

Mahajana Education Society (R)
SBRR Mahajana First Grade College (Autonomous)
Affiliated to University of Mysore
Re-Accredited by NAAC with 'A' Grade, College with Potential for Excellence
Post Graduate Wing
Pooja Bhagavat Memorial Mahajana Education Centre
K R S Road, Metagalli, Mysuru – 570 016.

Date: 11th and 13th June 2025

Title of the Event and name of the venue:

Title: Technical talk on Tech-Ready: AR, VR & AI Today

Venue: MCA Classroom 05 & 06

Details of the department organizing the event in collaboration with institution:

Department of MCA in association with Institution's Innovation Council (IIC)

Purpose and Scope of the event:

The Department of Computer Science, PG Wing of SBRR Mahajana First Grade College (Autonomous), Mysuru, organized a technical talk titled "Tech-Ready: AR, VR & AI Today" for the II Semester MCA students on 11th and 13th June 2025. This event was conceptualized to bridge the gap between theoretical knowledge and real-world technological applications in emerging fields like Augmented Reality (AR), Virtual Reality (VR), and Artificial Intelligence (AI). The session aimed to explore the transformative technologies of AR, VR, and AI shaping the future of innovation, covered essential skills, emerging industry trends, and opportunities, with live demonstrations to showcase real-world applications.

Details of the Event:

The session began with the introduction of the resource person Dr. Thotreingam Kasar by Smt. Rachana C R, Associate Professor and Head, Department of MCA. "Tech-Ready: AR, VR & AI Today" was an eye-opening experience for students, offering an insightful exploration of the transformative technologies shaping our digital future. The session emphasized the growing relevance of Extended Reality (XR) — a spectrum that includes Augmented Reality (AR), Virtual Reality (VR), and Mixed Reality (MR) — and how these technologies, when combined with Artificial Intelligence (AI), are revolutionizing industries, user experiences, and learning environments.

Dr. Kasar started by underlining why students and professionals alike should care about XR technologies. Government support in this field is rapidly increasing, as seen in budget allocations during 2019–2020 and in the Prime Minister's 2022 Independence Day address, which stressed the importance of the XR revolution in gaming and innovation. Karnataka's AVG-XR policy (2024–2029) further reinforces the national commitment to advancing this space. The talk also highlighted India's increasing commitment to promoting immersive technologies through strategic initiatives, policies, and academic interventions, signaling a future driven by immersive digital interaction.

Delving into the conceptual backbone, the speaker introduced the **Virtuality Continuum**, where real-world environments transition into augmented, mixed, and finally virtual realities. AR blends real-time spatial data with digital enhancements, commonly seen in cosmetic try-ons and educational applications. MR enables users to interact with digital content as if it were part of the physical world, offering great potential in simulations and design. VR, on the other hand, provides immersive experiences ideal for fields like agriculture, training, and mental health therapy.

Real-world applications were showcased to make these concepts tangible. The speaker discussed the role of **AI-enhanced VR** in agriculture for environment modeling, AR in virtual makeup applications, and MR in creating dynamic simulations using holographic projections. AI also plays a pivotal role in improving precision, 3D mapping, and responsive interaction across all XR platforms. The speaker introduced tools and platforms like **Unity** and **C#**, crucial for developing XR experiences. From vector graphics to UI design and autonomous systems, students were encouraged to build skillsets aligned with future tech demands. Innovations by major players such as Meta were also discussed, including spatial personas, codec avatars, and the announcement of Meta's next-gen AR glasses featuring large holographic displays and AI personalization.

Technological infrastructure was another major point, with an overview of **inside-out and outside-in tracking systems** for VR. The evolution of **natural user interfaces** — from eye and hand gestures to voice and even mind-based control — was emphasized as a paradigm shift in human-computer interaction. Devices like the **Apple Vision Pro**, launched in 2024, were highlighted for their advanced immersive capabilities and potential integration into mainstream use.

In conclusion, the session painted a compelling vision of the future where XR and AI technologies are not just innovations but necessities across education, industry, and everyday life. The convergence of virtual and physical realities promises to redefine how we learn, work, and interact. As technology evolves, it becomes increasingly vital for students and educators to understand and adapt to this digital shift. The speaker's closing remarks served as a powerful reminder that XR is the cornerstone of next-generation computing, and AI is the fuel that will accelerate its adoption.

Resource Person Details:

Dr. Thotringam Kasar, Founder & Director EDspire Research Centre, Kuvempunagar Mysore.

Target audience and No. of Participants/beneficiaries:

A total of 81 students from II semester MCA participated in this workshop.



Dr. B.R. Jayakumari
Principal

PRINCIPAL



Event Coordinator
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