International Research Journal of Engineering and Technology (IRJET) e-ISSN: 2395-0056
Volume: 11 Issue: 04 | Apr 2024 www.irjet.net p-ISSN: 2395-0072

AR-based interactive Learning Software using Vuforia & Unity 3D

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***Abstract*— The implementation of Augmented Reality (AR) technology for making virtual simulation teaching resources and platforms is increasingly recognized as a pivotal method for practical instruction across multiple fields. The platform encompasses functional components such as engine system principal analysis, demonstrative videos delineating engine component structures, disassembly training for engine components, and an extensive AR resource repository. This initiative is dedicated to advancing educational tools through the integration of AR technology, particularly employing Vuforia and Unity 3D. The software aims to revolutionize conventional learning methods by delivering users an immersive and interactive educational journey. Unity 3D acts as the primary development platform, seamlessly incorporating Vuforia, a potent AR SDK facilitating real-time object recognition and tracking. Moreover, the project prioritizes user-friendly features, furnishing educators with an intuitive interface to effortlessly create and adapt AR-enhanced lessons. Additionally, the software's compatibility across a broad spectrum of devices, encompassing smartphones and tablets, ensures accessibility for users on diverse platforms. This inclusive approach amplifies the software's potential to engage a varied audience and enrich the overall learning experience.**

Keywords— ***Immersive, interactive, educational AR software powered by Vuforia and Unity 3D.***

I. INTRODUCTION

AR-based interactive learning software, utilizing Vuforia and Unity 3D, introduces virtual objects into the real world to enhance the learning experience. The concept involves studying science through the interaction with 3D models of cells or exploring ancient history by virtually visiting historical sites. With Vuforia's AR technology and Unity 3D's game engine, students can employ their smartphones to animate their lessons, transforming learning into an engaging and memorable process. The software's adaptability to various learning styles enables students to learn at their own pace and in a manner that suits them best. Whether in a classroom setting or at home, this AR learning software holds the potential to revolutionize education, making it more interactive, accessible, and enjoyable for learners across all age groups. Additionally, the software supports personalized and adaptive learning experiences, catering to a diverse range of learning styles and preferences.

II. LITERATURE SURVEY

[1] presented by an AR-Based Case Study of Using Textual and Collaborative Scaffolding for Students with Different Self-Efficacy to Learn Lever Principles Augmented Reality (AR) technology has emerged as a promising tool for revolutionizing traditional educational practices, offering more engaging and interactive experiences. AR-based interactive learning software, developed using Vuforia and Unity 3D, represents a significant advancement in this direction. Vuforia serves as a widely recognized AR development platform, while Unity 3D stands out as a powerful game engine. Together, they enable the creation of immersive educational content that seamlessly integrates virtual elements into the real world. This software empowers students to visualize complex concepts in three dimensions, manipulate virtual objects, and explore interactive environments, thereby enhancing their comprehension and retention of the subject matter.

[2] presented by AR-based interactive learning software offers a significant advantage by catering to diverse learning styles and preferences. It provides personalized and adaptive learning experiences, allowing each student to learn at their own pace and in a manner that aligns with their preferences.

Moreover, this software has the potential to enhance accessibility and inclusivity in learning, as it can be accessed from anywhere using mobile devices or AR glasses. This flexibility enables students to engage with educational content conveniently, whether in the classroom, at home, or while traveling.

[3] presented by AR-based interactive learning software facilitates collaborative learning experiences, where students engage in projects and activities within a virtual environment. This fosters teamwork and communication skills while promoting a sense of community and belonging. Additionally, the software enables the creation of real-world simulations and scenarios, allowing students to apply their knowledge and skills practically. This hands-on approach enhances student engagement and motivation, ultimately resulting in improved learning outcomes.

[4] presented by AR-based interactive learning software utilizing Vuforia and Unity 3D has the potential to transform education by offering immersive, personalized, and collaborative learning experiences. Through the utilization of AR technology, this software enhances engagement, accessibility, and effectiveness in learning, empowering students to reach their maximum potential.

