



AI Rendering Creativity and Animation Evaluation

Prof .Jayathkumar Rathod¹, Chandrashekhar P C², Pradeep U Naik³, Ananth Kulkarni⁴, Hemanth⁵, Irfan⁶
Students, Department of Computer Science and Design^{2,3,4,5,6}
Professor, Department of Computer Science and Design¹
Alvas Institute of Engineering and Technology, Mijar, Moodbirde, India

Abstract

In this endowed review, it is the aim to consider the development of the rendering in relation to the animation industry, including the industry's key players and technology progress. A chronological consideration of the evolution of the 3D rendering begins at the initial period of 1970s and 1980s introducing fundamental techniques, passing through the period of 1990s and early 2000s, which is characterized by enhancement of the techniques and concluding with the modern techniques used in computer animation. Thirdly, it discusses present trends like real-time rendering, path tracing and how Artificial Intelligence and machine learning integrated in the animation environments are a few of the advancements that have completely transformed the working model of animations. Comparing Render Man, Autodesk Maya, Unreal Engine, Houdini, and Blender allows exposing the functions and capacities of various efficient animation software in detail. Moreover, major enhancements like Physically Based Rendering (PBR), Volumetric Rendering, GPU acceleration are also looked at. Before concluding further possible uses of these technologies in the context of virtual and augmented reality, AI operated automation, and cloud rendering services are discussed. Therefore, the purpose of this review is to establish a clear vision and the state of the art in the rendering technologies evolution history, the current status, and the forecast on future developments in the animation industry. Absorbent Analysis of Different Forms of Approaches & Their Developments Regarding the Animation Industry's Rendering.

1.Introduction:

Regarding the animated picture, much has changed concerning the procedure of devising in the industry primarily due to the advancements in technology and the enhanced innovation from

those individuals desiring to create a more enhanced and unique result. In other words, the advancement of animation explains the chronicle of developments in technologies that revolutionized the process of developing animations and also introduces noteworthy animating organizations.

The goal of this extensive literature review is to present a historical background on one of the foundational aspects of 3D computer graphics: understanding and identification as of how it was rendered and became one of the greatest logo of the mankind's technological advancement today. Also it will examine the existing strategies and the new tendencies that define the market of animation rendering today, and also will evaluate the effectiveness of the animation option and the studios production. Further, stress should be placed upon the major outcomes, essential milestones, innovations and other further trends of the above mentioned sphere.

Thus, it is possible to conclude that, with reference to the given goal, the understanding of the modern tendencies of the animation rendering processes is to be enhanced, and the steady development of concepts, methods, and strategies supporting the field's advancement is to be outlined. In addition, one cannot stay at the historically significant stage of the historical retrospective of the work only at the level of animation rendering; talents and new ideas the people who contributed to creating today's wonderful future in the sphere of art have been born here

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Alva's Institute of Engg. & Technology
Mijar, Moodubidire - 574 225



PHYSICAL RELATIONS OF SPACE, TIME AND MASS

Dr. Shivaprasad B J¹, Manjunath², Mohammad asim³, Chidvilas N⁴, Alok G⁵, Fahad Umar Farooq⁶, Channakeshavashree⁷

Department of Computer Science and Design
Alva's Institute Of Engineering and Technology

Mijar, Moodabidiri, India

(Affiliated to Visvesvaraya Technological University
Belagavi, 577428)

Abstract

The basic concepts of mass, space, and time all interlock to provide a base for understanding the physical universe. General relativity changed the way we now think about these concepts, revealing the deep underlying connections between them. Angular momentum conservation is now known to imply absolute time, a physical quantity independent of the observer's motion or relative position. This leads to the definition of absolute simultaneity and absolute distance between two points, and thus defines the concept of absolute space". These basic concepts can be generalised to any branch of Physics for which the conservation law of angular momentum is valid. It also includes the theory of special relativity. The bending of space-time, formulated by Einstein's theory of general relativity depends upon the matter distribution. These space-time curvature variations give rise to both gravity and variations in the rate of passage of time. Slight variations in the flow of time across the extent of an entity are hard to combine with a strictly ephemeral interpretation of reality. Moreover, variations in passage rate may not be negligible in every case, thus contesting the conventional understanding of mass-space-time relationship.

Keywords: Mass, Space, Time, Speed, Light

1 Introduction:

Mass, time, and space represent three of the most basic concepts in physics—each quite intimately related to the other. Mass is the measure for inertia in Newtonian mechanics, but under Einstein's relativity, it becomes more complex, showing mass to be such a source of curvature of spacetime and redesigning gravity to mass-energy equivalence in $E=mc^2$. The time, hitherto considered a linear process, was merged by Einstein in his spacetime continuum with space. Gravity is then the curvature of spacetime. Space, the three- It is a dimensional realm where all physical entities exist and is tangible, along with mass and time. Massive objects curve space-time, hence affecting the motion of other

objects. This interaction has been studied through phenomena like gravitational waves, black holes, and quantum fields in curved space-time.

2 MASS

Again, as stated in the abstract, the concept of mass can get as simple as being just a physical phenomenon, but then it just gets more complex as the understanding increases. The concept of mass has been of interest to scholars and thinkers in all disciplines for a very long time. First formulated as a concept for inertia in classical mechanics [1], its meaning has expanded over time to become associated with a very broad range of phenomena at all scales in physics from subatomic to cosmic. The following article provides a look through the

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Advanced Survey of Blockchain for the Internet of Things Smart Home

Pratheeksha Shetty, Prof. Jayanth Kumar Rathod, Sanika Gowda, Drushya Hegde, Niriksha Rai

Department of Computer Science and Design

Alva's Institute of Engineering and Technology, Mijar, Moodabidiri, India

Affiliated to Visvesvaraya Technological University, Belgaum, Approved by AICTE

pratheekshashetty830@gmail.com, sanikagowdaaaa19@gmail.com

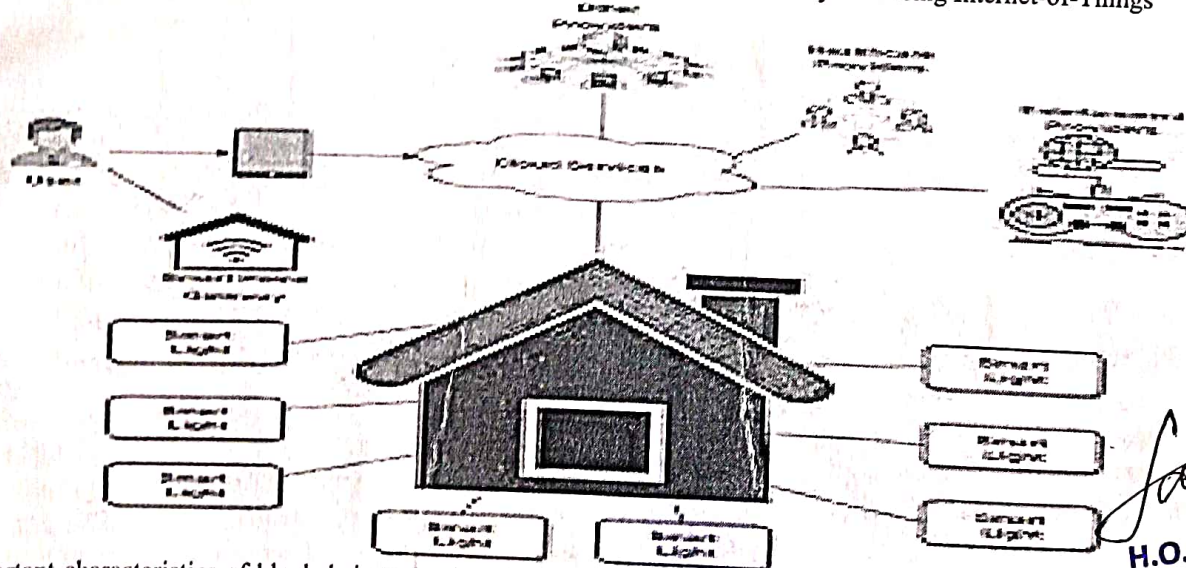
drushyahegde99@gmail.com, nirirai3344@gmail.com

Abstract: "The Internet of Things (IoT) has many uses, like making homes smarter. But a big problem with IoT is that it relies too much on a central server, which can be risky. Blockchain, a new kind of system where everyone shares control, can fix this issue. Smart homes face lots of security problems, like hackers and privacy concerns. Blockchain is helpful here too, making sure data and transactions are safe. This paper talks about using Blockchain in smart homes, breaking it down into three main parts. It explains how Blockchain can protect data and transactions, and talks about the security of IoT smart homes."

