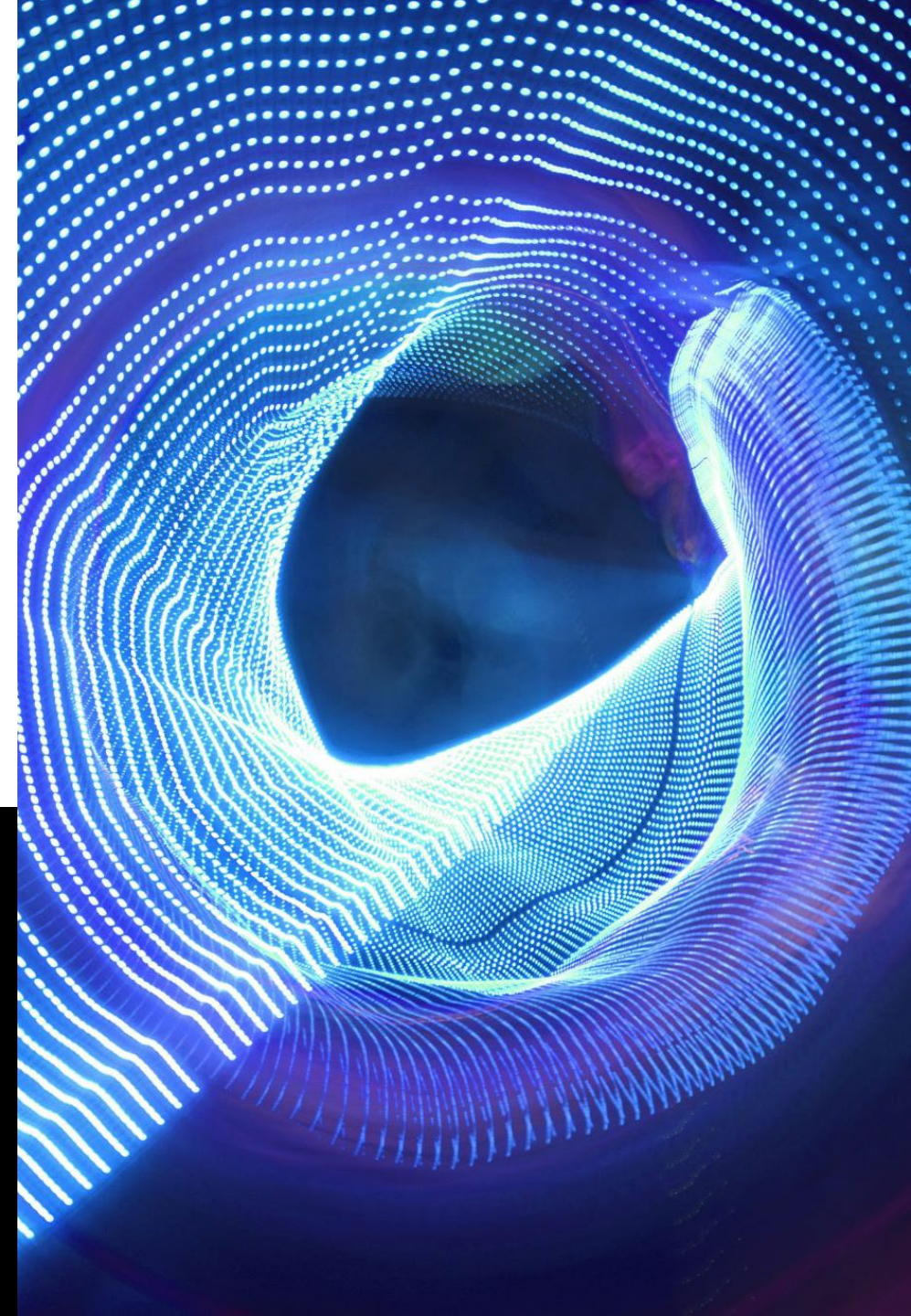


FINAL PROJECT PRESENTATION

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

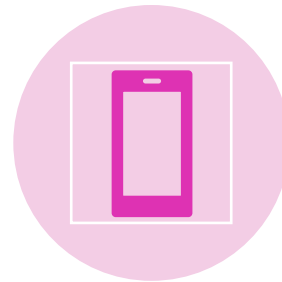
Target Images – The Vuforia Component that helps in creating an AR marker.

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

APPLICATION ENVIRONMENT



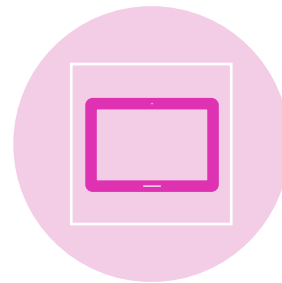
Unity Editor



**Vuforia Augmented
Reality Kit**



Unity Assets



Android Studio

SCRIPTS

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?**

