



MALLA REDDY COLLEGE OF ENGINEERING

(Approved by AICTE-New Delhi, Affiliated to JNTUH-Hyderabad)

Recognized under Section 2(f) & 12(B) of the UGC Act 1956,

An ISO 9001:2015 Certified Institution.

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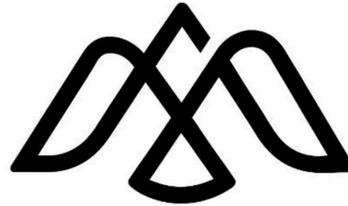
A Report of

“Augmented Reality & Virtual Reality Workshop And Figma Workshop”

Organized by

Department of CSE (ARTIFICIAL INTELLIGENCE & MACHINE LEARNING)

In Association with Plexus Club



Date : 20-02 -2026 to 25-02 -2026

Venue : TPO Cell, MRCE



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ABOUT THE INSTITUTION



MALLA REDDY BLOCK-A

Malla Reddy College of Engineering (Formerly CM Engineering College) has been established under the aegis of the Malla Reddy Group of institutions in the year 2005, a majestic empire, founded by chairman Sri. Ch. Malla Reddy. He has been in the field of education for the last 21 years with the intention of spearheading quality education among children from the school level itself.

Since the beginning Mr. Malla Reddy has endeavoured to ensure quality education and carved a niche for himself by managing this group of institutions.

Malla Reddy College of Engineering has been laid upon a very strong foundation and has ever since been excelling in every aspect. The bricks of this able institute are certainly the adept management, the experienced faculty, the selfless non-teaching staff and of course the students.



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INSTITUTION VISION:

To emerge as a centre of Excellence for producing professionals who shall be the leaders in technology innovation, entrepreneurship, management and in turn contribute for advancement of society and human kind.

INSTITUTION MISSION:

- To provide an environment of learning in emerging technologies.
- To nurture a state of art teaching learning process and R&D culture.
- To foster networking with Alumni, Industry, Institutes of repute and other stakeholders for effective interaction.
- To practice and promote high standards of ethical values through societal commitment.

VISION OF THE DEPARTMENT

- To teach excellence education for undergraduates in the field of Artificial Intelligence and Machine Learning in the technological-embedded domain and make professionals who help the better cause of society.

MISSION OF THE DEPARTMENT

- Impart demanding training to create knowledge through the state-of-the-art ideas and skills in Artificial Intelligence and Machine Learning.
- Facilitate the students to adapt to the rapidly changing technologies by providing cutting-edge laboratories and facilities.
- Kick off the research and training, paying special attention to the essential skills of the subsequent generation's workforce.



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ABOUT CSE (AI&ML) DEPARTMENT



CSE-ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

The Department of Artificial Intelligence and Machine Learning (AI&ML) was founded in 2020 with the goal of providing high-quality higher education to as many students as possible and to satisfy the enormous need for highly trained professionals in the industry. The Department of AI&ML offers a B. Tech program in Computer Science and Engineering (Artificial Intelligence and Machine Learning). The curriculum is created to give students a firm foundation in AI and ML principles and concepts as well as practical experience in handling situations from the real world. Programming languages, computer architecture, machine learning, natural language processing, artificial intelligence, and deep learning are some of the department's core subjects. Students are continuously trained with an attitude of excellence to overcome automation challenges across all industries and provide new context and background to improve the agile process with the assistance of great laboratory facilities and well-qualified faculty members. Because of the program's interdisciplinary nature, it draws on knowledge and coursework from many different disciplines, including computer science, mathematics, and statistics. Students will have the chance to take part in research projects in addition to the required courses, both inside the department and with other departments and organizations. Students who complete the B.Tech. programme in Computer Science and Engineering (Artificial Intelligence and Machine Learning) will be well-versed in the theories and methods of AI & ML and will be qualified for employment in a range of fields and positions, including data analysis, software development, and research.



PROGRAM OUTCOMES (POs)

Engineering Graduates will be able to:

- PO.1 **Engineering Knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- PO.2 **Problem Analysis:** Identify, formulate, review research literature, and analyse complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- PO.3 **Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- PO.4 **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- PO.5 **Engineering Tool Usage.** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- PO.6 **The Engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
- PO.7 **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- PO.8 **Individual and Collaborative Teamwork.:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- PO.9 **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
- PO.10 **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
- PO.11 **Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.



PROGRAM SPECIFIC OUTCOMES (PSO)

PSO1 - An ability to apply unconventional fundamental AI technologies, to citation information and deliver knowledge to intelligent decision-making systems.

