



Event Outcome Report

Summary of Events (Month-wise)

S.No.	*Type of Event		Name of Event (Latest first)	Date (from-to) (YYYY/ MM/DD)	Duration (days)	Pg. No. (from-to)
	Category	Metric No.				
1	Workshop		AR-VR Workshop	20 th , 21 st & 22 nd February, 2026.	3 day	1-5

* **Type of Events-** Please categorise as per the applicable NAAC AQAR Metric No. (AQAR manual attached for reference)

Category would also include Conferences, Seminars, FDP, MDP, SDP, Guest Lectures, Webinars, Industrial Visits, and any other events, with their respective metric no.



Event Outcome Report

1. **Topic/ Title of Event:** *AR-VR Workshop*
(Refer to the Indicative List of Events)

2. **Type of Event:** (*Annex* the brochure/ information manual) (tick ✓ the appropriate box)

Conference		Seminar		FDP		SDP		Others, Specify	
Guest Lecture		Webinar		MDP		Industrial Visit		✓	

Others, Specify _____

3. **Date/ Duration of Event Date:** (YYYY/ MM/DD) to (YYYY/ MM/DD): 2026/02/20,2026/02/21 & 2026/02/22; 3 day

4. **Mode** (tick ✓):

Online		Offline	✓	Blended	
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5. **Collaboration, if any.**

Name of Organisation	SIU	Outside SIU
Sponsorship, if any	None	

6. **Objective of Event:**

- a. To promote **collaborative problem-solving** through a hackathon-based learning approach.....
- b. To bridge the gap between **academic learning and industry requirements** in immersive technologies.....
- c. To introduce participants to the fundamentals and advanced concepts of AR/VR and Extended Reality (XR) technologies.

7.**Event contributing to SDGs (Global/ National/ Regional/ Local requirement). Yes/ No** *Yes.*

RealityForge XR contributes to the **United Nations Sustainable Development Goals (SDGs)** by supporting **SDG 4 (Quality Education)** through hands-on learning in AR/VR technologies, **SDG 8 (Decent Work and Economic Growth)** by enhancing industry-relevant skills and employability, and **SDG 9 (Industry, Innovation and Infrastructure)** by fostering innovation through immersive technology development. Additionally, it aligns with **SDG 10 (Reduced Inequalities)** by providing inclusive access to advanced digital education and **SDG 17 (Partnerships for the Goals)** through collaboration between academic institutions, industry, and professional bodies, thereby addressing global, national, regional, and local development needs.

8.**Event usefulness leading to - Employability/ Entrepreneurship/ Skill Development/ IPR/ Innovation/ Professional Ethics/ Gender/ Environment etc.** **Yes/ No** *The event is*

*The event **RealityForge XR** is highly useful in promoting **skill development** by providing hands-on training in AR/VR and XR technologies, thereby enhancing **employability** through exposure to industry-relevant tools and real-world problem solving. It encourages **innovation and entrepreneurship** by enabling participants to ideate, prototype, and develop immersive technology solutions during the hackathon. The event also creates awareness about **IPR** through project ownership and originality, promotes **professional ethics** via collaborative teamwork and responsible technology use, supports **gender inclusivity** by offering equal participation*



opportunities, and indirectly contributes to the **environment** by encouraging digital and virtual solutions that reduce physical resource consumption.

Name of Faculty Coordinators: Mr. Sai Prashanth Mallellu

9.Resource Persons: Provide brief profile of resource person(s) in Brochure/ Information Manual

S.No.	Name and Designation	Organization
1.	Kommu Cyril	CEO and Founder InfyVerse Solutions
2.	Ms.Matta Praharsha	CTO InfyVerse Solutions

10.Total Number of Participants:

Students	Faculty	Staff	Total Participants
22	2	0	24

a. **Student Attendance** (Annex attendance details in the below-given format)

S.No.	Name of Student	PRN	Program & Sem
1.	Saranya Venna	25070721060	CSE&2 nd Sem
2.	Anwita Rudravaram	25070725002	CSE(AI-ML)&2 nd Sem
3.	Vrishub	25070725006	CSE(AI-ML)&2 nd Sem
4.	Aziz Fatima	25070721004	CSE(AI-ML)&2 nd Sem
5.	Tanishq singh sisodiya	2507072105	CSE&2 nd Sem
6.	Deepika Mishra	25070725009	CSE(AI-ML)&2 nd Sem
7.	D.Sanvy	25070721017	CSE&2 nd Sem
8.	Divyansh Motwami	25070721015	CSE&2 nd Sem
9.	Laxmi Chandrahaas Donthula	25070721016	CSE&2 nd Sem
10.	Subhanan Chatterjee	25070721054	CSE&2 nd Sem
11.	Gokul Sohan	25070721022	CSE&2 nd Sem
12.	Namish	25070721032	CSE&2 nd Sem
13.	Vivekananda	25070725007	CSE&2 nd Sem
14.	Mohammed Adnan	25070721037	CSE&2 nd Sem
15.	Pranav Ponnada	25070721043	CSE&2 nd Sem
16.	Narala Lakshman Reddy	25070721038	CSE&2 nd Sem
17.	Ravi Partha Saradhi	24070725037	CST&4 th Sem
18.	Mokshitha	24070722025	CSE(AI-ML)&4 th Sem
19.	Prachi	24070721027	CSE&2 nd Sem
20.	Anvi Trivedi	24070721006	CSE&2 nd Sem
21.	Rohini Sengupta	24070721034	CSE&2 nd Sem
22.	Spoorthi Pujari	25070721063	CSE&1 st Sem

b. **Faculty/ Staff Attendance** (Annex attendance details in the below-given format)