Keywords: IoT, Smart Homes, Centralized Servers, Blockchain, Security, Privacy, Data Protection, Transactions, Decentralization

I. INTRODUCTION

We utilize a variety of items in our daily lives, including ovens, TVs, refrigerators, and lights. We refer to this phenomenon as the Internet of Things (IoT) when these items are networked and controlled via certain protocols. With IoT, we can remotely monitor and operate household appliances. The appliances themselves and appropriate communication equipment, as well as interfaces and modules to link these devices to the internet, are required for this to function.[1] J. Gabhane, S. Golait, and P. Gaikwad, 2015 International Conference on Computation of Power, Energy, Information and Communication (ICCPEIC) "A survey based on SmartHomes system using Internet-of-Things"



Important characteristics of blockchain technology include auditability, anonymity, permanence, decentralization. It is capable of decentralized operation with the use of cryptography. Malware can target smart home services like routers and webcams, leading to issues like DDoS attacks. To protect user privacy, current methods like noisy or insufficient data, which can limit personalized services. This is why IoT needs a security system that is

The Big Role of Data Analytics in the Industrial Internet of Things

Prof. Jayanth Kumar Rathod¹, Komal Kalikar², Mounashree D P³, Rashmi M⁴,
Dhanushree N⁵, Bibifatima⁶

Professor, Department of Computer Science and Design¹

Students, Department of Computer Science and Design^{2,3,4,5,6}

Alvas Institute of Engineering and Technology Mijar, Moodbidri, India

Affiliated to VTU Belagavi. Approved by AICTE, New Delhi,

Recognised by Govt. of Karnataka Accredited by NAAC with A+ Grade

jayant1977@aiet.org.in, komalkalikar@gmail.com, mounashreedp213@gmail.com, kudlarashmi@gmail.com,
ndhanushree642@gmail.com. 4a122cg007@gmail.com

Abstract: An IoT architecture is presented in the article which is a predictive way to maintain a group of buses using J1939 sensor data[1]. The authors adopted a minimally viable prototype (MVP) at the Soci te  de Transport de l'Outaouais (STO) garage in Gatineau, Canada, which was able to capture around 1 GB of uncompressed J1939 data per bus every day.[1] Data is a combination of the sensor reading and consists of data for the wheel speed, vehicle distance, driver pedal positions, engine information, oil information, coolant information, and transmission fluid information. The authors are trying to come up with a variant of Consensus Self-Organized Models (COSMO) named ICOSMO, which can self-fit the sensor selection for anomaly detection.

The fourth industrial revolution has changed the face of ancient manufacturing by bringing in new technologies such as sensors, AI, IoT, and big data analytics. This equipment is used to convert factories into intelligent and interconnected systems that generate a huge amount of data. The data collected, when properly processed, can be utilized to improve decision making and reliability and safety. In addition, it makes predictive maintenance inevitable, thus minimizing the downtime and optimization of the performance[2]. Industrial big data is identified by the "5V" elements: volume, velocity, variety, veracity, and value. Due to these characteristics, traditional data processing techniques become inadequate, so these circumstances require novel approaches to the treatment of the numerous and diverse data types that are produced in industry 4.0.

The Proposed ICOSMO Infrastructure for IoT Predictive Maintenance consists of the following key activities: 1) finding out which sensor classes are the reasons for the faulty components, 2) adaptation of the sensor class (SC) and the sensor prediction capability (SPC) using fault detection abilities and 3) COSMO sensor configuration has to be rearranged after a certain period of time. ICOSMO has been verified with data from a minimally viable prototype (MVP) deployed on buses at the Soci te  de Transport de l'Outaouais in Canada. Furthermore, the interviewees said that the framework also includes techniques for the composition and the characterization of industrial big data, which is essential to make a practical predictive maintenance system that can work in smart manufacturing environments

Keywords: ICOSMO

I. INTRODUCTION

The IoT architecture is the topic of the article that provides a solution to predictive maintenance for a fleet of buses using the J1939 sensor data. The authors implemented a minimum viable prototype (MVP) in Gatineau, Canada, at the Soci te  de Transport de l'Outaouais (STO) garage and it gathers nearly 1GByte of J1939 compressed data per bus everyday.[1] This data includes sensor readings such as the wheel speed, vehicle distance, driver pedal positions, engine information, oil information, coolant information, and transmission fluid information.

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Mijar, Moodubidire - 574 225



Business Impacts of Intelligent Machines

Lakshmisha K A¹, Harshit², Madhusudhan Rao K S³, Sarvesh⁴, Mr. Ramachandra H Y⁵

^{1,2,3,4}Student, Alva's Institute of Engineering and technology

⁵Assistant Professor, Alva's Institute of Engineering and technology

ABSTRACT

The emergence of smart devices, which include robots and neural networks, Has significantly altered the corporate environment. This essay examines the complex effects of new technologies on a range of industries, highlighting both the advantages and disadvantages. Through robotics, intelligent equipment increase production and efficiency, which results in considerable reduced expenses for simplified processes. By providing information using sophisticated analytics and artificial intelligence computations, platforms facilitate informed choices. Bots that communicate with or autonomous devices driven by AI enhance client happiness and interaction with them. But there are drawbacks to integrating smart robots as well, such as job displacement, moral dilemmas, and safety hazards. To effectively negotiate these difficulties, companies need to ensure that artificial intelligent is deployed ethically, develop a mindset of constant growth and adjustment, and put strong safety protocols in place.

KEYWORDS: Computer vision, robotics, corporate change, automated processes, efficiency, data-driven choice-making, ethical considerations in AI, worker relocation, information security, and creativity are all related to automated systems.

INTRODUCTION

The corporate environment was experienced an important shift throughout the last few amount of time due to the fast progress of intelligent devices, such as robots and neural networks (AI). These innovations were disruptive developments which are redefining the way corporations function, clash, as well as expand—they are more than instruments. With the ability to automate repetitive processes and provide sophisticated analysis of information, computers with intelligence provide previously unheard-of chances for productivity and creativity.

Businesses from a variety of industries are using AI to boost output, make better decisions, and provide better customer service. driven by AI computations, for example, are able to handle enormous volumes of information fast rates which are not possible for humans to achieve, and they may find patterns and insights that inform strategic choices. Conversely, computers work in dangerous situations for human workers, decrease mistakes, and expedite production processes. Artificially intelligent Conversational AI and robotic helpers in retail stores offer continuously assistance, improving consumer happiness.

But there are also a lot of difficulties in integrating this technology. Dislocation of workers represents one amongst the greatest urgent issues, as machinery replaces jobs that people formerly completed, perhaps creating decreased employment and necessitating a change in worker competencies. Companies have to tackle moral dilemmas related to AI, including flaws when developing systems as disclosure of machine learning processes, if they want to Uphold justice with trust. Furthermore, the number of variables as well as greater connection brought about by computers with intelligence heightens vulnerability concerns, necessitating the use of rigorous safety precautions to safeguard critical information and networks.

Companies hoping to prosper in this new century must comprehend the full effects of machine learning on corporate operations, strategy, and culture. In addition to being leaps in technology, smart machines—which comprise automation as well as machine learning—also serve as drivers for major shifts in organizations. They will have an impact on all aspects of company, through workflow optimization and regular job automation to relationships with clients with revolutions in organizations. The article explores the complex implications of machine learning on organizations, offering a comprehensive analysis of the important difficulties as well as the exciting opportunities they afford. Positively, through automation routine jobs, smart machines may greatly increase output while freeing up staff members to concentrate on highly innovative and imaginative projects. Increasingly intelligent and data-based choices may be made thanks to the ability of sophisticated artificial intelligence algorithms to evaluate enormous volumes of data and produce useful insights. Artificial intelligence-driven virtual helpers and digital helpers are revolutionizing client service by offering continuously real-time help and customized encounters. The paper's primary goal aims to provide guidance to organizations on how to use smart machines to promote innovation and sustainable growth while

A Review on Modern Techniques in 3D Character Animation

Prof. Shivparasd BJ, Dhanraj S H, Naveen Hiremath, Jagadish Gowda, Darshan R Shetty

Department of Computer Science and Design Engineering

Alvas Institute of Engineering and Technology, Mijar, Moodubidri, India

(Affiliated to Visvesvaraya Technological University)

Abstract: 3D character animation is a pivotal aspect of digital graphics, essential for various applications such as films, games, and simulations. This review paper explores advancements in character animation techniques, including linear blend skinning, dual quaternion skinning, and physics-based approaches. Emphasis is placed on recent innovations aimed at improving the realism and computational efficiency of character deformations, especially non-rigid transformations. By examining key methodologies and their applications, this paper provides a comprehensive overview of the current state and future directions in 3D character animation.

Keywords: 3D Animation, Character Animation, Linear Blend Skinning, Dual Quaternion Skinning, Physics-Based Animation, Non-Rigid Deformations

I. INTRODUCTION

Animation of a character in three dimensions has become an essential aspect of contemporary digital content development. This has had profound effects in industries such as film, video games, virtual reality (VR) and augmented reality (AR). To achieve realistic and expressive characters, different animation techniques have been developed so as to deal with unique challenges and seek a trade-off between visual quality and speed.

In the past, character animation commenced with simple keyframing techniques whereby animators would at set times adjust the positioning and orientation of character models manually. Manual and very easy keyframing techniques were used by animators to indicate these positions. This was coupled with a relatively small amount of improvements in computing power until people started clamoring for more lifelike animations. As computing capabilities increased, there arose more advanced ways of doing things. This included procedural animation which applies algorithms for generating different movements automatically or motion capture which involves recording actions from real actors for application on digital beings.

The introduction of skinning techniques has been a pivotal advancement in character animation as these are the processes that deform a character's mesh based on its underlying skeleton. One of the first widely utilized techniques was Linear Blend Skinning (LBS), also referred to as Skeletal Subspace Deformation (SSD). Even though it is simple and computationally efficient, LBS still produces unrealistic deformations, particularly at joints which makes it highly popular among many people. The limitations of LBS were overcome by introducing more sophisticated techniques such as Dual Quaternion Skinning (DQS) and Spherical Blend Skinning (SBS). These methods provide an improved handling of rotational deformations and help in maintaining volumes resulting in natural-looking animations. Additionally, physics-based methods have also been employed for simulating more intricate deformations including muscles' actions, skins' deformation or other forms of soft tissues.

The advancement of hardware, especially on the development of GPUs has greatly influenced 3D character animation. GPUs harness parallel processing power for processing large amounts of data which have allowed for real-time computations that were previously not possible. More complex algorithms can be applied in real-time applications like video games and interactive simulations because of this. Moreover, added into animation workflows are AI and machine learning techniques that help automate and improve the animation process. From motion synthesis through automatic rigging and skinning, this new technology has made it easier to create realistic animation than ever before.

