Topic 8

1. **Title:** *Heritage AR/VR Challenge: Preserving and Enhancing Cultural Heritage through Augmented and Virtual Reality*
2. **Description:** The Heritage AR/VR Challenge invites participants to create immersive Augmented Reality (AR) and Virtual Reality (VR) experiences for heritage sites, monuments, and cultural landmarks. This hackathon aims to harness technology to preserve, educate, and engage visitors with historical and cultural treasures in innovative ways.
3. **Objectives:**
    a. Develop AR and VR experiences that enable users to explore heritage sites in interactive and educational ways.
    b. Promote the preservation and appreciation of cultural heritage by making it accessible to a wider audience.
    c. Encourage innovative use of AR and VR technologies for storytelling and education.
4. **Outcomes:**
    a. Engaging AR/VR experiences that bring heritage sites to life, offering historical context, interactivity, and educational value.
    b. Increased interest and awareness of cultural heritage, leading to preservation and appreciation.
    c. Advancements in the field of AR and VR applications for cultural and historical purposes.
5. **Relevant Data and Steps to Get the Data from Bhuvan/Other Sources:**
    a. Participants can access geospatial and cultural data from Bhuvan Heritage sites or other sources, including site plans, historical information, and 3D models of heritage sites.
6. **Steps to Be Followed for Achieving the Objectives:**
    a. Develop AR/VR experiences that use geospatial data, 3D modelling, and multimedia to create immersive virtual tours.
    b. Integrate historical and cultural context to provide informative and educational content.
    c. Test the AR/VR applications to ensure accuracy, interactivity, and user-friendliness.
7. **Evaluation Procedure for the Given Topic:**
    a. Immersion and Educational Value, User Experience, Innovation, Documentation and Presentation