

Teaching Learning Practice



Title: Pioneering educational techniques through Virtual Enhancement An Innovative teaching Methods using AR

Date: 2025-05-09 - 2025-05-09

Time: 10:00 - 17:30 **Venue:** SJT 620

Event Outcome

- Participants will gain a solid grasp of how AR can be integrated into various teaching methods Exposure to successful case studies and real world classroom applications



Resource Person 1 - Details Name : Mrs Gayathri Shri

Designation : Founder and Creative director of Agreal Studio, Industry

University/ Company: Agreal Studio, Chennai

Address: India, 600039.



Resource Person 2 - Details Name : Shobana Devi N

Designation : Assistant Professor Sr. Grade 1, School of Advanced Sciences

University/ Company: VIT, Vellore

Address: India, 632014.

Resource Person's Profile:

1. Profile of Mrs Gayathri Shri

Passionate about merging creativity with technology, I am a Snap AR Ambassador and the Creative Director of Agreal Studios, where I lead innovative projects that redefine digital storytelling and immersive experiences.

With a strong foundation in Augmented Reality (AR), interactive design, and digital media, I specialize in crafting visually compelling and engaging experiences that bridge the gap between imagination and reality. My expertise spans AR filters, immersive brand activations.

2. Profile of Shobana Devi N

Dr. N.Shobanadevi is a distinguished mathematician who holds a PHD in Mathematics from Vellore Institute of Technology, Vellore. She completed her B.Sc. Mathematics from Muthurangam Government Arts College, Vellore, Madras University and M.Sc. in Mathematics from Sacred Heart College, Tirupattur, Madras University.

The areas of specialization are Differential Equations, Difference Equations, Fractional Calculus, Geometry function theory. She has made significant contributions to the field.

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.

Augmented Reality Tools

Coordinator's: Prof. SHOBANA DEVI N 11794 - Assistant Professor Sr. Grade 1 - SAS Prof. THILAGAVATHI K 10561 - Associate Professor Grade 1 - SAS