The Cross-Site Scripting (XSS) Attack: A Comprehensive Review

Prof. Jayanthkumar A Rathod¹, Darshan S Gowda², Kartik M³, Paresh Talekar⁴,

Nagaraj Daddi⁵, Ashwini Bhairanallikar⁶, Gousiya G⁷

Professor, Department of Computer Science and Design¹

Students, Department of Computer Science and Design^{2,3,4,5,6,7}

Alva's Institute of Engineering and Technology, Mijar, Moodubidiri, India

jayanthkumarrathod@gmail.com, darshansgowda20042004@gmail.com, kartikmyageri84@gmail.com,
pareshalekar2@gmail.com, nagraj973143@gmail.com, 4al22eg006@gmail.com, 4al22eg020@gmail.com

Abstract: Cross-site scripting (XSS) is a critical threat to web applications, involving the insertion of malicious code to compromise user trust and extract sensitive information. This paper presents a comprehensive review of various XSS attack types, including Reflected, Persistent, DOM-based, Blind XSS, and Self-XSS. It discusses prevention and remediation strategies such as secure development practices, data assessment, content filtering, encoding, and the use of web application firewalls and security tools like Cloudflare and Zscaler. Despite advancements, XSS vulnerabilities persist due to inadequate security measures during development. The paper emphasizes the need for robust security plans and introduces Sanctum's App-Scan as an example of an effective security measure. Lastly, it underscores the importance of understanding and addressing the diverse forms of XSS attacks to ensure comprehensive internet security.

Keywords: Cross-site scripting; web security; web applications; XSS attacks; mobile

I. INTRODUCTION

The advent of interconnected digital ecosystems has revolutionized the way we interact with web applications, ushering in unprecedented levels of convenience and connectivity. However, this interconnectedness has also paved the way for malicious actors to exploit vulnerabilities in web applications, with cross-site scripting (XSS) emerging as a prominent threat to online security. XSS attacks represent a sophisticated form of cybercrime wherein attackers manipulate the trust relationship between users and web applications to execute malicious code and compromise sensitive data. Despite advancements in cybersecurity measures, XSS vulnerabilities persist, posing significant challenges to the integrity of online platforms and the privacy of user information.

This paper embarks on a comprehensive exploration of XSS attacks, delving into their intricate nuances and synthesizing insights from an by phishing research papers spanning nearly two decades, this study offers a nuanced understanding of the evolving landscape of XSS vulnerabilities and mitigation strategies. From traditional methods such as dynamic and static analysis to cutting-edge approaches like proxy-based and filter-based solutions, the paper categorizes and evaluates the efficacy of existing XSS prevention techniques.

Furthermore, the paper elucidates the diverse typologies of XSS attacks, including reflected, persistent, DOM-based, blind XSS, and self-XSS, shedding light on their respective characteristics and modus operandi. Through a meticulous analysis of prevention and remediation strategies, ranging from secure development practices to the deployment of web application firewalls and security tools, the paper delineates a holistic approach to fortifying web applications against XSS threats.

II. TYPES INVOLVED AND IMPACT

[1]. Reflected XSS attacks/non-persistent

Malicious scripts are injected into HTTP query parameters for a vulnerable page in reflected (non-persistent) cross-site scripting attacks, and the server reflects these malicious scripts into the user's browser without sanitizing them. These scripts execute on the user's browser and perform illegal assignments in order to accomplish their goals (such as stealing



USER INTERFACE WITH SOFTWARE DEVELOPMENT

Prof. Jayanth Kumar Rathod ¹, Sneha D Gouda², Pranami M Shetty³, Sejal R Naik⁴, Vaishnavi G⁵

Professor, Department of Computer Science and Design¹ Students, Department of Computer Science and Design^{2,3,4,5}

Alvas Institute of Engineering and Technology, Mijar, Moodbidri, India

Abstract

The design of the user interface (UI) has always played a key role in the development of software and it also shapes user experience (UX), satisfaction and productivity. In relation to software development, this review paper dwelves into the changing arena of UI design, showing how it is a key to the prosperity and embrace of digital products. The document scrutinizes essential concepts, strategies, methods being adopted by designers as well as some emerging issues in UI/UX design while pointing out the fusion of UCD (User-Centered Design), accessibility or other issues where appropriate. Furthermore, challenges in creating intuitive and effective UIs that are faced by developers, stratagems devised by them as well as what really works. This review provides insights for researchers and users on how to merge software development Operating user interfaces with current research and industry endeavors, integrating multiple spheres.

Keywords:

User Interface (UI) Design, User Experience (UX), Software Development, Digital Products, User-Centered Design (UCD), Accessibility, Intuitive Interfaces, Effective UI Design

1. Introduction

To maintain survival, software development organizations must periodically produce new versions of their products. The question of whether the features of the more recent edition and the older version differ significantly from one another is crucial, though. Given its crucial role in the marketability of software, it might be argued that interface modifications have been more substantial than feature updates. One of the best instances that could demonstrate how the user interface affects a product's marketability is found in Microsoft Office and Windows. Smith (2010) observed no appreciable differences in the features and capabilities of Microsoft Office 2010 and its predecessors. Furthermore, Grabham (2012) and Paul's investigation comparing Windows 7 with Windows 8 revealed the identical outcomes. It is evident that one of the most crucial steps in the software development process is creating the user interface. Nowadays, the majority of individuals have to work with computers, and many of them are less computer literate users. These users are those who lack prior computer training and expertise using computers for business. This lack of exposure may be caused by the age and lifestyle of users, particularly in the case of youngsters and the elderly, or by infirmities that make it difficult for people to use computers. They may have a lot of trouble comprehending computer software if they have no prior computer experience. Thus, we must take into account this significant demographic in software if we wish to increase the number of people using computers. the design procedure. Wagner (2002) claims that if a software interface is created without considering the abilities of its users, it would confuse them and make it impossible for them to develop the right conceptual model. It indicates that they are unable to fully utilize and comprehend the software's structure. Consequently, it might be said that they are unable to use the software (Wirtz et al., 2009). Nielsen (2003) states that an effective user interface designer should aim to reduce software complexity and provide an environment that is simple, effective, and pleasurable to work with. There are four sections to this study: The first section summarizes studies on older users and individuals with no prior computer experience. The second The third section concentrates on the design of user interfaces for individuals with physical and mental health conditions, while the first two parts examine research on youngsters as novice users. In order to derive the principles of user interface design for people with lower computer literacy, a comparison of earlier studies is finally conducted. (1)

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Alva's Institute of Engg. & Technology
Mijar, Moodbidri - 574 225
www.jetir.org



Review on Advancements in Meta-Heuristic Algorithms: From Basics to Recent Developments and Applications

H M Tushar¹, Hemant Munavalli², Raksha Siddesh G³, Shreeya L⁴, Mr. Ramachandra H Y.⁵

^{1,2,3,4,5} Department of Computer Science and Design, Alva's Institute of Engineering and Technology, Moodubidire-574225, Mangalore(D.K)

ABSTRACT

This review paper provides a thorough examination of the development, tenets, and uses of metaheuristic algorithms. The paper starts off by going over some basic optimization and metaheuristic algorithm principles before moving on to talk about how important search efficiency and randomization are when designing algorithms. In-depth analyses of new metaheuristic techniques like the Artificial Bee Colony (ABC) algorithm and Migrating Birds Optimization (MBO) highlight recent advances in the area. The study also explores practical instances where metaheuristic algorithms have proven effective in a variety of fields. This paper is a useful tool for scholars and practitioners who want to use metaheuristic algorithms to solve optimization problems since it summarizes key ideas, current developments, and useful applications.

INTRODUCTION

Since their inception in the early 1980s, meta-heuristics has undergone significant development. They have tackled many realistic and challenging combinatorial optimization issues with considerable success. These methodological families comprise, among others, neural networks, simulated annealing, threshold algorithms, problem-space search, genetic algorithms, greedy random adaptive search technique, and their hybrids. They include ideas from statistical mechanics, mathematical and physical sciences, neural systems, biological evolution, and intelligent problem-solving. We will provide briefs on combinatorial optimization issues and meta-heuristic types in the remaining portion of the study. We wrap off by discussing patterns and next steps.

1.1 Problem complexity

Among the many computationally related subjects, algorithm validation, complexity estimation, and optimization are the most crucial. These tasks are a large area of theoretical computer science. The general task complexity is investigated by analyzing the most important computational resources, such as execution time and space. It is a very complex undertaking to classify issues that can be solved in a limited amount of time and space into well-defined classes, but it can greatly reduce the time and cost associated with designing methods. Large-scale data analysis is often involved in today's complex situations. Given the assumption that the ideal answer is typically unknown, this issue might present a significant obstacle requiring in-depth mathematical investigation. The heuristic algorithm's objective in relation to the quality issue is to identify the best potential solution for each and every instance of the problem. It is possible to successfully apply generic heuristic tactics to solve difficult problems. However, in practice, finding an approximate or partial answer is frequently adequate. Heuristic algorithms, which offer some approximations for solving optimization issues, will be covered in this section. Finding the best available solution—that is, the one that minimizes or maximizes an objective function—is the goal in these kinds of situations. One function that is used to assess the quality of the generated solution is the objective function. It is simple to formulate many real-world problems as optimization problems. An optimization algorithm's search space is the collection of all potential solutions for a certain issue; search algorithms are commonly used interchangeably with optimization algorithms.[2],[4],[6]

