INSTITUTE OF AERONAUTICAL ENGINEERING
(Autonomous)
Dundigal, Hyderabad - 500043, Telangana

COMPUTER SCIENCE AND ENGINEERING (AI & ML)

ATTAINMENT OF COURSE OUTCOME - ACTION TAKEN REPORT

Name of the faculty:	**Ms. T MANASA**	Department:	**Computer Science and Engineering (AI & ML)**
Regulation:	**IARE - R20**	Batch:	**2020-2024**
Course Name:	**Virtual Reality Laboratory**	Course Code:	**ACDC16**
Semester:	**VII**	Target Value:	**70% (2.1)**

Attainment of COs:

	Course Outcome	Direct Attainment	Indirect Attainment	Overall Attainment	Observation
CO1	Identify how modern VR handset "trick the brain" into believing it is somewhere else. in addition, create a 3D VR project targetting a device as simple as IOSAndroid cardboard.	3.00	0.00	3	Attained
CO2	Construct interactive VR game plays with advanced unity features, including Ray casting and Navigation(Path finding).	3.00	0.00	3	Attained
CO3	Extend how to add support for Game controllers and Cardboard "Screantouch" button. Students will be use unity remote to test things in the editor.	3.00	0.00	3	Attained
CO4	Explain take advantge of unity 3 events to trigger actions an interactive objects , including loading scenes. Students will be able to create interactive head's up 3D user interfaces.	3.00	0.00	3	Attained
CO5	Make use of VR supported hardware like oculas Rift and HTC Vive. Create an environment and setup game mode how it works with unreal engine4. Lern to build beautifull virtual reality experiences.	3.00	0.00	3	Attained
CO6	Build a game in unreal engine-virtual realitu space shooten game combined with real time strategy with study focus on cooperation and coordination among the team members during game-play.	3.00	0.00	3	Attained

Action Taken Report: (To be filled by the concerned faculty / course coordinator)

Course Coordinator **Mentor** **Head of the Department**

Head of the Department
Artificial Intelligence & Machine Learning
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