FINAL PROJECT PRESENTATION

Interactive Learning for kids

- Prateek Sharma
INTRODUCTION

• Creating an AR application that can help kids learn during a pandemic.

• Making a more immersive experience for learning and trying to improve the ability to learn faster.
WHY AR?

- No need for hardware near small kids
- Lot of companies trying to move to AR, so it would be a great learning opportunity for me
- Although VR gives a more holistic experience, AR is much cheaper for everyday use
- Finally, I DO NOT HAVE A VR HEADSET!!!
WHAT ARE AR MARKERS AND TARGET IMAGES?

AR Markers – Plane for the AR system to display models
Target Images – The Vuforia Component that helps in creating an AR marker.

The other solution is creating a markerless AR system using the Plane Finder component.
APPLICATION ENVIRONMENT

Unity Editor

Vuforia Augmented Reality Kit

Unity Assets

Android Studio
01 Player movement script – to move the character around
02 Model Spawn script – to read the selection and display the model
03 Auto Focus script – using VuforiaARController
04 Button Handler - to navigate between pages
CHALLENGES

- Interaction between different technologies
- Player movement
- Detecting the selection and display the right model
- Selecting the right marker
FUTURE SCOPE

• Going Markerless using Vuforia Plane Finder
• Additional information for every model displayed
• Creating a game – 2 options:
  • Quiz game format
  • Race or collect points game
DEMO
ANY QUESTIONS?