

## VRthere

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**ABSTRACT:**VR known as Virtual Reality has evolved or advanced from clunky wired head mounted displays that are driven by million dollar computers to wireless head mounted displays that can be used with PC and mobile phones and has extended from the scientific field to engineering, military, entertainment. There are few Virtual Reality platforms which are used in Education especially in the field of vocabulary building or English Communication in tough Situations, so a Virtual Reality Platform where a student can get into a realistic scene of an auditorium and getting used to tough situation will help his vocabulary building, vanishing his stage fright and the most important thing making learning FUN.

**1. INTRODUCTION:**Virtual reality was first used in 1980s when Jaron Lanier founder of vpl research that used gear, goggles and glove to simulate a virtual environment. But even before that technologist for developing simulated environment, one such milestone was sensorama in 1956 and then in 1965 another inventor, Evan sutherland offered the world the ultimate display, a

HMD that will serve as a window to the virtual world. The 1970s and 1980s were the times when much optical advancement ran parallel with projects that worked on haptic devices and other devices that would allow you to move freely in the virtual space.

Today's current virtual reality owes a lot to the inventors of the past six decades without their exploits it would have been impossible for us to reach this stage. "VRthere" is an app that can be used to improve the English communication; It is even more helpful for students who usually tend to phase out while speaking in front of audience. "VRthere" will provide a virtual auditorium kind of environment when student can practice all they want which help them to get use to speak in front of audience without fear. "VRthere" will also help the student or anyone speak boldly in front the interviewer during job hunt. To put it bluntly it's more like a practice that will prepare a student face situations like speaking in front of large audience which he/she might never have faced.

**2. LITRETURE SURVEY:** Inmind Vr2 is an adventure game which places emphasis on the chemistry behind human emotions, this game s greatly inspired by pixar/disney movie known as inside out and love heims's theory of emotions. Titan of space is an application which provides an interactive way to teach your students about the solar system. In this guided tour of our solar system all the planets or object are actually shrunk down to 1 millionth of their actual size, in this VR experience the user can explore through the stars and there will be also be beautiful and dynamic soundtrack.

There exist so few VR apps in education especially for improving English communication skills. One of the biggest problem faced by humans is that we tend to black out while speaking in front of audience or in front of an interviewer this is to especially for students who are giving presentation in front of investors for the start-up company during the process of interview if they black out due to nervousness, fear or due to lack of confidence they will lose the chance that was given to them and also improve their communication.