1.2 Optimization problems

There are two main categories of optimization problems: exact and approximation. As implied by their name, precise algorithms provide an exact answer to the issue. In other words, approximate algorithms provide approximations rather than exact answers to problems. They can provide exact solutions or not. Moreover, the approximate algorithm is separated into two main classifications as algorithms for heuristics and meta-heuristics. Heuristics Local search, divide and conquer, and other algorithms Branch-and-bound, cut-and-plane, dynamic programming, etc. Evolutionary algorithms are among the meta-heuristic's algorithms scatter search, simulated annealing, tabu, genetic algorithm search, hill climbing, iterated local search, and guided search stochastic algorithms and search should be discussed in more detail within the document.[6]

Review On Revolutionizing Connectivity :The Transformative Impact of 6G Technology on Telecommunications

^[1]Ashwin K S
student

Alva's Institute of Engineering
and technology
ashwinkugati0712@gmail.com

^[2]B Prakash
student

Alva's Institute of Engineering
and technology
bprakash-jkt.2000@gmail.com

^[3]Balaji Sathish Kulkarni
student

Alva's Institute of Engineering
and technology
balajiskulkarni@gmail.com

^[4]Bharat
student

Alva's Institute of Engineering
and technology

bharathmk185@gmail.com

^[5]Mr. Ramachandra H Y

Assistant Professor
Alva's Institute of Engineering
and technology

ramachandrah@aiet.org.in

Abstract

6G technology, positioned to surpass 5G, holds the potential to revolutionize telecommunications and connectivity by offering ultra-high data rates, improved bandwidth, and minimal latency. These advancements will pave the way for a wide range of new services and applications across various sectors, including smart cities, autonomous systems, augmented and virtual reality, and remote healthcare. To gain insights into the future applications of 6G, comprehensive analyses of different service scenarios are being conducted in both academia and industry. By utilizing public data, research papers, corporate reports, and news articles, researchers have identified four major domains and sixteen application areas. Evaluations using future-context and business model canvases have revealed the potential value of these services from the perspectives of both users and suppliers. 6G technology will address the limitations of 5G, particularly in data-intensive, low-latency, and high-reliability applications. The integration of artificial intelligence will enhance capabilities in areas such as object localization, UAV communication, and security. The development of digital twin worlds, new man-machine interfaces, ubiquitous computing, and multi-sensory data fusion will redefine connectivity and interaction. Key technological transformations will include cognitive spectrum sharing, new spectrum bands, integrated localization and sensing, and innovative network architectures. As research progresses towards full adaptation by 2030, significant challenges such as infrastructure investment, cybersecurity, and ethical considerations regarding data privacy and the digital divide must be tackled. The deployment of 6G networks will shape the future of global connectivity, driving technological innovation and supporting emerging applications that surpass the capabilities of current communication standards.

I. INTRODUCTION

As 5G mobile communication networks are being deployed worldwide, researchers are already looking ahead to the next generation, known as 6G, to address the increasing demands of a data-driven society. Throughout the last forty years, a new generation of mobile networks has emerged roughly every decade, each improving human connectivity and capabilities.

The progression began with zeroth-generation (0G) radio communication devices such as walkie-talkies, followed by first-generation (1G) analog voice communication in the 1980s. The second generation (2G) saw the transition to digital communication, supporting SMS. The third generation (3G) introduced mobile broadband, enabling video calls and mobile TV, while the fourth generation (4G) brought all-IP communication, VoIP, and high-definition video

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"Navigating the Phishing Threat Landscape: A Comprehensive Review"

Prof. Jayantkumar A Rathod¹, Darshan Halakerimath², Abaychandrasurya J K³, Shruthi N⁴, Priyanka Sakhare⁵, Ganesh⁶

Students, Department of Computer Science and Design^{2, 3, 4, 5, 6}

Professor, Department of Computer Science and Design¹

Alva's Institute of Engineering and Technology, Mijar, Moodabidiri, India

Affiliated to VTU Belagavi, Approved by AICTE, New Delhi, Recognised by Govt. of Karnataka

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Abstract- This study provides a comprehensive examination of phishing attacks within the framework of cybersecurity, tracking its progression from simple email scams to intricate social engineering techniques and technical integrations. The study centers on the human-centered elements of phishing and investigates the sociotechnical and psychological factors that hackers exploit. Knowing these flaws in human nature will help us better understand how phishing works and why it's still a problem today. The importance of comprehensive risk mitigation measures is also emphasized in the paper. It closely looks at the long-term harm and monetary losses as well as the effects of phishing on reputation. The results emphasize how important it is to take aggressive defensive and preventative measures in order to guard against these grave dangers. This thorough analysis emphasizes how crucial it is to understand the phishing threat landscape.

Key words:- Phishing Attacks □ Cybersecurity □ Social Engineering □ Risk Mitigation

1. INTRODUCTION

That's not just another caller ID—that might be a telemarketer calling multiple people at once; these spazzy people act as if they don't care about anything else, except bothering others, especially with unwanted phone advertisements which usually get ignored while people are busy doing what they do before being surprised by it due to their eternal digressions since it is just a phone call. Phishing is a top technique used by hackers because it works on virtually any platform. Data theft results when criminals manage to trick people by using their weaknesses hence leading them to share their secrets. In cybersecurity sphere, it is essential to closely examine the phenomenon of phishing since a significant number of people experience its harmful impacts due this sort of internet scams' popularity across globe along with potential damage they make inflict upon victimized parties. Huge sums of money can be lost, your personal information can be stolen, customer trust can be lost because these sorts of attacks always have their aftermath. The result of this may turn out to be empty bank accounts for common individuals and expensive personal data leaks (that have serious repercussions) for companies. The rampant identity theft is one result of personal information that was stolen in these attacks. Businesses witness long-term damage spawned by phishing scams that have compromised ownership information, customer data and protected innovations.

The loss of credibility, diminished sales, even bankruptcy follow thereafter when the reputation gets irreparably damaged. Malicious activity in the computer network field goes on perfecting itself point in fact some malefactors work with a powerful intelligence algorithm that can bypass all the known ways of antivirus programs to detect them. Antivirus applications are the only tools capable of fighting such viruses as the notion is implemented in our everyday language (Anderson, 2021), benefitting from preventive measures, such as proactive scanning and heuristic approaches to detect unknown malicious code. Gal & Zviran (2016) emphasized that it is necessary to react immediately to the threat of attacks due to growing fraud in the business world. Blythe & Blythe suggested that the study of crime and wrongdoing is based on anonymity (2016).

H.O.D

Dept. of Computer Science and Design
Alva's Institute of Engg. & Technology
Mijar, Moodabidiri
574 225

Application of AI in Video Games

Ashish Bhutkuri¹, Abdul Azeez², Dheeraj Shetty³, Mohammed Saad⁴,
Vikram⁵, Mr. Ramachandra H Y⁶

Students, Department of Computer Science and Design^{1,2,3,4,5}

Assistant Professor, Department of Computer Science and Design⁶

Alvas Institute of Engineering and Technology, Mijar, Moodubidre, India

ashishbhutkuri02@gmail.com, abdulazeezcsd@gmail.com, dheerajshetty162@gmail.com

mohammedsaad2478@gmail.com, 4al21cg060vikram@gmail.com, ramachandrahy@aiet.org.in

Abstract: AI brings up a new revolution for transforming the gaming business by improving gameplay, streamlining the process of creating new games, and opening up new avenues for user involvement. In order to better understand the many uses of AI in gaming, this review paper we will concentrate on three main areas: Automated testing, AI based NPC's and Ethic of AI in practice. AI tools simplify the process of creating realistic settings, NPC behaviors, and dynamic storylines in game design and production. AI enhances player experience by offering tailored game experiences through intelligent teaching systems, variable difficulty, and improved NPC interactions that respond to player actions instantly. AI-driven procedural content generation makes it possible to create huge, varied game environments and objectives that provide players with one-of-a-kind, immersive experiences

Keywords: Artificial Intelligence, Algorithm, Non-Playable-character(NPC), Ethics, Automated testing, Artificial Neural Link, Active learning.

I. INTRODUCTION

The video game industry has experienced significant growth in recent years, with the number of games being produced rising rapidly and the global market value reaching \$134.9 billion in 2018. Artificial intelligence (AI) in computer games encompasses the behaviour and decision-making processes of game-playing opponents, known as non-player characters (NPCs). Modern computers and videogames provide an exceptionally intriguing platform for AI research and innovation. These games feature rich, complex environments paired with expertly developed, stable, physics-based simulations [1].

In response to growing demand from game development companies, many video games employ procedural generation techniques to create content, ensuring both quality and quantity, and thereby enhancing replay value.

An example of procedural generation is the automatic creation of game levels using specially designed algorithms. This means that players can encounter new levels each time they start the game. These game levels include elements such as level geometry, interactive entities, player characters, and non-player characters [2][3]. Today's video games often lack sufficient interactivity, and the goal is to address this issue. The gaming industry is expanding rapidly, and the quality of games has improved significantly, featuring graphically stunning environments and emotionally engaging stories. However, as major companies focus on maximizing profits, the emphasis has shifted towards quickly selling games rather than developing them for greater immersion. Implementing advanced AI that can react, adapt, and make decisions based on player actions, environmental cues, and interactions with other AI characters could enhance this aspect [4].

II. AUTOMATED TESTING USING AI

The video game industry has seen a substantial surge in popularity, with ever-growing fanbases and an increasing demand for high-quality gaming experiences. In response to this, game development companies are turning to automated game testing to streamline their workflows and enhance the creative aspects of game development. This shift allows designers and developers to focus on innovative and engaging game experiences, rather than being bogged down by the tedious and time-consuming process of manual testing [5].

