
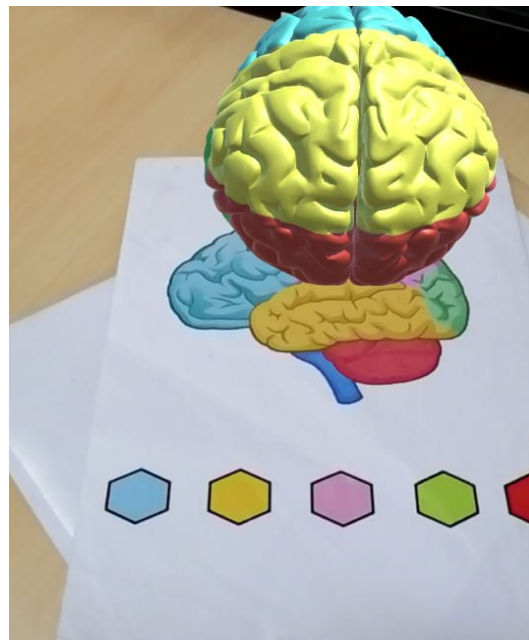
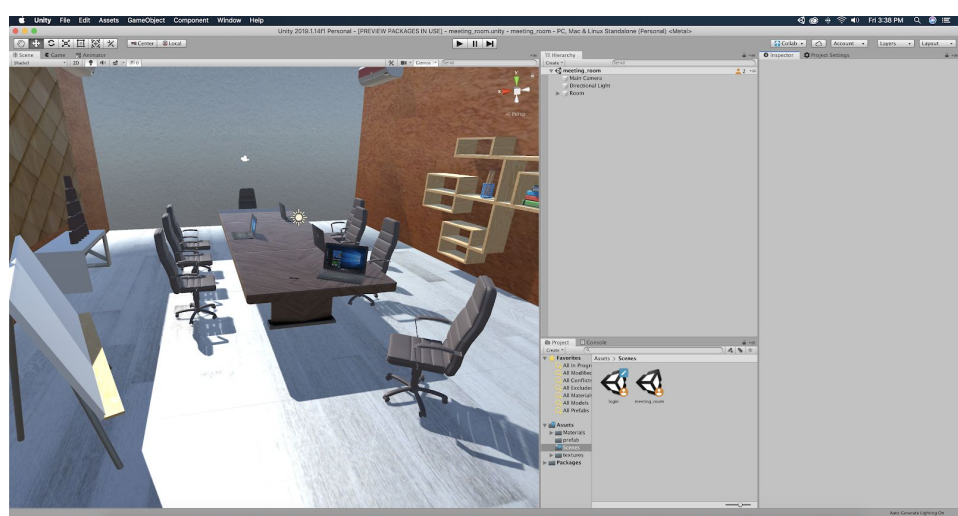


## Project Summary

Project Id/No	
Project Name	Immersive tech in the field of medical science
Project Members	Rohit Rana
Abstract	<p>Immersive tech, in which virtual content is seamlessly integrated with displays of real-world scenes, is a growing area of interactive design.</p> <p>Immersive tech can have significant benefits in medical education, training, and surgery. In the project, we researched different aspects of the medical science and come up with couple of tools to improve medical science with the help of immersive tech.</p>
Project Photo	



**Project Report**

Augmented Reality and Virtual Reality can have significant benefits in medical education, training, and surgery. In this project, we developed two tools, one for medical education in which we explore the use of AR to provide students a better experience in visualising and understanding the physical aspects of the brain. Specifically, this is intended for a Brain Museum at NIMHANS, where a wide range of people would visit. The project involved developing proofs-of-concept of the use of AR in this context., such as visualizing a brain model in 3D, and using animation to show parts of the brain. And the Second tool was for phycological treatment for the stage fear of people in which we explore the use

	of VR to create office simulation where you can present your self and improve your stage fear.
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