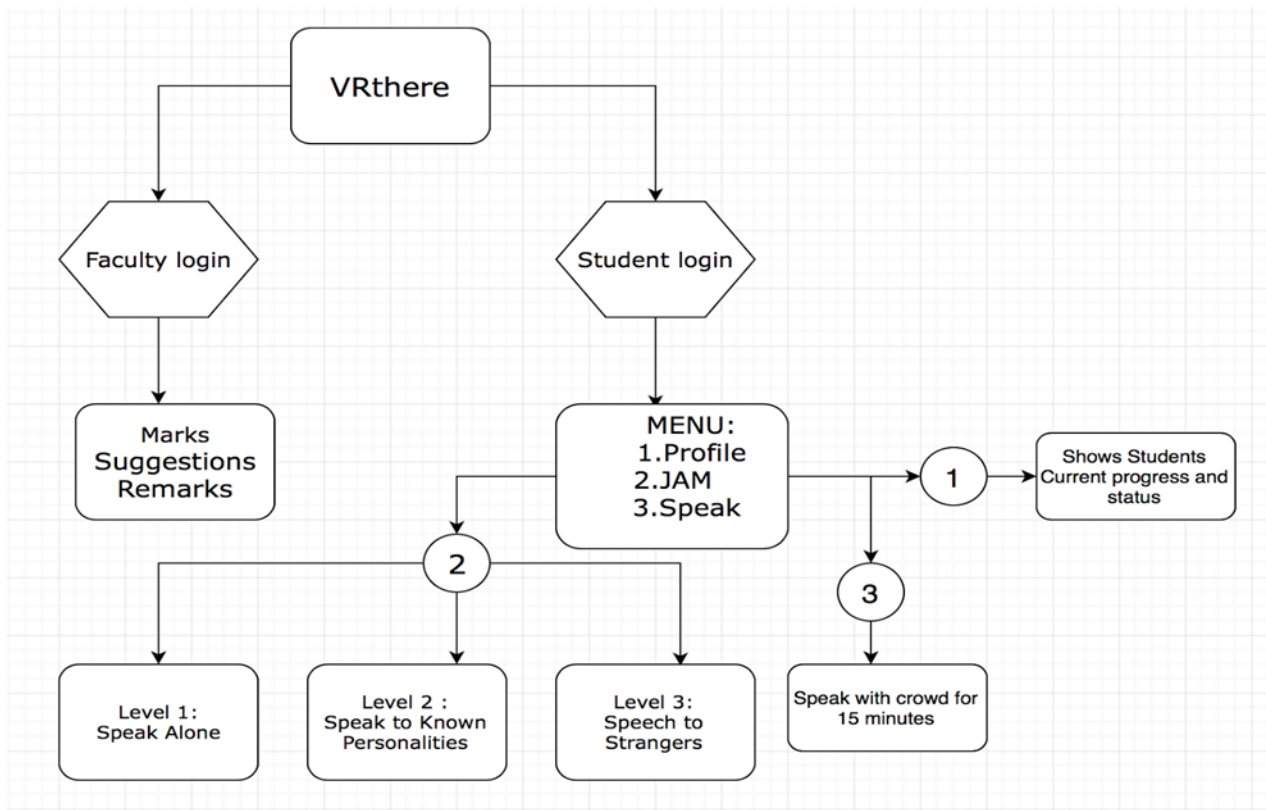
**3. METHOD & ANALYSIS:** This application can be used by the students only after they have registered, upon their registration they have to login once that's done the student will be directed to the home page where the students will have to select a scene, wear a head mounted display once the scene is generated the student will feel as if he/she is in an real auditorium, now the students has

turn 180 degrees back and they will see a board which have topics upon which they have to speak on for a given period and each of this topics will have levels for example level 0 will have no audience, so as the levels increase no of audiences will also increase and based on how they speak the concerned faculty will award marks to the students which can be seen by the students within the app. This will be helpful for the students to know where they stand in terms of English vocabulary and thus they can improve their English communication.

In order to create a virtual auditorium one can animate it with the help of unity3d or if they want to create a more realistic auditorium they can use a high specs camera and take a 360 picture of an auditorium then use unity to make it like a world which the user can see with the help of VR.

Unity is a cross platform game engine developed by unity technologies that supports 2D & 3D graphics, drag and drop functionality, scripting using c# and is primarily used to develop two dimensional and three dimensional games and simulations for computers, mobiles consoles etc

First we have to create a sphere, rectangle etc. it's the users choice while using unity, upon creation of the sphere we will have to place the scene (auditorium) into it, then the most important things is place the capsule ( camera) which will act as the user eyes when viewing the virtual auditorium and finally the props such as tables, chairs etc. which will be occupied by animated people and once this is all done it will be deployed in an app which can be developed with the help of android studio



The above diagram show how the application works.

## 4. REQUIREMENT SPECIFICATION

- The user should be able to use the app from any type of smart phone.
- A simple user friendly interface will be provided.
- The English faculty should be able to marks and suggestion for each student individually in the app itself.
- The students should be able to view his/her marks and suggestions given by the faculty.
- The virtual auditorium should be as realistic as possible

**CONCLUSION:** After careful analysis it is evident that humanity in entering into the next phase of the digital era where our thoughts our imaginations can be made into an eventuality through virtual reality thereby making our life a lot more fun.

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