



# AR – VR in Education



Dr. Yash Paul Sharma



**Document**

**Image**

**Audio**

**Video**

**interactive**

**Immersive**

# AR vs VR vs MR

**Augmented Reality (AR):** Augmented reality (AR) is a view of the real and physical world in which users find elements enhanced by computer-generated simulations; by overlaying graphics, music, animations, GPS markers/logs etc. to augment the user environment.

Eg. Pokeman game, NCERT AR App, Google AR

# Virtual Reality

- Virtual Reality means feeling the imaginary (virtual) world, it is basically an experience taking place within a simulation, which can be similar to or completely different from the real world.
- An immersive artificial environment that is created with software and presented to the user in such a way that the user suspends belief and accepts it as a real environment.

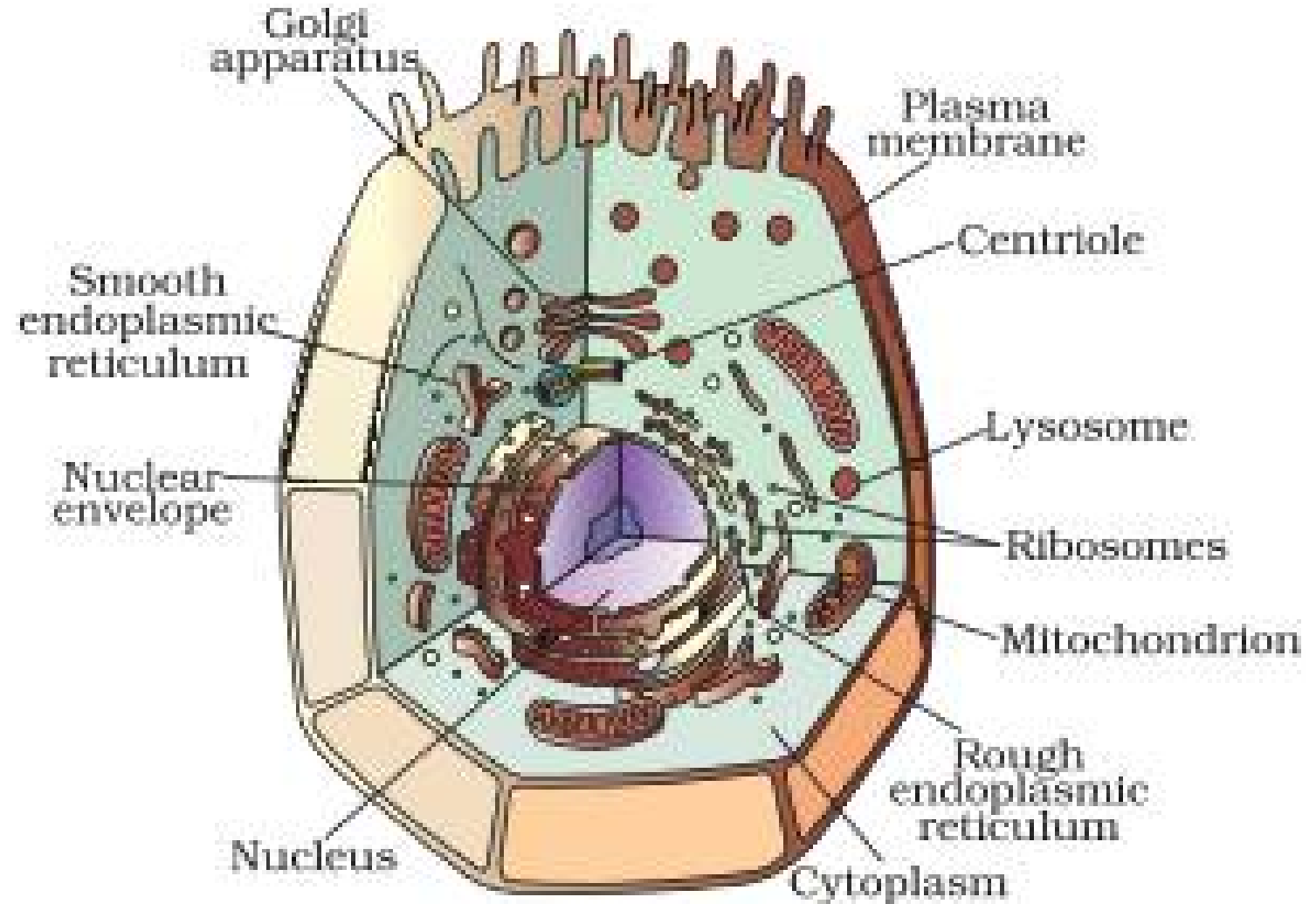
# Mixed Reality (MR)

It combines the features of Virtual Reality (VR) and Augmented Reality (AR) and also called Augmento-virtual reality.

Mixed Reality merges the physical and virtual worlds, including real and computer-generated objects.

A user can navigate within the environment and interact with both real and virtual objects.

# ICT in Integration



ICT in pedagogy

**AR Cell**