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Virtual Reality and Augmented Reality in Education

The educational institutions across the world are changing their traditional methodologies of teaching. Virtual Reality and augmented reality are the primary defining facets of this revolution. Virtual Reality and Augmented Reality have changed the way in which teachers and students tend to learn.

Even though EdTech is a harbinger of a plethora of technologies not much has changed when it comes to the staple technologies that are being used, however Virtual and Augmented Reality are the core pathbreakers in redefining the role of tech in the education industry. The most enticing part about the inclusion of AR/VR aspect in the education technology is the wide spectrum that it covers. The usage of AR/VR is not limited to a fixed age group. It is open to all types of age groups.

It can be very well concluded that experiential learning is the most effective method of learning. AR and VR promotes a proprioceptive mode of learning by providing schools with engaging and developing comprehensive immersive learning experiences that will be managed across the classroom. These technologies have the calibre to revamp the world of classroom learning alongside making it interactive and fun.

Now that we have understood that AR and VR are redefining the education landscape, let us see in what aspects do they differ from each other.

AR AND HOW IT IMPACTS THE EDUCATION SECTOR

One of the most voluminous inquiries of the millennial is which innovation is better: AR or VR? Which has better ability to shape our future? The response to such an inquiry is, that both have their unique advantages. Augmented Reality utilizes nature around it and overlays the movement or any type of data on it. In fact, it adds more

to the truth. Perhaps the greatest advantage of Augmented Reality application development is that it need not bother with any devoted gadget for display. Because of these advantages, innovation becomes the standard favourite in the current technological revolution.

Words usually can't do a picture justice. Augmented Reality encourages you in accomplishing this. As opposed to perusing a part, it will be progressively viable to envision the subject. It assists students with improving understanding and insights about the theme. Likewise, offering intelligent experiences, the Augmented Reality keeps students energized and intrigued by new learning.

One of the most noteworthy advantages of Augmented Reality in Learning and Development is that it doesn't require any funding worries or investment with respect to equipment. We can encounter Augmented Reality utilizing our cell phones or tablets.

VR AND HOW IT IMPACTS THE EDUCATION SECTOR

Virtual Reality exists in a completely artificial condition. Along these lines, to build up a VR application, we first need to set up a situation and afterward construct an activity around it. Inverse to its name, Virtual Reality appears to be considerably more genuine contrasted with Augmented Reality, yet a drawback of it is that it needs a committed VR headset to run any application.

Augmented Reality can completely change the universe of training. VR will be utilized in training beginning from the principal evaluation to school. Utilizing VR headsets, understudies can see the vivid substance of any subject.

In addition, a 360-degree perspective on any substance gives a progressively practical feel to the students as they experience it themselves, as a piece of the virtual condition. Additionally, collaboration with VR content encourages them to investigate the subject with significant detail. At the point when students are

excessively associated with the virtual world, they can't be occupied by this present reality. It likewise improves their concentration power and attention span.

VR gives students a total tactile encounter through which they can for all intents and purposes contact, see, and hear the functional content simultaneously with the additional assistance of sensors.

ADVANTAGES OF AR AND VR FOR STUDENTS:

These technologies come with tremendous benefits for students. Let us explore some of the most interesting ones:

Expanded Collaboration and Teamwork

AR and VR don't just provide assistance in improving collaboration between the teacher and the student, it likewise helps in improving joint effort amongst and students sustaining cooperation.

Better Understanding of Concepts

Augmented reality and Virtual reality assist students with understanding dynamic themes in a superior manner which is impossible with customary techniques for instructing. Students can get a 360-degree perspective on subjects.

Gamification of Learning

These innovations include gamification of learning new concepts which makes the procedure fun and intelligent. Students of any age find virtual substance exceptionally engaging, subsequently, they are all around occupied with the learning procedure.

Interruption Free Learning

AR and VR let students learn the subject matter in an interruption-free condition which helps in a superior comprehension of ideas and better memory.

Proprioceptive Learning

Since these advancements accompany canny learning content, students can encounter things occurring around them. This is known as proprioceptive learning which enhances long-term memory.

MRS. PRIYA SHARMA
TEACHING ASSISTANT

BEST PHONE OF THE MONTH AUGUST – 2022

OnePlus 10T

OnePlus has confirmed that the OnePlus 10T will have a triple camera setup on its rear end. The primary lens will be a 50MP IMX766 sensor with OIS & EIS. The second lens will be an ultrawide camera and the third will be a macro camera. The front will have a 16MP selfie lens. The company will provide a 6.7-inch display panel that is expected to be an AMOLED panel with HDR10+ and 120Hz refresh rate.

PATEL PRATHAM

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