NOORULAIN
01-235142-060
SYED TANVIR ALI
01-235142-076

SMART LEARNING THROUGH AUGMENTED REALITY (E-KIDS)

Bachelor of Science in Information Technology

Supervisor: Mrs. Saima Jawad

Department of Computer Science
Bahria University, Islamabad

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Abstract

The project uses the Augmented Reality (AR) to make an easy approach for delivering the basic concepts of arithmetic to the kids. The Application consists of different modules which includes teaching the concepts and conducting assessment tests to find out whether the kids have learned the concept. The application recognizes the arithmetic operation sign and the single digit numbers from targeted image using the camera of the mobile device. Then it augments a 3D models of the things like ducks, balls or different objects corresponding to the target image on the real environment. Which will attract the kids to concentrate and learn more and consequently to get the concept cleared. Basically, the project will augment different models over the target image of single digit numbers and then concepts will be provided according to the specified arithmetic operation sign using different visual aids to make the concepts more efficient and easy for learning.

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