DHANALAKSHMI SRINIVASAN ENGINEERING COLLEGE
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PERAMBALUR – 621 212, Tamil Nadu

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

One-day Workshop on

"Virtual Reality and Augmented Reality "

Report

Name of the programme	**:**	Workshop
Title	:	Virtual reality and Augmented Reality
Date	**:**	12.03.25
Time	:	10.00 am – 04.00 pm
Venue	:	Mini Auditorium
Resource Person	**:**	Dr.T. AVUDAIAPPAN Associate Professor of K. Ramakrishnan college of Technology,Trichy.

The aim of the workshop is to explore the latest trends, tools, and techniques Virtual reality and Augmented Realityand its applications in various industries.

The workshop was started with the welcome address by **E Devadharshini IV year CSE-A**, who gave a brief introduction about the resource person Dr.T. AVUDAIAPPAN. Then the chief guest felicitated by **Dr.R Gopi HOD/CSE.**

Then the session was handed over to the resource person. He started the workshop with an introduction to **Virtual Reality (VR) and Augmented Reality (AR)**. The session included details about data processing, simulation, and visualization techniques used in immersive technologies. Virtual Reality and Augmented Reality represent a new revolution in human–computer interaction and are among the most rapidly growing technologies worldwide. Government organizations, academia, and industry are actively involved in research, development, and commercial applications of VR and AR.

VR and AR cut across multiple application domains ranging from civilian to defense sectors. These domains include education, healthcare, gaming, architecture, manufacturing, construction, tourism, space research, and military training, which are currently transitioning from traditional systems to immersive digital environments. A system becomes a smart immersive system when real or virtual objects are interactively integrated with digital content using VR or AR technologies.

Nowadays, there are many VR- and AR-based applications developed for desktops, mobile devices, and head-mounted displays. In these systems, real-time data, 3D models, animations, and simulations are displayed through graphical user interfaces, smart glasses, or mobile applications. Users can interact with virtual objects or augmented real-world environments using sensors, controllers, cameras, and motion-tracking devices. These systems operate using advanced computing platforms, wireless networks, and cloud services to provide seamless and interactive user experiences.

OBJECTIVE:

The workshop has been designed with the following objective:

- Provide an introduction to **Virtual Reality (VR) and Augmented Reality (AR)**
- Offer exposure to various sub-fields, tools, and technology stacks related to VR and AR
- Enable participants to convert their VR/AR application ideas into working prototypes.
- Provide thorough hands-on knowledge of VR/AR development platforms, tools, and devices (such as Unity, Unreal Engine, AR/VR SDKs, and head-mounted displays).
- Encourage and nurture entrepreneurs and innovators by supporting them with guidance, mentorship, and potential investment opportunities in the VR/AR domain.

WORKSHOP BENEFITS:

- Understanding the current scenario and job opportunities in the Virtual Reality and Augmented Reality industries.
- Gaining insights into the skill set required for a new employee in the VR/AR domain.
- Understanding the future scope and applications of Virtual Reality and Augmented Reality across various industries such as healthcare, education, gaming, manufacturing, and training.
- Learning about different VR and AR platforms, devices, and development tools used in the industry.
- In-depth knowledge of design, development, and programming concepts involved in building immersive VR and AR applications.
- Learn and interact with renowned industry experts in the field of Virtual Reality and Augmented Reality.

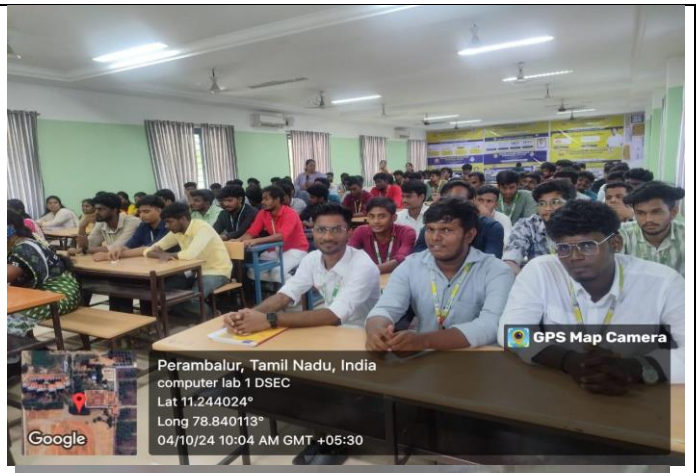
Workshop Highlights:

Totally 148 students actively participated in this workshop. During the hands-on sessions, students raised their queries related to VR headsets, AR devices, and application development tools.

This workshop emphasized the importance and real-world impact of immersive technologies. Our students gained valuable knowledge about the growing importance and future potential of Virtual Reality and Augmented Reality in modern technology.

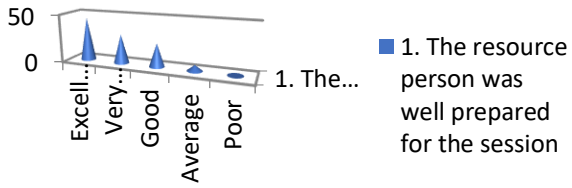
Vote of thanks was given by **PADMAPRIYA R IV year CSE-B**. Finally the event was successfully completed with national anthem.

PHOTO GALLERY

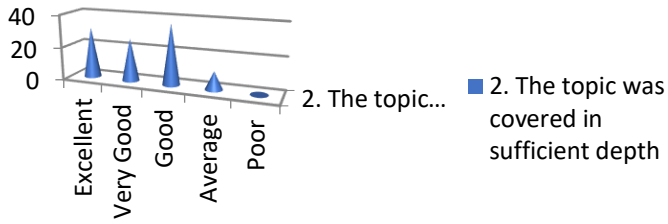


FEEDBACK

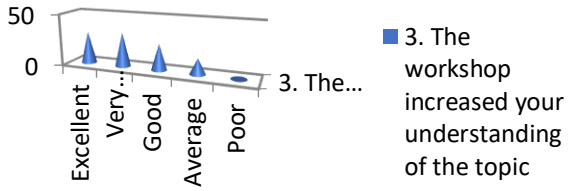
1. The resource person was well prepared for the session



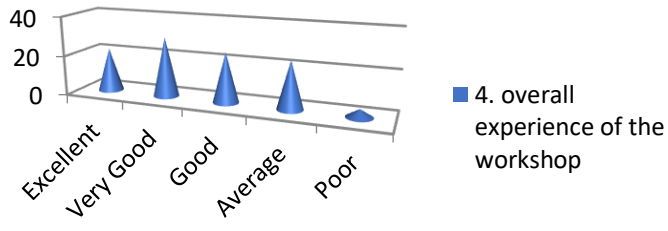
2. The topic was covered in sufficient depth



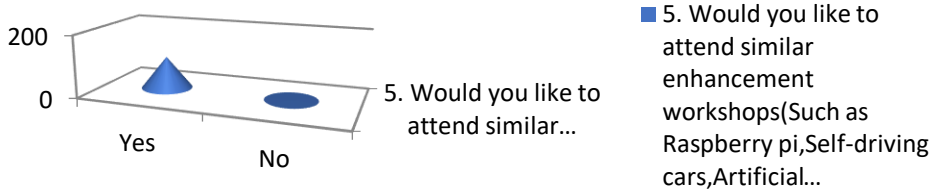
3. The workshop increased your understanding of the...



4. overall experience of the workshop



5. Would you like to attend similar enhancement workshops(Such as Raspberry pi,Self-driving cars,Artificial intelligence,etc...)in...



HOD / CSE