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Guest lecture on “Future of AR and VR”

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Date of the Event	12.12.2024
Title of the Event	Guest lecture on “Future of AR and VR”
Organized by	Department of Computer Science and Design , Department of AI&ML MVJCE, Bangalore
Name of the Resource Speaker	Mr. Atish Patel , Co-founder , OoBI - Out of Box Interactions
Day of the Event	Thursday

A Guest lecture on ‘**Future of AR and VR**’ was organized by the CSD and AIML Department on 12th December 2024, from 10:30 am to 12:30 pm. Mr. Atish Patel , Co-founder , OoBI - Out of Box Interactions, Bangalore was the guest speaker. The Welcome note was given by Ishan of III year, AIML, MVJCE. The program was presided over by the principal sir, Dr. K. R. Ajayan. 100 students participated in the event.

The Event was organized for III-year CSD and AIML students. The event aimed to get the awareness on future of augmented reality and virtual reality in today’s world, its advantages and challenges. The purpose of the guest lecture was to expose the students to the various aspects related to VR and AR and the application of AR and VR used in real life application, now- a- days.

On his introductory remarks, Mr. Atish explained the concept of augmented reality, virtual reality and mixed reality. He pointed out the basic difference between augmented reality, virtual reality and

mixed reality. He mostly explained about the future of Augmented Reality (AR) and Virtual Reality (VR) is promising, with potential applications in various industries. Advancements include:

- Improved AR glasses and VR headsets
- Increased adoption of AR and VR
- Enhanced remote work and training experiences
- Therapeutic applications of VR

- Advancements in 5G, from AR and VR include healthcare, education, retail, and manufacturing.



In the last one hour session, they gave demonstration of the 3D glass, by asking students to come on stage and get the experience of AR/VR. The experience stated by students was awesome. Augmented Reality (AR) and Virtual Reality (VR) have various real-life applications, including: AR: IKEA Place, Pokémon Go, Google Maps, remote work, healthcare, retail, and education. VR: Gaming, training and simulation, therapy and treatment, architecture, travel and tourism, education, and healthcare. Industries using AR and VR include healthcare, education, retail, manufacturing, and

others.



CSD, AIML 3rd, 5th and 7th students participated in the event

Outcome of the Event

Participants from 2nd year, 3rd year CSD & AIML department. Learning about the future of Augmented Reality (AR) and Virtual Reality (VR) can make the students to start working in different aspects. These are as follows:

- Enhanced career prospects and new job roles
- Entrepreneurial ventures and innovation
- Personal projects and hobbies
- Educational and research applications
- Interdisciplinary connections and collaborations

These outcomes can help individuals unlock new opportunities, enhance their skills, and stay ahead of the curve in this rapidly evolving field.

Overall, it was a very informative session.