

Emerging Technologies

Certified Augmented & Virtual Reality Program

Curriculum

Program Outline :

Module 1: Fundamentals of AR & VR

1. Introduction to AR & VR

- Core principles and concepts of AR and VR technologies.

2. History and Evolution of AR & VR

- Key milestones and breakthroughs in AR and VR development.

3. AR & VR Platforms and Tools

- Exploring major AR and VR platforms: Unity, Unreal Engine, etc.

4. Basic AR Development

- Creating and overlaying digital information on the real world.

5. Basic VR Development

- Building and exploring simulated environments.

Module 2: Advanced AR & VR Development

6. Advanced AR Development

- Creating complex AR applications.

7. Advanced VR Development

- Developing complex VR applications.

8. 3D Modeling for AR & VR

- Creating and manipulating 3D models for AR and VR.

9. User Experience Design for AR & VR

- Designing intuitive and engaging user experiences.

10. AR & VR Security and Usability

- Ensuring security and usability in AR and VR applications.

Module 3: Practical Applications

11. Hands-on AR Projects

- Real-world AR development projects.

12. Hands-on VR Projects

- Real-world VR development projects.

13. Integration of AR & VR with Other Technologies

- Combining AR and VR with AI, IoT, and more.

14. Creating Immersive Experiences

- Designing immersive AR and VR experiences.

15. AR & VR Usability Testing

- Conducting usability tests for AR and VR applications.

Module 4: Special Topics

16. AR & VR in Education

- Developing educational AR and VR applications.

17. AR & VR in Healthcare

- Exploring AR and VR applications in healthcare.

18. AR & VR in Marketing

- Utilizing AR and VR for marketing and advertising.

19. AR & VR in Entertainment

- Developing AR and VR applications for gaming and entertainment.

20. AR & VR in Real Estate

- Implementing AR and VR in real estate and architecture.

Elective Modules

21. Data Ethics and Privacy

- Ethical considerations and compliance in AR & VR.

22. AI Integration with AR & VR

- Combining AI with AR and VR technologies.

23. Cloud Computing for AR & VR

- Using cloud platforms for AR and VR applications.

24. AR & VR Project Management

- Leading and managing AR and VR projects.

25. Future Trends in AR & VR

- Exploring the latest trends and future directions in AR and VR.

Websites:

- <https://chools.in/>
- <https://ramaqchools.com/>
- <https://www.choolsgroup.com/>