Virtual Reality Education Modules

Virtual Reality

Virtual Reality is a cutting edge technological solutions to handle the issues in agricultural education for improving the employability and self-employment of farm grads.

Virtual Reality education module is a computer-generated artificial three dimensional environment of learning content with intractable objects. Virtual Reality education module immerses a learner to experience the environment of learning content and facilitates the learner to learn by doing in a Personal Area Network (PAN) of VR Head Mounted Display (HMD)(Fig. 1) with Controllers, Suite (jacket, pant and gloves)(Fig. 2) and a gaming laptop.

Contact Us

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Virtual Reality

Department of Physical Sciences & IT, Agricultural Engineering College and Research Institute, Tamil Nadu Agricultural University developed Virtual Reality education modules under TNAU-IDP, ICAR-NAHEP to improvise teaching/learning process in Agricultural Under-Graduate education.

Modules developed in 7 domains with 15 use cases related to agriculture

15 use cases

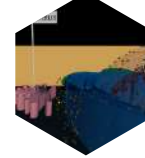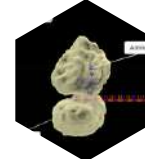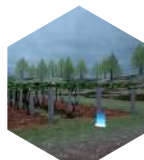| Domain	Use cases	
Crop Improvement	Cotton Hybrid Seed Production	Emasculation and Crossing in Wheat
Crop production	Downy Mildew in Grapes	Insect Collection, Preservation and Display
Basic Sciences	Legume – Rhizobium Symbiosis	A Walk Through the Plant Cell
Molecular Studies	Particle Bombardment (Gene Gun) Method of Gene Transfer	Next Generation DNA Sequencing Technologies
Agricultural Engineering	Hitching of implements with Tractor	Knapsack Mist Blower cum Duster
Agricultural Engineering	Paddy Milling Technology	
Horticulture	Canopy Management	Grafting Techniques in Brinjal
Forestry	Darting Techniques for Wild Elephants	Forest Mensuration