

Introduction to AR/VR & Building Your First AR App

Objectives:

- Understand AR/VR fundamentals, tools, and platforms
 - Explore real-world applications
 - Build a basic AR experience using Unity & Vuforia / 8thWall / WebAR
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Day 1 Schedule

Time	Topic	Format
9:30 - 10:00	Welcome & Icebreaker (AR/VR in daily life)	Interactive session
10:00 - 11:00	Introduction to AR & VR: Concepts and Examples	Presentation + Demos
11:00 - 11:15	Break	-
11:15 - 12:15	Tools Overview: Unity, Vuforia, WebXR, Blender	Demo & Q&A
12:15 - 1:00	Lunch	-
1:00 - 3:00	Hands-on: Setting up Unity + Vuforia SDK	Guided session
3:00 - 3:15	Break	-
3:15 - 5:00	Build Your First AR App (Image Tracking App)	Project-based
5:00 - 5:30	Recap & Q&A	Group discussion

Day 2: Dive into VR + Project Showcase

Objectives:

- Learn to build immersive VR experiences

- Develop mini-projects in teams
- Present projects with peer feedback

Day 2 Schedule

Time	Topic	Format
9:30 - 10:00	Recap & Warm-Up Game (VR Quiz)	Interactive
10:00 - 11:00	Introduction to VR: Devices, Platforms (Meta, Pico, WebVR)	Talk + Demos
11:00 - 11:15	Break	-
11:15 - 12:30	Hands-on: Building VR Scene in Unity	Workshop
12:30 - 1:30	Lunch	-
1:30 - 3:30	Group Project: Build an AR/VR Experience	Team activity
3:30 - 4:00	Break	-
4:00 - 5:00	Project Presentations & Feedback	Showcase
5:00 - 5:30	Certificate Distribution + Closing Ceremony	Group photo, etc.

Tools & Software

- Unity (latest LTS version)
- Vuforia Engine SDK / 8thWall (for AR)
- Meta Quest 2 or VR emulator (for VR)
- WebAR / WebXR optional
- Android phone (for AR testing)

- Blender (optional for 3D modeling)

Deliverables

- Functional AR app with image tracking
- Simple interactive VR scene
- Presentation-ready mini project
- Certificate of Participation
- Access to shared resource folder (slides, code, assets)