D. Y. Patil College of Engineering and Technology, KasabaBawada, Kolhapur
School of Architecture

Activity Report

Building Construction & Material I Case study

Name of activity	AR /VR Architect developer workshop
Course	Digital
Year	Third year
Academic Year	2024-2025
Date	7-11-2024 & 8-11-2024
Category	Curricular
Name of resource person/s	Rahul Gupta
Faculty coordinator/s	Chaitali shah and Rajeshwari Sawant
No. of beneficiaries	Div. A – 7, Div.-B - 3 Total 10
Class & Division	Third year Div. A and B
CO mapped	CO2
PO mapped	PO1, PO5
PO gap identified as per previous year	PO5
PSO mapped	-

Brief description of the activity

Objective: To introduce participants to the fundamentals of Augmented Reality (AR) and Virtual Reality (VR) technologies and their applications in design fields.

Activity Description:

1. Introduction to AR/VR: Participants will learn about the basics of AR/VR, their differences, and current industry trends.

2. Hands-on Experience: Participants will engage in interactive AR/VR sessions, exploring various design tools and software.

3. Design Challenge: Participants will be divided into teams to work on a design project, incorporating AR/VR elements.

4. Feedback and Discussion: Teams will present their projects, followed by a discussion on the challenges faced, lessons learned, and future possibilities.

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Learning Outcomes:

- Understand the fundamentals of AR/VR technologies

- Explore design tools and software for AR/VR

- Develop skills in designing immersive experiences

- Collaborate with team members to solve design challenges

Photographs