Human Centred Design in Engineering

Prof. Shivprasad B.J.¹, Premkumar², Hanumanth³, Pavauraj⁴, Nikhith Naik⁵, Sai Sankarsh⁶

Professor, Department of Computer Science and Design^{1,4,5,6}

Students, Department of Computer Science and Design^{2,3}

Alvas Institute of Engineering and Technology, Moodbidri, Karnataka, India

Affiliated to Visvesvaraya Technological University, Belagavi, Karnataka, India

dshivaprasad@aict.org.in, hanumanthpujari128@gmail.com, pavaurajesd152@gmail.com,

premingale775@gmail.com, nikhithnaik250@gmail.com, sankarsh1013@gmail.com

Abstract: *This paper investigates the idea of human-centred design in engineering and its implications for the discipline. It examines the state of knowledge as it stands right now, examines data gathered from studies, and spots trends and patterns. The results emphasize how crucial it is for engineers to take into account human needs and viewpoints in order to provide creative and effective solutions*

Keywords: Human centred design, engineering, user satisfaction, efficiency, innovation

1. INTRODUCTION

Traditional engineering approaches have always focused on the technical nitty-gritty, putting human factors on the back burner. But in today's interconnected and intricate world, engineers are waking up to the importance factoring in human needs and experiences when designing stuff. This shift in mindset has given birth to what we call human-centred design (HCD) in engineering.

So, what's this HCD all about? Well, it's a philosophy and approach that puts people's wants, likes, and habits front and centre in the design process. Unlike old-school engineering methods that mainly care about technical feasibility and efficiency, HCD shines the spotlight on understanding end-users to create products that are intuitive, user friendly, and just make life better.

Basically, HCD is all about getting into users' heads—observing them closely, chatting with them, doing research—to figure out their needs and struggles. By really digging into how users think, what drives them, and what challenges they face, engineers can get a feel for the real problems at hand and where innovation can swoop in to save the day.

Now here comes one of HCD's golden rules: iterative design. This fancy term means engineers keep going back to the drawing board over and over again throughout a project. They whip up prototypes early on for users to test drive—and then improve based on feedback. This cycle of trial-and-error speeds up innovation by fine-tuning solutions right under users' noses.

Another cool thing about HCD is teaming up across disciplines. Engineers don't just work solo; they buddy up with designers, psychologists—even anthropologists—to blend insights from different angles into their designs. When diverse brains collide like this during product creation good things usually happen; you get solutions that not only work but also tug at users' heartstrings.

Empathy is king in HCD—engineers aim to get inside users' shoes to truly understand their joys and pains so they can craft solutions that hit home beautifully. It's not just about fixing tech issues; it's about making products that speak directly to user's hearts for an all-round improved experience.

HCD really rocks when human touch steers fields like product or service design where interactions matter most! By putting humans first in engineering projects, we end up with products or services that are simpler yet charmingly fun for everyone involved.

And guess what? Users aren't the only ones winning with HCD—businesses reap some sweet rewards too! Happy customers equal happy businesses—it fosters loyalty boosts satisfaction levels big time amping competition rates through better suited products/services tailored exactly as users dreamed!

To sum it all up nicely: Human centred design flips engineering on its head inspiring new bold ways of problem-solving boosting innovation opportunities big-time! When people take centre stage during designing magic happens

CHATBOT: A Comprehensive Review of AI

Sowjanya S, Prof. Jayant Kumar Rathod, Suraj, Tejesvin R, Thanvi S Sanil, Thirumala

Department of Computer Science Engineering

Alva's Institute of Engineering and Technology, Moodbidri, Karnataka, India

sowjanya2004@gmail.com, jayant1977@aict.org.in, 20633suraj@gmail.com,

tejesvinsd@gmail.com, thanvissanil05@gmail.com, thirumala09122004@gmail.com

Abstract: A chatbot is a computer software that can simulate a conversation with a user. It is sometimes referred to as a dialogue system or a conversational agent. In recent years, the usage of chatbots in entertainment—has advanced quickly. A system that can recognize questions and provide answers to students by utilizing natural language processing methods and domain-specific ontologies has been developed to achieve this goal. Finally, an experimental campaign was run once the designed model was put into use to show how useful it was. In this first we discussed the e-learning how it is important nowadays because of that pandemics it became more useful for the student to study anywhere several industries—including marketing, supporting systems, education, healthcare, cultural heritage. This technological breakthrough was designed to give people rapid and instantaneous responds to the queries they would pose during phone or email conversations, which has been demonstrated to increase user productivity and decrease the amount of time spent on tasks.

Keywords: NLP, NLU, NLG, RDB, AI, e-learning

1. INTRODUCTION

There is a significant demand for users that need to be handled concurrently and at any time, therefore automating customer service related to technical support is a problem that would tremendously benefit a business. Chatbots are computer programs that mimic a sequence of logical answers in a specific context by utilizing machine learning and natural language processing algorithms [1].

This gives the impression that a human being is speaking. One of the easiest ways for students to study is through a chatbot, which can also answer their queries instantly and without the need for human support. As a result, we have developed the concept to build a system that can help students whenever they need it [2].

Text or voice interactions can result in chatbot experiences, which might vary in value based on the situation. Understanding the user's end purpose, the environment, and the individual's whole context are necessary to determine the preferable input modality. We employ a user-centered approach to comprehend how people perceive and experience chatbots in their daily lives, as opposed to defining a goal based on the chatbot creator's perspective [3].

Through the WhatsApp bot, messages containing the career-related analysis data are sent. A WhatsApp chatbot is a computer program created to exchange content, issue alerts, and automatically respond to user inquiries about goods and services. A software engineer responded with a video that was attached. WhatsApp's primary selling point is that it lets you make and receive calls and messages with just one Internet connection, making it essentially cost-free to use and ideal for international calls [4].

The burgeoning millennial generation's affinity for messaging apps and the advancement of AI-related technology are driving growth in the chatbot industry. At the moment, WeChat and LINE hold the same market shares in China and Japan, respectively, while WhatsApp and Facebook Messenger hold the largest shares worldwide [5].

Typically, chatbots develop when different researchers expand on earlier findings and add additional functionalities to the program. The purpose of this study is to enhance the speech-based interactions between students and the training program [6].

While chatbots are designed to entertain users and imitate human communication, this is not their primary purpose. Applications like e-commerce, business, education, and information retrieval can all benefit from them. Because

Future of 5G Wireless System

Jayanthkumar A Rathod¹, Anvesh A Shetty², Hithashree³, Rakshitha⁴, Sneha S⁵, Apeksha K⁶

Professor, Department of Computer Science and Design¹

4th Sem. Department of Computer Science and Design^{2,3,4,5,6}

Alva's Institute of Engineering and Technology, Mijar, Moodbidiri, India

(Affiliated to Visvesvaraya Technological University, Belagavi)

jayant1977@aiet.org.in, shettyanvesh86@gmail.com, hithamadival@gmail.com,
rakshithadamodara3@gmail.com, 4al22cg056@gmail.com, 4al22cg005@gmail.com

Abstract: This research article offers a comprehensive study of 5G wireless networks' future, covering a range of topics from their conception to their anticipated course. The article starts with an introduction and focuses on how 5G technology can revolutionize connection and enable cutting-edge apps and services. The evolution of mobile communication networks from 1G to 5G is then traced, with an emphasis on the societal influences and technological developments that have shaped the current state of the telecom industry. This article examines the present state of 5G networks, highlighting their key features, improvements over earlier generations, and global rollout status. In addition, the article explores the technological developments that are propelling 5G's development, such as network slicing, the use of millimetre wave spectrum, and the deployment of standalone modes, and examines how these can affect network performance. The Internet of Things (IoT), smart cities, remote surgery, and emerging applications like augmented and virtual reality (VR) and AR are some of the applications that are made possible by 5G. Other applications that are explored include security concerns, infrastructure development costs, and regulatory obstacles. The paper concludes with insights into the exciting possibilities and considerations surrounding the future of 5G technology. Finally, the article gives several projections and forecasts regarding the future of 5G, discussing probable dates for wider adoption and the next steps in 5G development.

Keywords: 5G

I. INTRODUCTION

5G Wireless communication and mobile networks are facing many challenges to meet the unprecedented growing demands for access to wireless services with ultra-low latency and high data rates. 5G network today is the core technology of many cutting-edge technologies such as the internet-of-things (IoT), smart grid, unmanned aerial systems, and self-driving vehicles. 5G wireless networks are required to be characterized by high flexibility in design and resource management and allocation to meet the increasing demands of these heterogeneous networks and users. The integrity and confidentiality of data being transported from a sender to a recipient in a mobile communication device are crucial. For 5G to be credible, a system could be applied to enable the processing of encrypted messages via mobile devices. The message will be encrypted and contain both encryption accessing information and encrypted content. This way, when a mobile device receives a message, it can store the information in its memory for later use. The information obtained from the memory will be retrieved to enable decryption and make the message readable after it has been encrypted. A key component of 5G New Radio, according to the 3GPP's 2017 5G standards, is design flexibility. This is accomplished by combining virtual network function (NVF) and software-defined network (SDN) capabilities. With precise predictions of network behaviours, traffic needs, and user mobility, a flexible 5G system that can adapt in real-time to optimize resource allocation while improving user quality of experience is made possible by this adaptability. Artificial Intelligence (A.I.) is expected to be the next significant "game-changing" technology that will provide 5G the intelligence and flexibility it needs, according to many top wireless research groups. because of this, several academics have looked at how effective this theory is in various 5G wireless applications. The capacity to

Advancements and Integration in Computer Vision and Graphics Systems

Prof. Jayanth Kumar Rathod, Dhanyashree Shayanashree, N. Kathanika Mogeraya

Department of Computer Science and Design

Alva's Institute of Engineering and Technology, Moodbidiri, Karnataka, India.