III. SYSTEM ARCHITECTURE

AR-based interactive learning software utilizing Vuforia and Unity 3D is designed to seamlessly integrate various components to deliver a cohesive user experience. At its core, the software leverages Vuforia's computer vision capabilities to recognize and track real-world objects and surfaces, enabling the overlay of virtual content in the user's environment. Unity 3D serves as the development platform for creating the interactive 3D content and experiences that users engage with. The software also incorporates modules for user input, allowing students to interact with virtual it includes components for content management, enabling educators to create, upload, and organize educational materials.

Proposed System

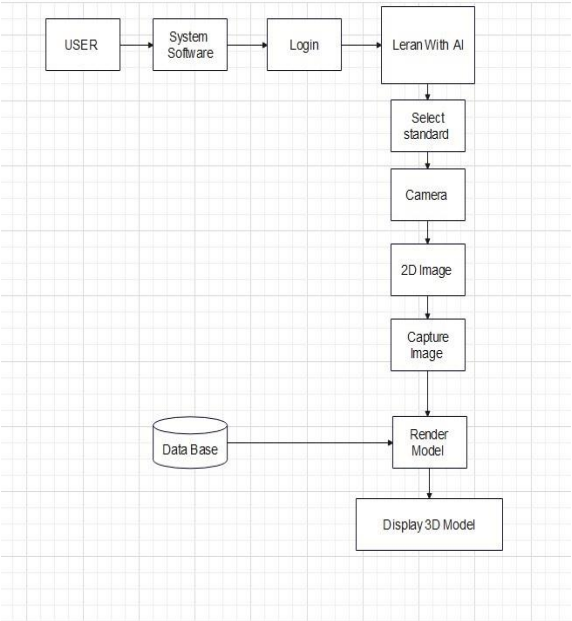


Fig 1. Proposed System of AR-Based Interactive Learning Software

It includes a user-friendly interface for seamless interaction, leveraging Vuforia's image recognition and tracking for AR content overlay. Unity 3D integrates 3D models and animations, enhancing engagement. The system allows educators to upload and manage content easily, providing students with access to a variety of interactive learning materials. Users can interact with virtual objects using gestures or touch inputs, promoting a hands-on learning experience. Additionally, the system includes assessment features for tracking student progress and providing feedback. Overall, the proposed system aims to revolutionize education by making learning more engaging, accessible, and effective through AR technology.

A. System flow

Activity diagrams show how tasks or procedures move through the software. In an augmented reality learning environment, they are useful for imitating complex connections.

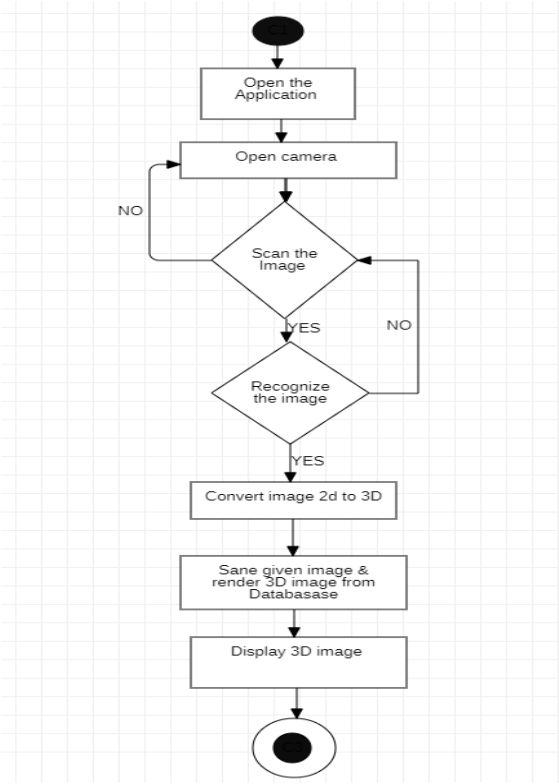


Fig 2. System Flow of AR-Based Interactive Learning Software

B. Working

1. App Launch: To get started, the user opens the program on their phone, which starts the process of logging in to their account. By doing this, you can make sure that the user's preferences and progress are kept for use in future sessions.

