



FINAL YEAR PROJECT REPORT

VR EDUCATION CENTER

**In fulfillment of the requirement
For degree of
BS (COMPUTER SCIENCES)**

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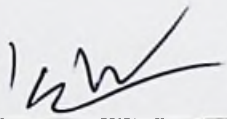
BAHRIA UNIVERSITY (KARACHI CAMPUS)

FALL-2022

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We hereby declare that this project report is based on our original work except for citations and quotations which have been duly acknowledged. We also declare that it has not been previously and concurrently submitted for any other degree or award at Bahria University or other institutions.


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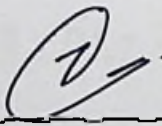
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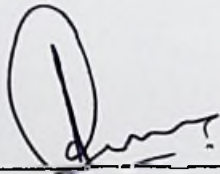
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APPROVAL FOR SUBMISSION

We certify that this project report entitled “VR EDUCATION CENTER” prepared by YASIR, SADAF & ZAHAB has met the required standard for submission in partial fulfillment of the requirements for the award of Bachelor of Science (COMPUTER SCIENCE) at Bahria University.

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VR EDUCATION CENTER

ABSTRACT

With the latest advancement in technology, Virtual Reality (VR) has become popular among common people due to its futuristic merging of both physical and virtual worlds. Although VR technology has been incorporated by several industries around the world for a variety of uses, its scope in Pakistan is still less expanded. The education system in our country mainly revolves around an outdated curriculum which is the primary reason why children take less interest in improving their concepts. To make education not only interesting but a preferable learning experience, we have laid the stone for a VR-based educational game called VR Adventures. This game will cover some of the most integral academic topics by offering an environmental tour related to it. The game aims to change the entire academic boundaries by taking learning out of classrooms.

Keywords: *Virtual Reality, educational system, outdated curriculum, learning experience, educational game, VR Adventures, academic topics, academic boundaries.*

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