

(12) PATENT APPLICATION PUBLICATION

(21) Application No.202431005361 A

(19) INDIA

(22) Date of filing of Application :25/01/2024

(43) Publication Date : 02/02/2024

(54) Title of the invention : THE ROLE OF AR/VR IN PIONEERING SMART EDUCATION

(51) International classification :H04L0051020000, G09B0005020000, G09B0005060000, G09B0005000000, G09B0019000000

(86) International Application No :NA
Filing Date :NA

(87) International Publication No : NA

(61) Patent of Addition to Application Number :NA
Filing Date :NA

(62) Divisional to Application Number :NA
Filing Date :NA

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(57) Abstract :
 [026] The proposed invention is a pioneering Android/software application and web-based platform, revolutionizing education through Augmented Reality (AR) and Virtual Reality (VR) learning experiences. The Platform-independent and accessible on diverse devices, it employs AR to bring textbooks to life with interactive 3D models, videos, and animations, enhancing engagement and concept visualization. The system further involves selecting AR frameworks, creating 3D models, and optimizing performance. Utilizing ARKit, ARCore, Unity, Vuforia, AR.js, and Snap Lens Studio, system creates immersive learning environments. The Android and web application, cost-effective with free-to-use assets, offers a preloaded database, offline functionality, and a website for non-AR/VR devices. Integrating a chatbot and AI, the multilingual system suggests personalized courses, making education universally accessible, interactive, and tailored to individual interests and ages. Accompanied Drawings [Figure 1-8]

No. of Pages : 23 No. of Claims : 7