2. Login: After entering their credentials, the user gains access to the main interface of the application, where they can select different modules based on their grade level or subject of interest.

3. Module Selection: Upon selecting the first standard module, the application loads the corresponding content, which may include interactive lessons, quizzes, and activities designed for students at that level.

4. Scanner Activation: Within the module, the user activates the scanner feature, which utilizes the phone's camera to scan images from their first standard textbook.

5. Image Recognition: The application uses image recognition technology, such as Vuforia, to identify the scanned image from the textbook.

6. 3D Conversion: Once the image is recognized, the application converts the 2D image into a 3D representation using Unity 3D. This process involves creating a digital 3D model based on the characteristics and details of the 2D image.

7. Display: The converted 3D image is then displayed on the user's device screen in an augmented reality (AR) format. The user can interact with the 3D image, rotate it, zoom in or out, and explore its details in a more immersive and engaging way.

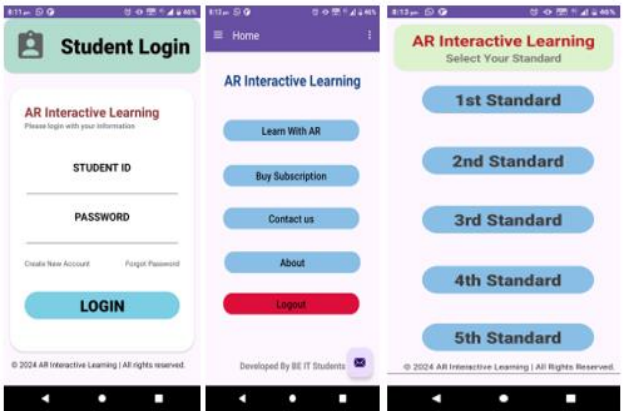
8. Educational Value: This application enhances the learning experience by providing students with a visual and interactive representation of concepts from their textbooks. It helps in better understanding and retention of the material, making learning more enjoyable and effective.

9. Feedback and Assessment: The application may also include features for providing feedback and assessing the user's understanding of the 3D models. This could be in the form of quizzes, questions, or interactive elements that test the user's knowledge and skills.

10. Future Development: In the future, the application could be expanded to include more modules for different grade levels and subjects, as well as additional features to further enhance the learning experience.

IV. RESULT

The implementation of AR-based interactive learning software resulted in heightened student engagement, evident through increased participation, extended task durations, and enhanced enthusiasm for learning. This innovative approach led to improved learning outcomes, notably in subjects requiring visual and spatial comprehension, with students demonstrating significant gains in knowledge retention and understanding of complex concepts.



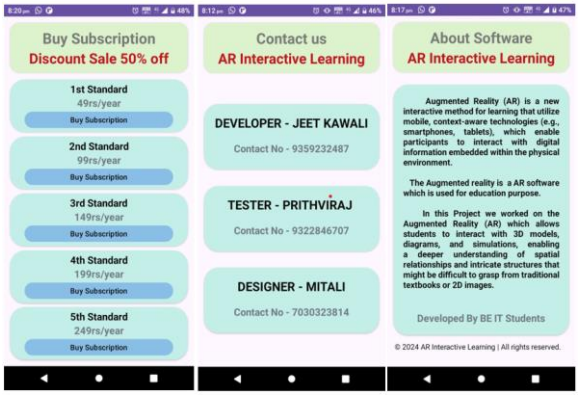


Fig 3. GUI of AR-Based Interactive Learning Software

In Fig.3 the screenshots of the user interface for an interactive learning software based on augmented reality. When the user first logs in using their username and password, a new page labelled "learning with AR" opens. Clicking on it allows the user to view several standards. By capturing the 2D image, users can view 3D photos or models after selecting the standard they want.

