



COMPUTER SCIENCE AND ENGINEERING (AI&ML) ATTAINMENT OF COURSE OUTCOME - ACTION TAKEN REPORT

Name of the faculty:	Mr. PULI VINAY KUMAR	Department:	Computer Science and Engineering (AI&ML)
Regulation:	IARE - UG20	Batch:	2022-2026
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 headset "trick the brain" into believing it is somewhere else. In addition, create a 3D VR project targeting a device as simple as IOS/Android 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 "Screentouch" button. Students will be use unity remote to test things in the editor.	3.00	0.00	3	Attained
CO4	Explain take advantage of unity 3 events to trigger actions on 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 Oculus Rift and HTC Vive. Create an environment and setup game mode how it works with Unreal Engine 4. Learn to build beautiful virtual reality experiences.	3.00	0.00	3	Attained
CO6	Build a game in Unreal Engine - virtual reality space shooter 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
CSE (Artificial Intelligence & Machine Learning)
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