



PMeVidya AR (Augmented Reality)

Central Institute of Educational Technology, NCERT, New Delhi

Policy Direction - NEP2020

- National Education Policy (2020) envisions the development of digital repository of content including creation of coursework, learning games and simulations, Augmented Reality (AR) and Virtual Reality (VR) with a clear public system for rating by users on effectiveness and quality (24.4B & 23.8; NEP2020).
- The policy recommends creating virtual laboratories so that all students have equal access to quality practical and hands-on experiment-based learning experiences..
- The mixed reality (XR/MR) skilled labs will provide learners experiential learning under simulated environment.

Document

Image

Audio

Video

interactive

Immersive

AR vs VR vs MR

Augmented Reality (AR): Augmented reality (AR) is a view of the real and physical world in which users find elements enhanced by computer-generated simulations; by overlaying graphics, music, animations, GPS markers/logs etc. to augment the user environment.

Eg. PMeVidya AR, Pokeman game, Google AR

Virtual Reality

Virtual Reality means feeling the imaginary (virtual) world, it is basically an experience taking place within a simulation, which can be similar to or completely different from the real world.

An immersive artificial environment that is created with software and presented to the user in such a way that the user suspends belief and accepts it as a real environment.

Mixed Reality (MR)

It combines the features of Virtual Reality (VR) and Augmented Reality (AR) and also called Augmento-virtual reality.

Mixed Reality merges the physical and virtual worlds, including real and computer-generated objects.

A user can navigate within the environment and interact with both real and virtual objects.

PM eVidya AR



PM e-VIDYA AR

NCERT

3.5★
6 reviews

500+
Downloads

3+
Rated for 3+ ⓘ

Install on more devices

📱 This app is available for all of your devices

🏠 You can share this with

