JEPPIAAR ENGINEERING COLLEGE

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Faculty Name: Ms. T. Anuja

Course Title: CS3491 - Artificial Intelligence & Machine Learning

Academic Year: 2023 - 24

Semester/Year: IV/II

Type: Demo with AR/VR HTC Vive Pro Kit

Objective

To enhance conceptual understanding and student engagement by immersing learners into real-time visualizations of Artificial Intelligence (AI) and Machine Learning (ML) models using Virtual Reality (VR) tools.

Neural Networks and Deep Learning

- Structure of Artificial Neural Networks
- Forward and Backpropagation
- Activation Functions

CO & PO Mapping

Understand the architecture and learning of neural networks	CO2
Modern Tools	PO5
Life Long Learning	PO12

Fig1 Students Exploring with HTC Vive Pro Kit

B	C	D	E
Name	Mobile	Overall Content: Do you like it	Your feedback in 2 lines
Jyothi V	9474272003	The overall session was so good and useful	Excellent speech
TR.Vasanthakannan	9344876031	Yes	Very nice .Good memories
Melwin Jude	8072213358	The practical was soo good sir developed the AR space so good it was fun	Just woww looking forward for more from sir
Judah Michael	9043175221	yes	I was very informative regarding AR, VR amd MR
Kapil kanthan.G	8778246164	About VR and AI	Very super and so engaging
Sylesh	8608096794	Sooo good sir	The overall session and the overall gaming knowledge was good
Saraniya P	7867856384	Yes	It's an awesome session,I really learnt a lot

Fig 2 Sample Feedback

OUTCOME OF THE ACTIVITY

The outcome of Augmented Reality (AR) and Virtual Reality (VR) technologies is multifaceted and continues to evolve rapidly. Here are some key outcomes and trends. Overall, the outcome of AR and VR technologies is characterized by their transformative impact on various industries, their ability to enhance user experiences, and their potential to reshape how we work, learn, and interact with the world around us.