

Augmented Reality-Based Electronic Components Detection and Education

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Abstract: *Augmented Reality is changing education in a very amazing way and it brings a new technical dimension to teaching and learning practices through amazing visualization of the real world in an interactive environment made out of technology. We know that Visualization is very much needed in present times of education but many students are lacking it. So, to improve visualization, augmented reality (AR) is used. AR is helping us to change the present way of learning in the classroom in more fun yet technical way with a great boost to imagination and visualization. In this project, we are proposing a new project in unity in which we have to import the Vuforia unity interfacing package into the unity setup. On importing this we get assets from Vuforia to unity which contain the AR components which are used to develop AR applications. Compared to 2D applications we will have a better experience using AR applications which will include 3D modules and, in this application, all the teaching topics can observe in the 3D graphical images. Augmented reality is not limited there is still more to this, we can combine AR with other realities and even artificial intelligence to make it more reliable and efficient. The future of technology is going to specially emphasize AR and its other dimensions, it's going to be all about technology sooner or later so it's our general approach to make education more fun and effective for our present and future generations.*

Keywords: Augmented reality, 3D visualization, android application

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