



IEEE – MVSR STUDENT BRANCH

Student Branch Code: 12161 , School Code: 41329276

Workshop on Touch and Augmented Reality

IEEE MVSR Student Branch organized a two day workshop on **Touch and Augmented Reality** in collaboration with Infi-zeal Technologies, an IIT Delhi Alumni Venture. The workshop targeted engineering students from all backgrounds to learn hands on about the basic concepts in Touch and Augmented Reality on 3rd and 4th February 2017.

Student Branch Mentor:

Dr.Atul Negi,
Professor, School of CIS,
University of Hyderabad.

Student Branch Advisor:

Mr. V. Ashwini Kumar,
Assoc.Professor , IT Dept.,
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Student Branch Counsellor:

Dr.T.Anil Kumar
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WIE Student Branch Advisor:

Dr. G. Kanaka Durga,
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PES Student Branch Advisor:

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Asst. Professor, EEE Dept.,
MVSR Engineering College

Student Branch Executive Committee:

G.K.Anirudh - Chairperson
T.Yashwanth- Vice Chairperson
T.Anirudh – Secretary
P.Bhanu Teja - Joint Secretary
G.Srinidhi – Treasurer

WIE Affinity Group:

B.Jayasree-Chairperson
Achsah - Vice chair
N.Jagadeesh - Secretary
D.Hari Priya - Joint Secretary
B.Aparna- Treasurer

Power and Energy society:

Ujwala- Chairman
Divija-Vice Chair
Anusha- Secretary
Alok- Joint Secretary
Manoj Kumar– Treasurer

Membership Drive Head:

J.Nikhil Varun Raj

Workshop details:**Date: 3rd and 4th September 2017****Time: 9:30am-4:30pm****Venue: MVSR Engineering College****Attendees: 87**

The workshop was conducted by Mr. Prakhar Sharma, a corporate trainer and research & development engineer from Infi-zeal Technologies. The first day dealt with concepts pertaining to touch and allowed the students to achieve a basic understanding of topics such as:

- Surface Computing
- Learning about Interfaces
- Programming on processing

The second day concentrated on understanding Augmented Reality and related technologies such as:

- Microsoft Kinect
- Pranav Mistry's Sixth Sense Technology
- Multitouch Technologies
- Touch Surface
- Fiducials

The workshop took a comprehensively practical and interactive approach towards teaching the students such that everyone actively participated and took back home the knowledge that they learnt. Participants were able to practically reinforce newly learnt concepts by working hands on with the mentioned technologies. It was a wonderful opportunity to introduce students to the realm of Augmented Reality and encourage them to pursue their interests in the field.

Day-1 Gallery



Day-2 Gallery

