

Augment Reality and Virtual Reality Club



The AR/VR Club established on 4.10.2023 aims to foster innovation, learning, and collaboration in the fields of Augmented Reality (AR) and Virtual Reality (VR) among engineering students.

VISION

To become a leading hub of AR/VR expertise within the engineering community, driving technological advancements and inspiring the next generation of innovators.

MISSION

- Foster a supportive community where members can network, collaborate, and exchange ideas related to AR/VR technologies
- Encourage and support members in developing innovative AR/VR applications and solutions that address real-world challenges

OBJECTIVE

- Provide hands-on experience and theoretical knowledge through workshops, seminars, and practical sessions on AR/VR technologies
- Equip members with practical skills in AR/VR development, including programming, design, and hardware integration.
- Organize industry talks, visits, and internships to expose members to the latest trends and opportunities in the AR/VR industry
- Raise awareness about the potential and applications of AR/VR technologies through outreach activities and demonstrations.

Faculty Co-ordinator: DR. C. BHARANIDHARAN

Student Co-ordinator	CHAIR	YOKESH MUTHU K	IV Year
	VICE-CHAIR	T. M. VANCHI NATHAN	III Year
	SECRETARY	VARSHINI R	IV Year
	JOINT SECRETARIES	VINCY NEFERTITI A S	III Year
		NAVEEN C	II Year

AR/VR CLUB ACTIVITIES

S.No	Activities	Topics	Date	Resource Person	Target Students
1.	BUILD YOUR METaverse	METaverse	06-03-2024	Dr. Vijay, MBCIE	45
2.	AR/VR GAMING	INTRACTIVE ACTIVITY ON GAMING USING AR/VR	19.07-2024	Prof. Jayalakshmi	60
3.	WORKSHOP	EXPLORING XR(EXTENDED REALITY) TECHNOLOGY	26-09-2024 & 27-09-2024	Mr.Yokesh Muthu K, UG Student Mr. Vanchi Nathan T M, UG Student Department of AI & DS	39

Club Activities



R Dharshini and Team of III YR received appreciation award in Immersive Technologies contest organized by MBCIE coordinated by Dr C. Bharanidharan, 2023.



Interactive activity on Gaming using AR/VR for the III year students conducted in the club and organized by Prof Jayalakshmi , Faculty CO-coordinator, 2024



Workshop on XR technology and VR app development using Unity organized by student chairs of AR/VR Club