MONOLITH-IV

Name of Organizer : Ms. RENUKADEVI B ,Associate Professor, Department of Information Technology , Sri Sai Ram Engineering College, Chapter Advisor-IEEE Computer Society SBC

Venue: Monolith Research & Training Labs, No. 12, Neela Tower, 10th Avenue, Ashok Nagar, Chennai, Tamil Nadu 600083

Date of Event: 16.09.2025 [10:00 AM – 3:00 PM]

Topic: Industrial Visit on Augmented Reality (AR) & Virtual Reality (VR)

Audience: Students (IEEE CS Society Members)

Attendance: 50

Agenda:
1. **Opening Remarks**

2. **Welcome Address** – By organizing team.

3. **Introduction** - About Monolith Research & Training Labs

4. **Demonstrations -** AR/VR technologies

5. **Hands-on session** and expert interaction

6. **Q&A Session** with Industry Experts

7. **Vote of Thanks**

Brief Description:

1. Event Name: MONOLITH INDUSTRIAL VISIT AR/VR

2.Objective:

➔ To expose students to cutting-edge AR/VR technologies.
➔ To provide practical knowledge and real-time demonstrations in immersive technologies.

3.Highlights:

➔ Live demonstrations of AR/VR applications.
➔ Interaction with industry experts.
➔ Hands-on experience with immersive technologies.

4.Key Features:
➔ Industrial learning beyond classroom theories.
➔ Career insights into AR/VR domain.
➔ Certification/participation recognition.

5.Audience:

➔ IEEE CS Society student members.

6.Duration:
➔ 5-hour industrial visit with demos and practical exposure.

7.Conclusion:

➔ The visit successfully enriched students with knowledge of AR/VR trends, inspired interest in immersive technology careers, and strengthened industry–academia interaction.

About the Event:

The IEEE CS & CIS Society of Sri Sairam Engineering College organized an Industrial Visit to Monolith Research & Training Labs on 16th September 2025. The event, attended by 50 student members, focused on Augmented Reality and Virtual Reality. Students explored the latest innovations in immersive technologies through live demos, hands-on practice, and expert guidance. The visit helped bridge academic learning with real-world applications, motivating participants to pursue future opportunities in AR/VR.
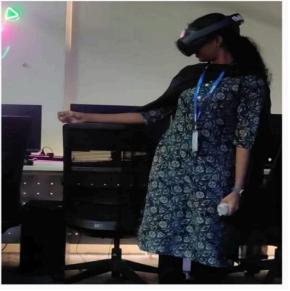
Reported By: Ms. RENUKADEVI B **,** Associate Professor