Affiliated to Visvesvaraya Technological University, Belagavi, Karnataka, India.

jayant1977@aiet.org.in, dhanyashreejnv04@gmail.com,

shayanashree04@gmail.com, kathanikam@gmail.com,

Abstract: This review study looks at two important areas of recent work: improvements in computer vision algorithms and the incorporation of computer graphics into computer vision systems. We explore the development of computer vision in Part 1, highlighting its many uses in various fields as UAV image processing and automobile navigation. Even while real-time processing is essential in many situations, classic local algorithms which are highly valued for their speed often sacrifice image quality in favour of global algorithms. But recent work reveals subtle modifications to matching computations and data gathering techniques that support local algorithms, leading to performance that approaches that of global algorithms with respect to matching rate. In Part 2, an innovative method for combining computer vision and graphics is shown for creating a new telepresence and collaboration platform. Three key features of this system are its smooth integration of the physical and virtual worlds for input and output, its ability to enable remote collaboration between users, and its ability to facilitate interaction between different 3D graphics programs. This system is designed for future high-bandwidth networks and sends real-time fusions of dynamic computer graphics and vision data. This paper highlights the visual dimension and the mutually beneficial relationship between computer graphics and vision for telepresence and collaborative applications. Preliminary studies show promising possibilities for this technology to create immersive spaces suitable for various cooperative tasks across high-bandwidth networks. Our goal in doing this thorough assessment is to clarify the course of these.

Keywords: computer vision

I. INTRODUCTION

The field of computer vision has grown significantly, covering everything from raw data recording to image pattern extraction and information interpretation. It combines ideas, methods, and concepts from computer graphics, artificial intelligence, pattern recognition, and digital image processing. The majority of computer vision tasks include feature extraction and gathering details about events or descriptions from digital picture input situations. The nature of the data being analysed and the application domain determine the approaches employed to solve computer vision challenges. Enter your desired changes in this section. Then, use the button below to paraphrase. It really is that simple! [1]. In-depth study on the fundamental technologies of stereo vision is conducted, an experimental system for the use of stereo vision is constructed, and the graphics and image processing capabilities of UAVs based on computer vision algorithms are analysed in this paper, along with pertinent domestic and international research. We tried with the algorithm. The two-dimensional plane calibration template is utilized for calibration, taking into account the unique needs of graphic image processing. The stereo image pair is then corrected based on the internal and external parameters of the calibration process. Achieving the quick stereo matching method requires completing this crucial step. The analysis of the present, comparatively fast real-time stereo matching algorithms is done, and the impact of different conditions on the matching outcomes of different algorithms is spoken about [2].

In the multidisciplinary field of computer vision, techniques for interpreting and analysing visual data, such as images and videos, are developed and applied. Over the years, notable advancements in computer vision have led to



Review on A Comprehensive Analysis of VR and AR-Enhanced Language Learning

Chinnmay T N¹, Yashu Yadav A², Abhishek E B³, Nishaan H Shetty⁴, Mr. Ramachandra H Y⁵

^{1,2,3,4,5}Alva's Institute of Engineering and technology

ABSTRACT

This systematic study investigates the impact and using virtual reality (also known as VR or enhanced reality. (AR) in enhancing language acquisition. By merging data from other research conducted throughout the previous ten years, the study aims in order to offer a comprehensive comprehension of how Virtual Reality and AR may be utilized into language training to boost engagement among learners, motivation, and proficiency. The evaluation looks at several types between VR and AR applications, their educational structures, and what language skills they aim to teach among them, cultural competency, pronunciation, grammar, and vocabulary development. Important discoveries show that comprehensive and interactive experiences found with worlds that combine virtual reality with augmented reality possess a knack of greatly outperform traditional methods of language acquisition. Not only that, but the investigation also identifies barriers including price, the need for teacher preparation, and accessibility to technology. The paper's conclusion discusses future avenues for study additionally practical implications for teachers wishing to incorporate AR and VR in language teaching methods.

Keywords: Learner engagement, motivation, Digital, enhanced, and true immersion learning, technology for education, language learning, pedagogical frameworks, collaborative instruction, vocabulary acquisition, and teacher preparation

INTRODUCTION

In recent years, the development for both augmented reality (AR) with Digital Realities (VR) technologies has opened up new avenues for education, particularly around close proximity near language learning. These immersive technologies provide unique opportunities to create dynamic, engaging learning environments, which are sometimes not achievable with typical methodologies.[1] AR and VR are useful tools for enhancing language acquisition because they may replicate real-world scenarios, provide immediate feedback, and encourage experiential learning.

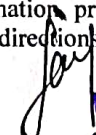
A few of the several skills which has been established cultivated throughout the difficult process of picking up a language include syntax, pronunciation, terms, and cultural awareness. Sometimes these complexities are too much for conventional e-learning platforms and classroom settings to manage effectively.

But both augmented With the digital world (AR/VR) offer the ability to address these gaps by giving pupils realistic and contextualized situations where they may practice their language abilities in a more meaningful and natural way.

This systematic review aims to investigate the effects of AR and VR on language acquisition. By examining various studies, we want to get an understanding of the ways in which these innovations are being utilized, the extent to which they enhance language proficiency, and the challenges associated with their application. We're going to examine the various augmented along with virtual realities app types that are used, the instructional approaches that encourage their use, and the specific language outcomes that they impact

Practical concerns for teachers, such as financial ramifications, technological accessibility, and the requirement for teacher training in AR and VR, will also be included in this study. By integrating the available studies and providing analysis and suggestions, we want to assist educators and policymakers in making the most effective use of AR and VR in language instruction.

The ensuing sections will elaborate on the techniques utilized during our examination, present the main findings from the examined research, discuss the implications of these findings, and suggest directions for future studies regarding Augmented and virtual reality-assisted language learning


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Dept. of Computer Science and Design
Alva's Institute of Engg. & Technology
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Enhancing the Security of Digital Voting Systems: A Blockchain-Based Decentralized Approach for Future Electronic Voting Systems

Sree Ganesh M S¹, Karthik P Naik², Deekshith Acharya³,
Naresh Maibam⁴, Dr. Pushparani M K⁵

6th Sem, Department of Computer Science and Design^{1,2,3,4}

Sr. Assistant Professor, Department of Computer Science and Design⁵

Alva's Institute of Engineering and Technology, Moodubidire, India

Affiliated to Visvesvaraya Technological University, Belagavi

4al21cg056@gmail.com, 4al21cg032@gmail.com

4al21cg016@gmail.com, nareshmaibam71@gmail.com, drpushparani@aict.org.in

Abstract: This paper introduces a blockchain-based electronic voting (e-voting) system aimed at improving voter turnout and ensuring robust security. Traditional offline elections often suffer from fairness and accuracy issues due to centralized control, which can lead to vote manipulation. The proposed system leverages blockchain technology to decentralize authority, reduce reliance on a single entity, and enhance transparency. It comprises four stages: setup, registration, voting, and result, each utilizing smart contracts to maintain an immutable record. Key features include secure voter and candidate registration, encrypted vote casting, and transparent result dissemination. By addressing critical security concerns such as vote uniqueness, mobility, coercion resistance, anonymity, and data integrity, this system offers a reliable and transparent solution for modern elections.

Keywords: blockchain-based electronic voting

I. INTRODUCTION

As digitalization continues to infiltrate every facet of our lives, electronic voting (e-voting) has the potential to revolutionize traditional voting systems. The conventional offline elections are plagued by issues related to impartiality and accuracy, exacerbated by vulnerabilities from centralized control that may lead to vote manipulation and biased outcomes. The proposed e-voting system emphasizes enhancing voter turnout while ensuring robust security. Security is the most significant challenge facing any electronic service. However, leveraging blockchain technology can mitigate these challenges. This innovative approach decentralizes authority, reducing reliance on a single entity and promoting system transparency.

II. BLOCKCHAIN TECHNOLOGY

Blockchain is a distributed, immutable ledger that facilitates the tracking of assets and recording of transactions within a business network. It operates as a decentralized database of records or digital events that are immutable and verified by a majority of participants. Each transaction is stored as a "block" of data, which can represent any valuable item, tangible or intangible. These blocks are chronologically linked to form an unchangeable chain. The blocks are securely connected to prevent tampering and verify the exact timing and sequence of transactions. Blockchain technology offers numerous advantages, such as enhanced transparency, precise tracking, and the use of smart contracts.

III. EXISTING SYSTEMS

Many countries currently utilize digital systems for voting, with Estonia being the pioneer [1]. Every Estonian citizen receives a national ID, central to the voting process. Voters insert their ID cards into card readers and access the voting website on a connected computer. They are prompted to enter their PIN for authentication. Voters can cast their ballots

Comprehensive Analysis and Review of Advancement in 3D Printing

Darshan Rai¹, Dhanush Shenoy², Ranjeeth P Jain³, Bhavish MK⁴, Prathviraj K⁵, Dr. Pushparani M K⁶

Students, Department of Computer Science and Design^{1,2,3,4,5}

Assistant Professor, Department of Computer Science and Design⁶

Alva's Institute of Engineering and Technology, Mangaluru, India

Abstract: *The use of 3D printing, also known as additive manufacturing, has revolutionized various industries by making actual objects from digital models. This investigation looks at the rapid advancement and widespread application of 3D printing in sectors like healthcare, aviation, agriculture, and autos. It demonstrates how intricate patterns may be created using 3D printing with minimal material waste and post-processing. The analysis of 124 papers from 2014 to 2018 demonstrates an increase in interest in the benefits of 3D printing. It also examines how technology is used in pharmaceuticals and personalized medicine, emphasizing how it may be used to create state-of-the-art medication delivery and medical equipment. The foundation for a detailed analysis of the advancements and implications of 3D is laid forth in this introduction*

Keywords: 3D printing

I. INTRODUCTION

The production of physical products has undergone a significant transformation because to 3D printing, also known as additive manufacturing, which makes it possible to fabricate complex geometries straight from digital models. With the invention of stereolithography and the STL file format by Charles Hull in the 1980s, this technology had its commercial debut. 3D printing has a wide range of uses, from creating complex jewelry and mechanical heart pumps to creating rocket engines and corneas. This creative method highlights the adaptability of 3D printing, starting from the layer-by-layer creation straight from CAD files. Manufacturing has advanced significantly as a result of the capacity to make intricate components with complicated surfaces that are difficult to do with conventional methods. Industry 4.0 emphasizes sustainability, material compatibility, and integration.

