Vidya Vikas Education Society's

Vikas College Of Arts Science & Commerce

Report on Certification Programs at Vikas College of Arts, Science & Commerce in Collaboration with Infosys Springboard for the academic year 2022-23

Vikas College of Arts, Science & Commerce, in partnership with Infosys Springboard, has successfully conducted numerous certification programs for students, completely free of charge. This initiative is part of Infosys' Corporate Social Responsibility (CSR) efforts, aimed at enhancing students' skills and knowledge in various domains.

The process begins with students registering for the program through the college. Upon registration, they are provided with login credentials that grant them access to the course material. The courses span a wide range of subjects, helping students develop both technical and soft skills, preparing them for future career opportunities.

For evaluation, students must secure a minimum of 70% to be eligible for certification. In case they do not achieve the required score, they are given the opportunity to retake the test, ensuring that all students have a fair chance to succeed.

This collaboration has empowered students by providing them with valuable industry-recognized certifications, boosting their employability and skillset.

Name of the program: Building levels of VR program

Date:

- ➢ Students can complete the certification program at their convenience, with the flexibility to choose **different dates** that fit their schedules.
- ➢ They have the freedom to log in and access video lectures anytime, from anywhere, ensuring a seamless learning experience that adapts to their needs.

List of students participated and completed the course:

Curriculum:

➤ **Introduction to Virtual Reality:** Overview of VR concepts, applications, and hardware (headsets, controllers, sensors).Understanding the VR development ecosystem and tools.

➤ **Designing Immersive Environments:** Principles of 3D design and spatial awareness in VR.

➤ **Developing VR Interactions:** Implementing user interactions (gaze, gestures, controller inputs).

➤ **Level Creation and Optimization:** Tools and techniques for building levels using game engines (e.g., Unity, Unreal Engine).

➤ **Testing and Iterating in VR:** Methods for user testing in VR environments. Strategies for gathering feedback and iterating on level design for improved user experience..

Duration:

1. The program was conducted over a 15-day period, providing a structured time frame for learning.

2. Completion of the program depends on each individual student's pace, allowing them to finish the course as per their own schedule within the given time

MODEL CERTIFICATE OF THE STUDENTS

EVALUATION

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