

	<h2>Faculty Development Program</h2>		 <div>VIT® Vellore Institute of Technology (Deemed to be University under section 3 of UGC Act, 1956)</div>
<p><b>Title :</b> Innovative Teaching Methods using Augmented Reality</p> <p><b>Date :</b> 2025-04-24 - 2025-04-24</p> <p><b>Time :</b> 10:00 - 17:30</p> <p><b>Venue :</b> TECHNOLOGY TOWER</p>		<p><b><u>Event Outcome</u></b></p> <p>- Participants will gain a solid grasp of how AR can be integrated into various teaching methods.</p> <p>Exposure to successful case studies and real-world classroom applications.</p>	
	<p><b>Resource Person 1 - Details</b> <b>Name :</b> Ajay Kumar Srinivasan <b>Designation :</b> Program director, Industry <b>University/ Company :</b> Hero Vired, Vellore <b>Address :</b> India, 632014.</p>		
	<p><b>Resource Person 2 - Details</b> <b>Name :</b> Ajay Kumar Srinivasan <b>Designation :</b> Program Director, Industry <b>University/ Company :</b> Hero Vired, Bengaluru <b>Address :</b> India, 632014.</p>		
	<p><b>Resource Person 3 - Details</b> <b>Name :</b> Ajay Kumar Srinivasan <b>Designation :</b> Program Director, Industry <b>University/ Company :</b> Hero Vired, Bengaluru <b>Address :</b> India, 632014.</p>		
	<p><b>Resource Person 4 - Details</b> <b>Name :</b> Kalpana Priya D <b>Designation :</b> Assistant Professor Sr. Grade 2, School of Advanced Sciences <b>University/ Company :</b> VIT, Vellore <b>Address :</b> India, 632014.</p>		

## **Resource Person's Profile :**

### **1. Profile of Ajay Kumar Srinivasan**

Ajay Kumar a dynamic Program Director specializing in gaming and immersive technology within the Hero Group of companies, brings a wealth of experience to the table. A graduate of Oxford Brookes University, Ajay has traversed through professional landscapes in Singapore, Dubai, and currently in India, honing his skills across diverse areas such as games, animation, brand designs, AR VR solutions, and emerging technologies for reputable brands. With a robust background spanning the AVGC-XR sec

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### **4. Profile of Kalpana Priya D**

Dr. D. Kalpanapriya is a mathematician with a Ph.D. in Mathematics from Vellore Institute of Technology. She earned her B.Sc. from Madras University and her M.Sc. in Mathematics from Thiruvalluvar University. Her areas of specialization include Mediation and Moderation Analysis, Probability Distributions, and Fuzzy Sampling, where she has made significant contributions. She currently serves as an Assistant Professor at the School of Advanced Sciences, Department of mathematics.

Augmented Reality (AR) is transforming traditional educational practices by introducing immersive, interactive, and engaging learning experiences. By overlaying digital content onto the physical world, AR bridges the gap between theoretical knowledge and real-world application. This paper explores innovative teaching methods that utilize AR technology, such as interactive 3D models, gamified learning, virtual field trips, and AR-assisted lab simulations. These approaches not only enhance student engagement and motivation but also cater to diverse learning styles and improve comprehension of complex concepts. The integration of AR into the classroom represents a significant shift toward experiential and student-centered learning, opening new possibilities for educators and learners alike.

AR Tools for Innovative Teaching

**Coordinator's: Prof. KALPANA PRIYA D 11624 - Assistant Professor Sr. Grade 2 - SAS**  
**Prof. MUBASHIR UNNISSA M 13685 - Associate Professor Grade 1 - SAS**