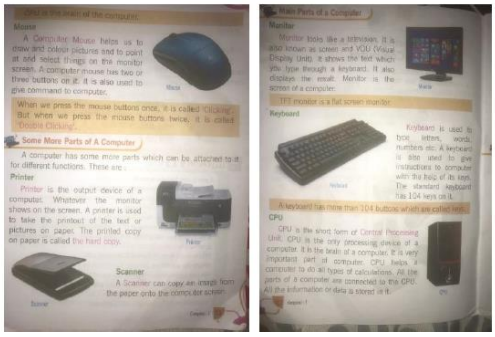


Fig 4. Book Images of AR-Based Interactive Learning Software

In Fig.4 To scan a photograph and get a 3D model, use these book images, also known as 2D images. In essence, a camera or scanner detects the picture and produces an output in the form of a three-dimensional image.

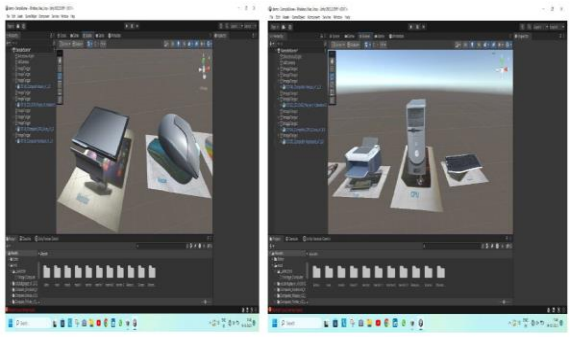


Fig 5. 3D Models of AR-Based Interactive Learning Software

In Fig.5 this is the three-dimensional model. To help students improve their abilities and engage with models, we are creating this model for educational purposes. The model will be kept in a database. The user looks at the book image first. The user can then view the actual 3D model after the scanner has detected the image and rendered the 3D image from the database.

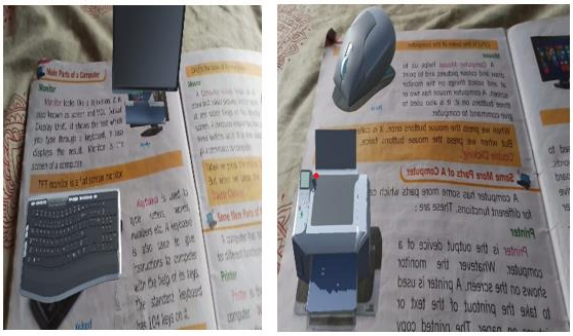


Fig 6. Working 3D Model of AR-Based Interactive Learning Software

Fig 7. Working 3D Model of AR-Based Interactive Learning Software

The Interactive Learning Software that uses Unity 3D is the basis for the above screenshot. The user scans the image first. The system will then verify the kind of image that is present. The system will retrieve the 3D model from the database and check out the situation. Additionally, the technology will show 3D models, which will improve students' educational abilities. The result is produced similarly to Fig.6 and Fig.7. We created this software with teaching in thoughts, allowing students to improve their abilities and engage with the model with ease.

V. CONCLUSION

Augmented Reality (AR) based Interactive Learning Software is a transformative tool in education, utilizing AR to enhance traditional teaching methods and create immersive learning experiences. This technology brings abstract concepts to life by

overlaying digital information onto the physical world, aiding students in understanding complex topics and their real-world applications. AR learning tools are versatile, and accessible on devices like smartphones, tablets, and AR glasses, making education more inclusive and flexible across different environments. Shared AR content promotes teamwork and communication skills, while its value is particularly evident in teaching practical skills, allowing students to practice surgeries, simulate assembly processes, and engage in real-world language immersion, catering to various educational needs.

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