



**Summary Report**  
**Faculty Development Programme (FDP)**  
**on**  
**“Integration of AR/VR and AI in Higher Education”**  
**03rd – 07th November 2025 | Hybrid Mode**

The five-day Faculty Development Programme (FDP) on “Integration of AR/VR and AI in Higher Education” was organised by the Centre for Teaching, Learning and Development (CTLD) and the School of Engineering & Technology (SOET), BML Munjal University, in association with the Association of Indian Universities (AIU) under the AIU–BML Munjal University Academic and Administrative Development Centre. The programme was conducted in Hybrid Mode from 3rd to 7th November 2025 and was designed to strengthen the capacity of faculty members in using immersive technologies for teaching and learning. The sessions were facilitated by **Mr. Nikhil Yadav**, Low-Code/No-Code AR/VR specialist from PlugXR.

The FDP aimed to impart both conceptual understanding and practical expertise in Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), and their integration with Artificial Intelligence (AI). With the continuous shift toward digital and experiential learning in higher education, the programme was timely and relevant, equipping educators with the skills required to build and deploy immersive solutions aligned with modern pedagogical practices.

A total of **15 participants** from various higher education institutions attended the programme. Their diverse disciplinary backgrounds enriched the discussions and fostered a collaborative learning environment throughout the sessions.

**Inaugural Session – 03rd November 2025**

The programme commenced with a formal Inaugural Session held on 3rd November 2025. Participants and dignitaries were welcomed, followed by an orientation to the structure and objectives of the FDP.

The **Inaugural Address was delivered by Dr. Suneet Soni, Registrar, BML Munjal University**, who emphasized the growing need for faculty readiness in digital pedagogy and highlighted the transformative potential of AR/VR and AI in enhancing engagement, accessibility, and learning outcomes. His address set a strong foundation for the technical sessions, underscoring the University’s commitment to fostering innovation-driven teaching practices.

## **Programme Highlights**

### **Day 1 – Foundations of Immersive Technologies (Online Mode)**

The first day focused on familiarizing participants with AR, VR, MR, and AI fundamentals, along with an overview of no-code/low-code development workflows. Participants created an introductory AR object, gaining clarity on immersive tools and their pedagogical relevance.

### **Day 2 – AR Development & Scene Building (Offline Mode)**

Day 2 introduced participants to hands-on AR development, including 3D scene building, multimedia integration, animation, and prototype testing. Faculty members developed functional AR prototypes suitable for subject-specific applications.

### **Day 3 – Integrating AI with AR/VR (Online Mode)**

The third day explored integrating AI services into immersive applications. Participants built AI-supported AR modules using image recognition, text processing, and chatbot-driven interactions, conceptualizing real-world academic use cases.

### **Day 4 – VR Development using Meta Quest (Online Mode)**

Day 4 provided practical exposure to VR development environments. Participants designed immersive virtual classrooms and laboratories and deployed VR scenes onto Meta Quest headsets using OpenXR and Meta Quest Toolkit.

### **Day 5 – Project Refinement, Showcase & Peer Review (Offline Mode)**

The final day was dedicated to refining the AR/VR projects, improving performance, resolving technical issues, and preparing final showcases. Peer and expert reviews helped strengthen the projects' design and pedagogical effectiveness.

### **Valedictory & Felicitation Ceremony – 07th November 2025**

The programme concluded with a brief Valedictory interaction, where participants shared reflective feedback on the learning experience. Many appreciated the clarity of hands-on demonstrations and the practical relevance of immersive technologies in teaching and learning.

The FDP formally concluded with a **Felicitation Ceremony led by Prof. ManEEK Kumar, Dean, School of Engineering & Technology, BML Munjal University**. He acknowledged the efforts of the participants, the resource person, and the organising team, and highlighted the University's commitment to supporting faculty capacity-building initiatives in emerging technologies. Certificates were distributed to the participants during the ceremony.

The programme ended on an enthusiastic note, leaving faculty members motivated and better equipped to integrate immersive digital technologies into their teaching and learning.

## Participants List

Sr. No	Name	Organization
1	Mr. Rajesh Yadav	Starex University Gurugram
2	Ms. Poonam Yadav	Galgotias University, Greater Noida
3	Ms. Jyoti	Maharshi Dayanand University Rohtak , Haryana
4	Ms. Neha Chhabra	Jagannath International Management School, New Delhi
5	Dr. Shraddha Arora	The NorthCap University
6	Mr. Nitin Yadav	Starex University GUrugram
7	Ms. Rekha Nagar	MDU University, Rohtak
8	Dr. Nishant Jakhar	Sanskaram University, Jhajjar
9	Ms. Jyoti Sangwan	Maharshi Dayanand University Rohtak , Haryana
10	Ms. Bharti Yadav	BML Munjal University
11	Dr. Nishtha Phutela	BML Munjal University
12	Dr. Kiran Khatter	BML Munjal University
13	Dr. Devanjali Relan	BML Munjal University
14	Dr. Meenakshi Malik	BML Munjal University
15	Dr. Nikhil Kumar	BML Munjal University

faculty dev

Centre for Teaching, Learning & Development | BMU | Association of Indian Universities | SCHOOL OF ENGINEERING AND TECHNOLOGY

# FACULTY DEVELOPMENT PROGRAMME (FDP)

## NO-CODE AR/VR AND AI FOR ENGINEERS

Date : 3<sup>rd</sup> Nov 2025 - 7<sup>th</sup> Nov 2025  
Venue : BML Munjal University  
Hybrid Mode



Suneet Soni

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Installed Available

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