

Geetanjali Institute of Technical Studies

Department of Computer Science and Engineering

Report of Workshop

Title of the Program: "AR/VR and Game Workshop", GDG, GITS

Date and Time: 29-03-2025, 12:30 PM

Venue: B2-07 AI Lab GITS

Objective:

The primary objective of this workshop was to introduce students to Augmented Reality (AR), Virtual Reality (VR), and Game Development concepts. The session aimed to provide hands-on experience with AR/VR tools, game engines, and real-world applications, enabling students to understand and explore career opportunities in these emerging technologies.

Poster:



Details of the Program:

The workshop, organized by Google Developer Group (GDG) and the Department of Computer Science & Engineering (CSE) at GITS, Udaipur, was structured into three sessions:

Session 1: Introduction to AR/VR

- Understanding AR and VR technologies.
- Real-world applications in gaming, education, healthcare, and simulations.

Session 2: Basics of Game Development

- Introduction to game engines such as Unity (C#) and Unreal Engine (C++).
- Key game development concepts: physics, AI, animations, and 3D modeling.

Session 3: Hands-on Activity and Demo

- Development of a basic AR application using WebAR, ARCore, or ARKit.
- Creation of a VR scene in Unity, integrating object interactions and game mechanics.
- Practical exercises on game physics and character movement.
- Q&A and networking session with GDG mentors.

Additionally, the Director of GITS, S.M. Prasanna Kumar, and the HOD of CSE, Dr. Mayank Patel, interacted with the participants, sharing valuable insights and advice. Their guidance motivated students and provided them with a broader perspective on AR/VR and game development opportunities.

Supporting Documents:

- Geotagged Photos:

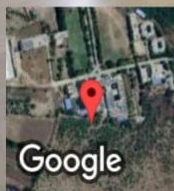




Moti Khera, Rajasthan, India

Jv94+w95 Gits Circle, Moti Khera, Rajasthan 313022, India
Lat 24.618777° Long 73.854665°
29/03/2025 01:10 PM GMT +05:30

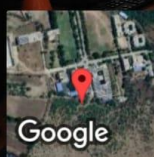
GPS Map Camera



Moti Khera, Rajasthan, India

Jv94+w95 Gits Circle, Moti Khera, Rajasthan 313022, India
Lat 24.618743° Long 73.854793°
29/03/2025 01:47 PM GMT +05:30

GPS Map Camera



Moti Khera, Rajasthan, India

Jv94+w95 Gits Circle, Moti Khera, Rajasthan 313022, India
Lat 24.618813° Long 73.854699°
29/03/2025 01:09 PM GMT +05:30

GPS Map Camera



Moti Khera, Rajasthan, India

Jv94+w95 Gits Circle, Moti Khera, Rajasthan 313022, India
Lat 24.618831° Long 73.854706°
29/03/2025 01:08 PM GMT +05:30

GPS Map Camera

- Attendance Sheet:

GDG AR/VR Workshop					
29th March, 2025					
S.NO.	Name	Roll No.	Year	Branch	Section
1	Vidul Soni	24EGICS118	1 st	CSE	Y
2	Ganesh Talwar	24EGICA013	1 st	CSE(AI)	A
3	Shreyansh Joshi	24EGICS168	1 st	CSE	N
4	Masum Dosi	24EGICS167	1 st	CSE	Y
5	Maksh Jain	24EGICA026	1 st	CSE(AI)	A
6	Khuskish Soni	24EGICS094	1 st	CSE	Y
7	Dev Kishansethi	24EGICS043	1 st	CSE	D
8	Nischal Sahu	23EGICA021	II nd	CSE(AI)	D
9	Anant Agrawal	23EGICA001	II nd	CSE(AI)	D
10	Sunny Kushwaha	23EGICA029	II nd	CSE(AI)	D
11	Sanvayya Soni	23EGICA027	II nd	CSE(AI)	D
12	Tamir Bhatnagar	23EGICA030	II nd	CSE(AI)	D
13	Vidya		II nd	CSE(AI)	D
14	Divyanka Karati	23EGICA008	II nd	CSE(AI)	D
15	Chaima Patel	23EGICA010	II nd	CSE(AI)	D
16	Riddhi Raj Ramani	23EGICS142	II nd	CSE	C
17	Avani Mehta	23EGICA004	II nd	CSE(AI)	D
18	Nayal Sahu	23EGICA020	II nd	CSE(AI)	D
19	Ashok Teli	23EGIEC006	II nd	ECE	
20	Pradhyuman Singh Pancholi	23EGIEC035	II nd	ECE	
21	Karan Sharma	23EGICA024	II nd	CSE(AI)	D
22	Jatin Dangri	24EGICS080	1 st	CSE	Y
23	Shrestha Soni	22EGICS130	II nd	CSE	C
24	Samyak Pagaria	22EGICS127	II nd	CSE	C
25	Kakshita Jain	22EGICS067	III rd	CSE	B
26	Rimsha Khilji	22EGICS113	II nd	CSE	B
27	Palak Amith	22EGICS093	II nd	CSE	B
28	Anmol Parmar	22EGICS010	III rd	CSE	A
29	Piyansh Jain	22EGICS033	III rd	CSE	A
30	Abhay Soni	22EGICS002	III rd	CSE	A

31	Mohd Mustafiz	23EGICA018	II	CSE-AI	D
32	Devesh Rajput	23EGICA005	II	CSE-AI	D
33	Ishan Shukla	23EGICA043	II	CSE-AI	D
34	Devedra Rajput	23EGICA006	II	CSE-AI	D
35	Chauhan Bhanu	22EGICS019	III	CSE	A
36	Dudath Saiyan	22EGICA004	III	CSE-AI	D
37	Chetan Kumar	22EGICS020	III	CSE	A
38	Pooja Sharma	22EGICS097	III	CSE	B
39	Tanay Chaurasia	22EGICA029	III	CSE-AI	D
40	Shashank Mishra	22EGICA022	III	CSE-AI	D
41	Daksh Kumar	22EGICS024	III	CSE	A
42	Nikhil CP	23EGICS122	II	CSE	B
43	Kirpal Singh	23EGICS087	II	CSE	B

To,
CAs
Please mark present
of above students on
25th march 2025 for
4th, 5th & 6th lecture.
23/03/25.

Participants: A total of 48 students participated in the workshop, actively engaging in discussions and practical exercises. The event was facilitated by GDG team and faculty members who provided guidance throughout the sessions.

Outcome:

- Participants gained a foundational understanding of AR/VR and game development.
- Hands-on exposure to **AR/VR tools and game engines**.
- Increased awareness of career opportunities in **AR/VR and game development industries**.
- Enhanced collaboration among students and interaction with **industry experts**.
- Positive feedback from attendees, with requests for **advanced-level workshops in the future**.

The workshop was a **great success**, providing students with **valuable insights and practical skills** that will help them explore innovative opportunities in AR/VR and game development fields.