

# AR & VR COURSE for KIDS

**Duration: 2 months (1 Class a week for 2.5hrs)**

**Eligibility: Grad 7 or above**

**Mode of teaching: Online**

## **Hardware requirement for the course to be studied:**

### **Android Phone:**

- **AR Core supported device:**

*Check if your device is supported by AR Core*

<https://developers.google.com/ar/discover/supported-devices>

- **Android mobile with minimum Api level 6:**

*Download app to check Api level*

*OR*

*Google how to check Api level*

<https://play.google.com/store/apps/details?id=com.gh.apiversioncheck&hl=en&gl=US>

### **Laptop or Computer:**

1. processor i3 4<sup>th</sup> Gen (min)
2. Ram 4 GB
3. OS window 10, 8 any but prefer window 10 64-bit version.
4. macOS 10.10+ (Windows machine is preferred)

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## 1. OVERVIEW:

- Impact of Technology on Academics

## 2. INTRODUCTION:

- Introduction to basics of Augmented Reality & Virtual Reality.
- What is VR?
- What is AR?
- Comparison AR/VR.
- Video Demo of AR / VR.
- What Makes AR Feel Real?
- Devices required to view AR / VR.

## 3. BASICS OF AR & VR FUNCTIONALITY:

- Recap of Previous Lecture.
- Components that power AR & VR.
- Tracking in AR & VR
- Major Player in AR & VR

## 4. AR / VR HYPE:

- Recap of Previous Lecture.
  - How AR/VR Hype Was Created.
  - How People are Using AR / VR.
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## 5. ABOUT TOOLS AND TECHNOLOGIES:

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- Recap of Previous Lecture.
- Unity Intro
- AR SDK
- VR SDK

## 6. SETTING UP SOFTWARE AND TOOLS:

- Install Unity.
- Install Android SDK Tools.
- Installation of Java JDK.
- Build A Basic Project to Test.

## 7. BRINGING OBJECTS TO REAL WORLD WITH AR & VR:

- Building Simple AR Apps.
- Building Simple VR Apps.