S.No.	Name Faculty/ Staff	Department
1.	Sai Prashanth Mallellu	Assisstant Professor



2.

*Kiran Siripuri**Assisstant Professor***11. Programme Schedule (Minute to Minute)****Day 1 – AR/VR Foundations & Orientation**

09:00–09:15 Registration and Welcome
09:15–09:30 Inauguration and Programme Overview
09:30–10:30 Introduction to AR, VR & XR Concepts
10:30–10:45 Break
10:45–12:30 Hands-on Session: AR/VR Tools and Platforms
12:30–13:30 Lunch Break
13:30–15:00 Practical Session: Creating Basic AR/VR Experiences
15:00–15:15 Break
15:15–16:30 Industry Applications and Case Studies
16:30–17:00 Q&A and Day 1 Wrap-up

Day 2 – Advanced AR/VR Development

09:00–09:15 Recap of Day 1
09:15–10:45 Advanced AR/VR Development Techniques
10:45–11:00 Break
11:00–12:30 Hands-on Session: Interactive XR Application Development
12:30–13:30 Lunch Break
13:30–15:00 Practical Session: UI/UX Design for XR
15:00–15:15 Break
15:15–16:30 Project Development and Mentored Practice
16:30–17:00 Review and Feedback Session

Day 3 – Project Presentation & Valediction

09:00–09:15 Project Guidelines and Evaluation Criteria
09:15–12:30 Final Project Development and Testing
12:30–13:30 Lunch Break
13:30–15:00 Project Presentations
15:00–15:30 Evaluation and Feedback
15:30–16:00 Certificate Distribution
16:00–16:30 Valedictory Session
16:30–17:00 Networking and Programme Closure

12. Description of Event (max. 250 words)

RealityForge XR is a comprehensive skill-development programme designed to introduce students to the rapidly evolving world of **Augmented Reality (AR), Virtual Reality (VR), and Extended Reality (XR)** technologies. The event aims to bridge the gap between theoretical knowledge and practical application by offering a structured blend of expert talks, hands-on sessions, and guided project development. The programme begins with an introduction to the fundamentals of AR/VR and XR, enabling participants to understand core concepts, hardware components, and real-world applications across industries such as education, healthcare, entertainment, manufacturing, and smart environments.

Participants are trained on industry-relevant tools and development platforms, allowing them to design, develop, and deploy immersive digital experiences. Advanced sessions focus on interactive XR application development, UI/UX design for immersive environments, and best practices in

creating user-centric virtual experiences. Mentored practice sessions encourage collaboration, problem-solving, and innovation, while reinforcing professional ethics and responsible technology usage. By the end of the event, participants develop functional XR-based mini projects, enhancing their technical competence, creativity, and confidence. **RealityForge XR** not only strengthens employability and entrepreneurial potential but also fosters innovation and lifelong learning, aligning with global sustainability and digital transformation goals.

13. Feedback Analysis (preferably create a graphical representation):

Tick (✓) to Scale on 1-10 (1 – unsatisfactory and 10 – exceptional)

	1	2	3	4	5	6	7	8	9	10
Overall Satisfaction										✓
Usefulness of Event										✓
Resource Persons										✓
Quality of Content										✓
Ease in attending (Offline/ Online/ Blended)										✓
Support at Event (Organizing team feedback)										✓
Accommodation (if availed)										✓
Handouts/ Study Material (if provided)										✓

14. Details of Achieved Outcomes (Whether the objectives were achieved and an inclusive environment was created?) (max 50 words)

The objectives of the event were successfully achieved by equipping participants with practical AR/VR skills and hands-on project experience. An inclusive learning environment was created by encouraging equal participation, teamwork, mentorship, and open interaction, ensuring accessibility and engagement for all participants regardless of background

15. Photographs/ Press Note/ Media Coverage:

Note: Max 2-4 geotagged-pics (please follow geo tagging guidelines issued by SIU)





SYMBIOSIS INSTITUTE OF TECHNOLOGY, HYDERABAD

Constituent of Symbiosis International (Deemed University), Pune

(Established under Section 3 of the UGC Act of 1956 vide notification number F-9-12/2001-U-3 of the Government of India)

Re-Accredited by NAAC with 'A++' Grade

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Signature & Name (QIC Coordinator)	Signature, Name & Seal (Director of Institute)

Director
Symbiosis Institute of Technology
Hyderabad-509 217.