PSO2 - An ability to grow an ethical and contemplative approach to the machine learning tools that can address complex reasoning tasks for the enhancement of society.

PROGRAM EDUCATIONAL OBJECTIVES (PEO)

PEO1 – Graduates will obtain robust knowledge in the field of artificial intelligence and machine learning theory and principles for classifying, examining and solving problems.

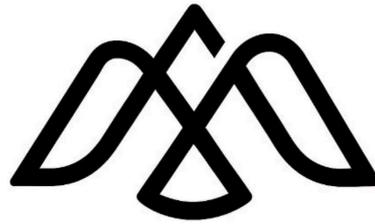
PEO2 – Graduates will upgrade skill to work efficiently within a squad and apply suitable practices within a skilled and ethical framework for societal needs.

PEO3 – Graduates will pursue higher education and accomplish sustainable growth through

Lifelong learning and research.



ABOUT PLEXUS



The Plexus Club envisions a dynamic, inclusive, and empowering community that nurtures the holistic development of every student. Rooted in the belief that education extends beyond the classroom, the club is committed to offering a comprehensive platform where students can explore a broad spectrum of interests — spanning technical, non-technical, creative, and athletic pursuits.

Our mission is to cultivate a vibrant environment where students are encouraged to step out of their comfort zones, unlock their potential, and actively engage in diverse opportunities. Whether it's through hands-on technical workshops, coding marathons, public speaking events, artistic showcases, sports tournaments, or leadership forums, Plexus is designed to be a space where talents are discovered, passions are pursued, and ideas come to life.

By fostering collaboration, innovation, and critical thinking, the club aims to equip students with essential skills that prepare them for both professional success and personal fulfilment. Emphasis is placed not only on academic and career-oriented growth but also on emotional intelligence, creative expression, and teamwork — qualities that define well-rounded individuals in today's interconnected world.

Ultimately, the Plexus Club aspires to be more than just an extracurricular space; it seeks to be a transformative journey. Through meaningful experiences, lasting friendships, and impactful projects, our members emerge as confident, compassionate, and competent contributors to their communities and industries.



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Constitution of INDIA-POSTER

  **MRCE**
HYDERABAD  **PLEXUS**
UNITED BY NERVES

Department of
CSE (ARTIFICIAL INTELLIGENCE & MACHINE LEARNING)
IN ASSOCIATION WITH PLEXUS
ORGANIZING

AR/VR Augmented & Virtual Reality

20th - 25th February

  **IGMA**
Workshop

Keynote Speaker:
Jatin E.
SWE 3 – Tech Lead | HashedIn by Deloitte
Data Engineering • AWS • AR/VR •
Extended Reality (XR)



CONVENER **CO - CONVENER** **ORGANIZERS**
Dr. Maram Ashok Dr. Anantha Raman G R Dr. V. Vivekanandan
Principal, MRCE Dean IQAC, HOD - CSE(AIML), MRCE Mr. R Venkatesh

 **DESIGN CLUB**



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ABOUT THE EVENT



INTRODUCTION TO AUGMENTED REALITY & VIRTUAL REALITY WORKSHOP:

The workshop on Augmented Reality (AR) and Virtual Reality (VR) introduces students to immersive technologies that are transforming digital interaction and user experience. It provides a structured platform where participants gain foundational knowledge of AR and VR concepts, tools, and development environments. The session bridges theoretical understanding with practical exposure through live demonstrations and experiential learning activities.

ENHANCING IMMERSIVE TECHNOLOGY SKILLS:

A key objective of this workshop is to strengthen students' practical skills in designing and developing AR and VR applications. Participants learn how immersive environments are created, how virtual objects interact with real-world elements, and how user engagement is enhanced through interactive simulations. Through hands-on demonstrations with VR devices and AR models, students gain clarity on the functioning and development process of immersive applications.

INTERACTIVE AND EXPERIENCE-BASED LEARNING:

The workshop emphasizes experiential learning by allowing students to directly engage with AR overlays and VR simulations. Participants explore how immersive technologies are applied in various domains such as gaming, healthcare, education, architecture, and industrial training. This interactive approach enhances conceptual understanding and promotes innovation-driven thinking.

APPLICATION OF THEORY TO REAL-WORLD SCENARIOS:

The session focuses on connecting academic concepts such as programming logic, 3D modeling, and user interaction design to real-world AR and VR solutions. By analyzing

case studies and practical demonstrations, students understand how immersive technology is implemented in industry-oriented projects and emerging digital ecosystems.

