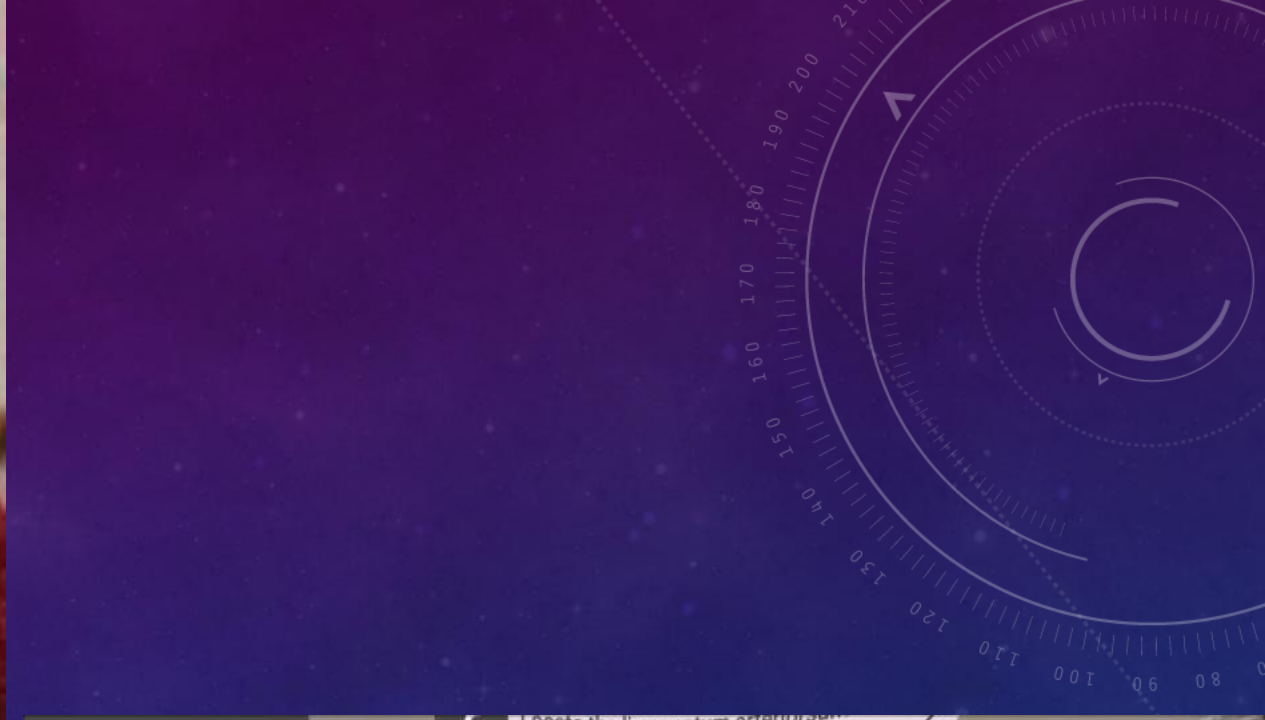
- **Current Scenario**

- Engineers & designers to experiment easily.
- Educational uses.
- Health care, medicine practice & more...

The background is a dark blue gradient with a starry or particle effect. It features several technical-style graphics: a large circular gauge with numerical markings (100, 110, 120, 130, 140, 150, 160, 170, 180, 190, 200, 210) and arrows on the right side; a smaller circular gauge with a dashed arrow on the bottom right; and a partial circular gauge with an arrow on the bottom left. There are also some faint circular outlines and lines scattered across the background.

- **Why the Technology ?**

- Futuristic Tech.
- Easy & Fun to Use
- Access from Anywhere & Anytime
- Many options



EDUCATION

- **Present System**

- Old methodology
- Very less scope of Practical knowledge
- Monotonous

- **Scope of AR-VR**

- Visual learning
- Real life like experiences
- Effective distanced and online learning
- Increasing the possibility of Practical learning. (e.g.: Historical events)



EDUCATION AND PANDEMIC LOCKDOWN

- **Present Scenario**

- Schools and teachers struggle
- Lack of understanding in Students
- Not effective at all

- **AR-VR Scenario**

- Education like real life
- More Interaction
- More effectiveness



Vr Recording



IMPLEMENTATION

- **Idea for implementation**

- Making education easy, fun and effective
- Preparing youths for future technology
- Evolving the education as per needed
- Cost effective and cheap

- **Plan for implementation**

- Personal Level Distribution
- Awareness programs
- Government Support
- Collaboration with the industry

CONCLUSION

- **Summary of Key Findings**

- Very easy to implement.
- Increase in effectiveness
- Visual expectation.

- **Future Escalation**

- Experiment
- Online Community Workshops
- Increase in possibility

References

- https://thumbs.gfycat.com/SneakyDarlingDragon-size_restricted.gif
- <https://i.pinimg.com/originals/a1/10/5f/a1105f85b2f38815070f0eaaf6558a74.gif>
- <https://thumbs.gfycat.com/MemorableSardonicBrocketdeer-max-1mb.gif>
- https://pic1.zhimg.com/v2-cc76ff471c959cfa25d22b8aa0e412c4_b.gif

A person is shown in profile, wearing a VR headset. The image is overlaid with a blue and purple digital aesthetic, featuring various circular patterns, dashed lines, and numerical values (40, 150, 160, 170, 180, 190, 200, 220, 230, 240, 250, 260) scattered across the background. The overall tone is futuristic and technological.

**THAT IS ALL FROM
OUR SIDE**

THANK YOU



ANY QUESTIONS ?