Using a variety of techniques, additive manufacturing turns digital data into three-dimensional structures and prototypes. For these technologies to function, solid modeling in CAD is essential as it allows complicated forms to be precisely created layer by layer. This has prompted research into a range of materials and sustainability initiatives, particularly in the electronics, automotive, and aerospace industries. The potential of 3D printing has been further enhanced by its confluence with nanotechnology, which has made it possible to create novel medication delivery systems, tissue engineering methods, and cutting-edge medical equipment. Researchers are able to produce complex structures at the nanoscale through the use of nanomaterials in 3D printing methods, which can improve medication efficacy and enable customized therapies. The capacity to create personalized goods with improved qualities is a significant change from conventional production techniques.

Particularly in Europe and Asia, research on 3D printing technology has increased dramatically, with a concentration on case studies and experimental study. Fewer studies focus on the social implications of 3D printing, even as many work to enhance 3D printing technology and product development. Reduced lead times, better designs, less prices, and higher-quality goods are some advantages of 3D printing. But problems like rising prices and scalability problems still exist. 3D printing has become more widely available to consumers because to methods like stereolithography (SLA) and fused deposition modeling (FDM), which also lower waste and production costs. The potential of 3D printing technology to transform conventional manufacturing processes and have an influence on everyday life is becoming more and more evident as it advances, pointing to a day when inexpensive, high-quality, personalized items will be readily available in the future.

A Review on The Future of Technology: How Cloud Computing is Changing the Game

Ridhi R Hegde¹, Devadiga Roshni Narayan², Sandhya Moolya³, Chethan⁴, Dr. Pushparani M K⁵

^{1,2,3,4}Department of Computer Science and Design, Alva's Institute of Engineering and Technology, India.

⁵Senior Assistant Professor, Department of computer Science and Design, Alva's Institute of Engineering and Technology, India.

Emails: ridhihegde7@gmail.com¹, devadigaroshnicsd@gmail.com², 4al21cg048@gmail.com³, Chethanpoojaryiruvail@gmail.com⁴, drpushparani@aiet.org.in⁵

Abstract

Cloud Computing is situated to industrialize the IT conveyance of the future. It is a common advancement of the broad selection of numerous specialized progresses in the conveyed computing range counting virtualization, lattice computing, autonomic computing, utility computing and software-as-a-service[2]. In addition, it explores the obstacles and concerns that influence increasing adoption and usage of the technology by clients. Findings illuminate present and future trends in cloud computing while exposing readers to associated challenges and issues. Reviewed literature indicates the technology's potential and expected growth in the coming years. Researchers have proposed various approaches to tackle cloud computing challenges, including security risks, through adaptive cloud computing and management of cloud computing [3].

Keywords: Cloud computing, Technologies of cloud computing, cloud computing benefits, cloud computing challenges, cloud computing trends.

1. Introduction

Cloud computing is a progressive computing worldview for putting away information and running applications, that guarantees incalculable benefits, counting the opportunity to spread servers over the world without forthright ventures or indeed working a single information middle. Cloud Computing is a innovation that employments the web and central farther servers to keep up information and applications. Cloud computing enhances IT capabilities by increasing storage capacity and adding functionalities dynamically, without requiring investment in extensive and costly infrastructure, software, or dedicated personnel [5]. In today's world, every organization must assess where Cloud Computing (CC) is essential for their industry to gain a competitive edge and sustain their competitiveness. A notable feature of cloud computing is its pay-as-you-go model, where clients only pay for the services they use. The propels incorporate the buildup of the Web spine, the broad selection of broadband get to to the Web, the capable arrange of servers and capacity in information centres, the progresses in tall execution and versatile computer program

framework for the information centres and the Web, etc. According to Wikipedia, a cloud architecture comprises several essential components: a user interaction interface, a framework resource management module with a service catalog, and a resource provisioning module. The framework resource management module handles a vast network of servers operating in parallel. Frequently it moreover employments virtualization procedures to powerfully distribute and deallocate computing resources [1][9]. Cloud computing situations back network computing by rapidly giving physical and virtual servers on which the lattice applications can run. Cloud computing ought to not be befuddled with framework computing. Lattice computing includes partitioning a huge errand into numerous littler assignments that run in parallel on partitioned servers. Networks require numerous computers, regularly in the thousands, and commonly utilize servers, desktops, and portable workstations. Clouds too bolster nongrid situations, such as a three-tier Web engineering running standard or Web 2.0 applications. A cloud is more than a collection of



A Review on User Design Psychology in Human Computer Interaction

ANUSHA N T, JAHNAVI V, JAYAPRAKASH P, VIMALKUMAR U R, DR. PUSHIPARANI M K

Department of Computer Science and Design

Alva's Institute of Engineering and Technology, Moodubidre-574225, Mangalore (D. K)

anushaanadhyar03@gmail.com jahnavi2003@gmail.com jayaprakashprpt214@gmail.com vimalareyanr19@gmail.com
drpushparani@aict.org.in

Abstract— In today's world, product design must go beyond function and address consumers' emotional and psychological well-being. This calls for a comprehensive strategy that includes design psychology into the fabric of human-computer interaction interfaces. Understanding human behavior and perception allows designers to develop interfaces that connect with people on a deeper level. The term "Psychology of Design" emphasizes the necessity of studying how human perception affects the design and function of things. It recognizes that design is more than just aesthetics; it is also about how consumers perceive and interact with the product. Integrating psychology into design philosophy represents a paradigm change, acknowledging that good design goes beyond addressing fundamental requirements and involves developing emotional connections. This transition is critical to guaranteeing the lifespan,

emotional aspects that affect how people engage with technology. By doing this, interface designers may produce more logical and user-focused designs that encourage deep connections with users.

The proposed research methodologies [9-10], which entail examining real-world problems via the prism of human behavior and perception, present a novel way to approach HCI interface design problems. Designers may better understand how people view and interact with interfaces by taking inspiration from psychology. This helps designers make designs that better satisfy the requirements and expectations of users.

In general, including design psychology into HCI design improves the digital age user experience overall while also encouraging creativity and innovation. Interface designers are able to produce not just functional but also meaningful, intuitive, and engaging interfaces by comprehending and utilizing the psychological aspects that influence user behavior.

Keywords— Human perception effects, design psychology.

I. INTRODUCTION

Indeed, the study of the complex interrelationship between human psychology and the design process is the subject of the intriguing discipline of design psychology [2]. Fundamentally, it recognizes that design is about more than simply making things that are aesthetically pleasing or useful; it's also about knowing how people think, feel, and act and using that information to make designs that are more successful.

Design psychology [1] is essential in the field of human-computer interaction (HCI), where the objective is to increase technology's usability and accessibility [3]. The interaction between people and computers is the main emphasis of HCI, and the interfaces that make this possible act as a link between the two. HCI designers may develop interfaces that not only satisfy users' pragmatic demands but also connect with them on a more profound psychological and emotional level by using design psychology concepts.

Different methods of incorporating design psychology into HCI design are highlighted by the study of scholars such as [8] Jiahao Wang and Chen Hong. [7] The significance of customizing designs to meet users' cognitive capacities and preferences is highlighted by Hong's emphasis on comprehending users, examining cognitive processes, and creating interaction frameworks based on usability theories. Wang's emphasis on building user confidence to promote interaction with new technologies draws attention to the influence of psychological elements like familiarity and trust on user experiences.

The goal of integrating design psychology into HCI design is to help researchers better understand the user experience. This entails looking past elements that are immediately noticeable and taking into account the psychological and

II. DESIGN PSYCHOLOGY IN HUMAN-COMPUTER INTERFACE DESIGN

From its beginnings in the 1940s to its current importance in the field of human-computer interaction (HCI), design psychology has seen a substantial shift in focus and breadth throughout time. [1] Design psychology, which had its roots in ergonomics at first and was mostly used in wartime settings, progressively broadened its scope and was more thoroughly incorporated into everyday design processes between the 1960s and the 1990s.

At this time, design psychology started to expand beyond its military roots and find use in a wider variety of fields. The realization of how crucial it is to comprehend human cognition, perception, and behavior for design processes in a variety of sectors drove this progress. Usability, ease of use, and interface pleasure replaced performance and plain usefulness as the top concerns for users of computers as information technology progressed.

This change highlights how important design psychology ideas are becoming to HCI design. People started to ask for user interfaces that were customized to their own requirements, interests, and tastes in addition to efficient computer systems. The need for personalization brought to light how crucial it is to take psychological factors into account when designing interfaces so that users can interact and communicate with them in an efficient manner.

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Dept. of Computer Science and Design
Alva's Institute of Engg. & Technology
Mijar, Moodubidre - 574 225



Implementation of AI in Automotive: A Comprehensive Review

Dr. Pushparani M K¹, Manoj M², Sharvari M S³, Nayana S M⁴, Likhith L⁵, Rachana⁶

Students, Department of Computer Science and Design^{2,3,4,5,6}

Professor, Department of Computer Science and Design¹

Alvas Institute of Engineering and Technology, Mijar, Moodbirde, India

ABSTRACT- The automobile industry is transforming due to artificial intelligence (AI), which is improving user experience, and safety, and allowing autonomous driving. An extensive overview of AI applications in cars is given in this review paper. It addresses subjects such as advanced driver assistance systems (ADAS), driverless vehicles, maintenance, production, and user experience. The use of AI in autonomous car navigation, ADAS technologies, and machine learning methods, predictive maintenance, and image recognition systems has been the subject of several research projects. The goal of this study is to summarize these results by outlining the state-of-the-art in artificial intelligence for cars now and talking about potential future developments and obstacles.