TECHNOLOGY-DRIVEN IMMERSIVE DEVELOPMENT ENVIRONMENT:

The workshop highlights modern tools, development platforms, and software frameworks used in AR and VR creation. Participants are introduced to development environments, simulation tools, and deployment basics, demonstrating how immersive technology is shaping the future of digital transformation across industries.

BUILDING FUTURE-READY INNOVATORS:

Finally, the workshop aims to nurture creativity, technical competence, and problem-solving skills among students. By engaging with AR and VR technologies, participants develop industry-relevant knowledge and confidence to explore careers in immersive technology, game development, digital simulation, and innovation-driven domains.



BRIEF OVERVIEW OF THE WORKSHOP



The Department of Computer Science and Engineering (Artificial Intelligence & Machine Learning), in association with the Plexus Club, successfully organized a Workshop on **“Augmented Reality (AR), Virtual Reality (VR) and Figma”** at Malla Reddy College of Engineering. The workshop was designed to provide students with foundational knowledge and practical exposure to immersive technologies and modern UI/UX design tools, bridging the gap between theoretical learning and real-world digital innovation.

The AR and VR sessions introduced participants to the core concepts of immersive technologies, including how augmented reality overlays digital elements onto real-world environments and how virtual reality creates fully simulated interactive spaces. Students explored real-time demonstrations, use cases, and industry applications in areas such as gaming, healthcare, education, architecture, and simulation-based training. The hands-on exposure enabled participants to understand how immersive experiences are designed, developed, and implemented using contemporary tools and platforms.

Alongside immersive technology, the **Figma Workshop** focused on user interface and user experience (UI/UX) design principles. Students learned how to create wireframes, design visually appealing interfaces, develop interactive prototypes, and apply design elements such as typography, color schemes, and layout structures. The session emphasized the importance of user-centered

design and demonstrated how effective interface planning enhances the success of AR, VR, and other digital applications.

Through interactive activities, guided demonstrations, and practical exercises, students gained valuable insights into both immersive development and digital design workflows. The workshop enhanced creativity, technical competence, and problem-solving abilities, preparing participants to explore emerging opportunities in immersive technologies, UI/UX design, and innovation-driven digital development.



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Aim, Purpose and Importance:



AIM OF THE WORKSHOP:

The primary aim of the **AR, VR and Figma Workshop** conducted at Malla Reddy College of Engineering was to equip students with foundational knowledge and practical exposure to immersive technologies and modern UI/UX design tools. The workshop intended to bridge the gap between theoretical concepts and real-world application by introducing students to Augmented Reality (AR), Virtual Reality (VR), and interface design using Figma. It aimed to enhance creativity, technical competence, and innovation skills by enabling participants to understand how immersive experiences and user-centric digital interfaces are designed and developed.

PURPOSE OF THE WORKSHOP:

The purpose of the workshop was to provide hands-on experience in AR and VR technologies while simultaneously strengthening students' understanding of user interface and user experience (UI/UX) design principles. The program sought to familiarize participants with development environments, design workflows, prototyping techniques, and real-time applications of immersive technology. By integrating AR, VR, and Figma, the workshop encouraged students to think critically about how technology and design combine to create impactful digital solutions.

IMPORTANCE OF THE WORKSHOP:

The workshop holds significant importance in today's technology-driven world, where immersive technologies and intuitive digital design play a crucial role across industries such as education, healthcare, gaming, architecture, and e-commerce. It helped students gain industry-relevant skills, improve problem-solving abilities, and understand emerging trends in digital innovation. By exposing learners to AR, VR, and Figma, the initiative prepared them to meet evolving technological demands and enhanced their readiness for careers in immersive development, UI/UX design, and next-generation digital transformation.





Summary of AR & VR Workshop:



The Department of Computer Science and Engineering (Artificial Intelligence & Machine Learning), in association with the Plexus Club, organized an insightful and hands-on **Augmented Reality (AR) and Virtual Reality (VR) Workshop** at Malla Reddy College of Engineering. The session was delivered by **Jatin E** from Deloitte Hashedin, who brought valuable industry expertise and practical insights into immersive technologies.

The workshop aimed to introduce students to the fundamentals of AR and VR, highlighting how these technologies are transforming digital interaction across industries. The resource person provided a comprehensive overview of how Augmented Reality enhances the real-world environment by overlaying digital content, while Virtual Reality creates fully immersive, computer-generated experiences. Through engaging explanations and live demonstrations, students gained clarity on the working principles, development environments, and real-world applications of immersive technologies.

The session emphasized the growing significance of AR and VR in sectors such as healthcare, education, gaming, architecture, retail, and industrial training. Students were exposed to real-time case studies and practical implementation strategies, enabling them to understand how immersive solutions are designed and deployed in professional settings. The workshop also shed light on

emerging career opportunities and the skill sets required to excel in the field of immersive technology development.

Interactive discussions and demonstration-based learning made the session highly engaging and informative. Students actively participated, clarified doubts, and explored how programming logic, 3D modeling, and user interaction design contribute to building immersive experiences. The guidance provided by the resource person helped bridge the gap between academic knowledge and industry practices.

Overall, the AR and VR Workshop proved to be a valuable academic initiative that enhanced students' technical awareness, creativity, and innovation mindset. The session not only strengthened their understanding of immersive technologies but also inspired them to explore future opportunities in AR/VR development and digital transformation domain





Summary of Figma Workshop:



The Department of Computer Science and Engineering (Artificial Intelligence & Machine Learning), in association with the Plexus Club, successfully conducted a **Figma Workshop** at Malla Reddy College of Engineering. The session was organized and delivered by the **Design Club of Plexus**, aiming to introduce students to the fundamentals of User Interface (UI) and User Experience (UX) design using Figma, a leading collaborative design and prototyping tool.

The workshop provided a comprehensive overview of design principles, including layout structuring, typography, color theory, spacing, and visual hierarchy. Participants were guided through the process of creating wireframes, designing user-friendly interfaces, and developing interactive prototypes. The session emphasized the importance of user-centered design and demonstrated how effective planning and creativity contribute to building impactful digital products.

Through live demonstrations and hands-on activities, students gained practical experience in designing mobile and web application interfaces. The Design Club mentors explained how design thinking plays a crucial role in enhancing usability and improving overall user satisfaction. Participants also learned about collaboration features in Figma, enabling team-based design workflows and real-time project sharing.

Overall, the Figma Workshop was an engaging and skill-oriented session that enhanced students' creativity, design awareness, and technical proficiency. It provided valuable exposure to modern UI/UX practices and empowered participants to confidently design visually appealing and functional digital interfaces aligned with current industry standards.



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Glimpse of Workshop:





CONCLUSION



The workshop on “AR & VR and Figma” concluded on a highly impactful and engaging note, leaving participants with a strong sense of creativity, technical confidence, and practical exposure to emerging technologies. The session served not only as a platform for knowledge sharing but also as a transformative learning experience that encouraged students to rethink their approach toward digital design and immersive application development. Throughout the workshop, the importance of innovation,

user-entered design, and experiential learning was clearly emphasized, highlighting how AR/VR and UI/UX tools can be effectively combined to create meaningful solutions.

The insightful addresses by the Principal, Head of the Department, and IIC Dean laid a strong foundation for the workshop, showcasing the institution’s commitment to fostering a technology-driven and innovation-focused academic environment. Their words inspired students to actively engage in skill development, explore creative technologies, and participate in practical learning experiences. The expert session delivered by the resource person provided valuable insights into real-world applications of AR and VR, along with hands-on training in Figma for designing intuitive and interactive user interfaces.

One of the key takeaways from the workshop was the understanding that technical knowledge alone is not sufficient without strong design and visualization skills. Students learned how to approach problems creatively, develop user-friendly designs, and build immersive experiences that are both

innovative and practical. The session also reinforced the importance of adaptability, continuous learning, and creative exploration as essential qualities for future professionals in the evolving tech landscape.

The active participation of students reflected their enthusiasm to learn beyond traditional classroom methods. The interactive and hands-on nature of the workshop ensured high levels of engagement, making the session both effective and enjoyable.

In conclusion, the workshop stood as a successful academic initiative that aligned perfectly with the AIML Department's vision of nurturing innovative, industry-ready, and future-focused professionals. It not only enhanced students' technical and design capabilities but also instilled a mindset of creativity, confidence, and continuous growth. The event truly reflected the spirit of innovation and practical learning, leaving a lasting impact on all participants.

“Design Thinking Critical Thinking & Innovation Design”

**Successfully organized and completed with support of Principal, Head of Department,
Faculty Coordinators, and Student Coordinators**

Signature

Patron/ Principal

:



Head of Department

:



Faculty Coordinators

:



Student Coordinators

:



THANK YOU!!