Keywords—Artificial intelligence, Automotive, Advanced driver assistance systems (ADAS)

I. INTRODUCTION

The automotive industry is undergoing a profound transformation with the integration of artificial intelligence (AI) technologies. AI has revolutionized various aspects of vehicle development, from enhancing safety and efficiency to enabling autonomous driving. This review paper explores the evolution of AI in automobiles, focusing on its introduction, current implementation, and future implication.

Prior to the advent of AI in automobiles, ground-breaking research in autonomous driving and visual systems laid the groundwork for contemporary breakthroughs. Early research centered on establishing strong frameworks capable of handling the intricacies of real-world driving conditions. For example, the paper "DeepDriving: Learning Affordance for Direct Perception in Autonomous Driving" offered a revolutionary approach to autonomous driving that emphasized direct perception. This approach uses deep learning algorithms to learn affordances, or actionable options in the environment, straight from raw sensory inputs such as camera photos. The system turns these inputs into high-level driving actions, such as steering angles and braking orders. This allows the car to make intelligent judgments based on real-time data processing [1]. AI is now widely applied in autos, resulting in better user experience and safety. Research articles such as

"Recent Advancements in Artificial Intelligence for Autonomous Vehicles"[3] and "Artificial Intelligence and Its Role in Autonomous Vehicle Navigation"[4] provide updates on AI technology for autonomous driving systems. Improved vision algorithms, advanced decision-making abilities, and dependable navigation systems are just a few of the advancements that are helping to make fully autonomous automobiles a reality.

Moving forward, artificial intelligence is expected to have a significant impact on the future of the automotive sector. The study "Autonomous Driving: Investigating the Impact on Mobility and Vehicle Ownership" examines how autonomous driving technologies may affect mobility patterns and vehicle ownership [12]. This study investigates how self-driving automobiles could lead to more efficient and flexible transportation systems, decreasing the need for personal vehicle ownership while boosting shared mobility alternatives. The study envisions a future in which self-driving vehicles are incorporated into public transportation networks, delivering seamless, on-demand services that can adapt to changing passenger demands and urban dynamics. This change might considerably reduce traffic congestion, lower emissions, and improve the overall efficiency of urban transportation systems.

The study "Artificial Intelligence in Self-Driving Vehicles" explores the broader ramifications of AI-driven technologies in the automotive sector [11]. This study emphasizes the potential for AI to alter not only personal transportation, but also commercial and industrial settings. Autonomous delivery cars and trucks. The research also discusses the problems that come with widespread use of self-driving vehicles, such as legislative hurdles, safety issues, and the necessity for strong cybersecurity safeguards. By assessing these elements, the report presents a thorough overview of AI's disruptive potential in the automotive sector, predicting a future in which self-driving cars play a vital role in building more sustainable, efficient, and user-friendly transportation systems.

Finally, this review paper presents a comprehensive overview of AI technology in autos, including its history, current state, and future prospects. Its goal is to shed light on the role of AI in altering the automotive industry by combining concepts from significant research articles. This overview examines

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Modern Computer Graphics Innovation and Applications: An Extensive Overview

Karthik¹, Shibani², Shivani³, Shravya⁴, Suraksha⁵, Dr. Pushparani M K⁶

Students, Department of Computer Science and Design^{1,2,3,4,5}

Professor, Department of Computer Science and Design⁶

Alva's Institute of Engineering and Technology, Moodubidire, Mangalore (D. K), India
karthikkulal2004@gmail.com, shibanigogudde@gmail.com, shivanipoojary41@gmail.com,
shravyabhat0893@gmail.com, suraksha093@gmail.com, drpushparani@aict.org.in

Abstract: *This study explores the use of variation and selection in evolutionary processes to produce intricate structures, textures, and motions in computer graphics and animation. The process can be directed in the directions that users want by giving them the ability to interactively choose visually appealing procedurally generated solutions. A number of examples are given, including the cultivation of three-dimensional plant structures using set genetic parameters and the use of symbolic Lisp expression mutations to produce pictures, solid textures, and animations. The goal of this method is to get around the drawbacks of fixed-length genotypes with set rules by employing symbolic phrases as genotypes. According to the article, artificial evolution is an effective technique that requires little technical expertise and user interaction to achieve flexible complexity. [1]. Whether used online or off, computer graphics are integral to everyday activities and information technology. Graphics and media content creation tools were traditionally developed by computer scientists and programmers. These days, artists create complex digital artifacts with these instruments. Computer graphics are being utilized more and more in business and education for data visualization, interactive learning, virtual and augmented reality, and presentations due to improvements in hardware capabilities, graphic tooling, and pricing. This essay provides educators with fresh insights by introducing computer graphics, their history, and possible educational uses [2].*

Keywords: Computer Graphics.

I. INTRODUCTION

Considerable advantages and efficiency arise from the incorporation of computer graphics technology into resource management systems. Complex communication equipment rooms can now be visualized thanks to technology, making resource management and monitoring simpler. Resource managers can more easily and rapidly access equipment information by using graphical displays, which facilitates task completion and status checks [3].

Visualizing the equipment room is one of the main benefits of employing computer graphics in resource management. Graphical representations assist managers in quickly understanding the arrangement and state of the resources, especially in light of the diversity and complexity of communication equipment. This not only benefits in ordinary management but also in troubleshooting and planning. Graphical representations make it easy for new employees to become acquainted with the tools and the communication room, which enhances the onboarding and training procedures [2].

Computer graphics technology also improves resource information accessibility and sharing. Managers and leaders don't have to be in the equipment room to see the configuration and status of the communication equipment remotely. This capacity helps fast decision-making and oversight, further streamlining operations and enhancing efficiency. Apart from resource management, computer graphics hold significant importance in other domains such as education and film production. Computer graphics in education facilitate interactive learning by offering visual aids that make difficult subjects easier for students—especially those who learn best visually—to understand. For instance, it is possible to digitally replicate customary hands-on science lab demonstrations, which can save time and money while still offering precise and reliable learning opportunities [4].

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Data Visualization in Education: A Comprehensive Review

Adarsh Bhavimane¹, Rakshitha Shetty², Ghrutha Varsha Kurunji³,
Alex Tayenjam⁴, Dr. Pushparani M K⁵

Students, Department of Computer Science and Design^{1,2,3,4}

Professor, Department of Computer Science and Design⁵

Alva's Institute of Engineering and Technology, Mijar, Moodubidre, India

4a121cg004@gmail.com, rakshithaeg045@gmail.com, gkurunji@gmail.com,

4a121cg005alexatayenjam@gmail.com, drpushparani@aiet.org.in

Abstract: Data visualization tools have become increasingly prevalent in educational settings, offering innovative ways to present information and enhance student learning outcomes. This comprehensive review examines the impact of data visualization in education by synthesizing findings from recent research papers. A thorough analysis of twenty peer-reviewed articles covering various aspects of data visualization tools and techniques in educational contexts is presented. The review highlights the effectiveness of these tools in engaging students, improving comprehension, and facilitating data-driven decision-making. However, challenges such as accessibility and educator training remain significant barriers to widespread adoption. Hence, Recommendations for future research and practices are Necessary

Keywords: Data visualization.

I. INTRODUCTION

In recent years, the integration of data visualization tools in educational settings has gained significant traction. This surge in interest is primarily driven by the growing recognition of the transformative potential of data visualization in enhancing the teaching and learning process. The vast amount of data generated in today's digital age presents both opportunities and challenges for educators. Data visualization offers a robust solution to the challenge of presenting complex information in a manner that is both engaging and accessible. By transforming raw data into visual formats such as charts, graphs, and interactive dashboards, educators can significantly enhance students' understanding and retention of information (Heer & Shneiderman, 2012; Ware, 2012).

The advent of technology in education has brought about a paradigm shift in pedagogical approaches. Traditional teaching methods, which primarily rely on textual and verbal communication, often fall short in addressing the diverse learning needs of students. Data visualization bridges this gap by providing visual stimuli that cater to various learning styles, thereby making abstract and complex concepts more tangible (Mayer, 2001; Tufte, 2001). For instance, visualizing statistical data through interactive graphs can make mathematical concepts more comprehensible to students who struggle with numerical data alone (Kozma & Russell, 1997).

One of the most significant advantages of data visualization in education is its ability to foster deeper engagement among students. Visual aids can capture students' attention more effectively than plain text, leading to increased motivation and interest in the subject matter. This heightened engagement is crucial in the contemporary educational landscape, where educators strive to create dynamic and interactive learning environments (Guo, Kim, & Rubin, 2014). Moreover, data visualization tools enable educators to present information in a way that highlights patterns, trends, and correlations, facilitating critical thinking and analytical skills among students (Shneiderman, 1996; Plaisant, 2004).

The objectives of this comprehensive review are multifaceted. Firstly, it aims to evaluate the effectiveness of data visualization in improving learning outcomes. Numerous studies have documented the positive impact of visual aids on student engagement, comprehension, and retention (Fisher & Frey, 2007; Johnson et al., 2015). By synthesizing these findings, this review seeks to provide a holistic understanding of the benefits and limitations of data visualization in education. Secondly, it aims to identify the challenges associated with the implementation of data visualization tools in

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