

DEPARTMENT OF MASTER OF COMPUTER APPLICATIONS

A Hands-on Workshop Report on “Snap AR Gaming”

Event Name	“ A Hands-on Workshop Report on “Snap AR Gaming”
Date	22 th Nov 2025
Time	11AM onwards
Venue	SIET Auditorium
Chief Guest	Ms. Chhavi Garg Arexa and Bharat XR Co-founder
Inaugurated by	Mrs.Kavya R HOD MCA SIET, Tumkur
Organising Chairman	Dr. Narendra Viswanath Principal, SIET, Tumkur Academic Senate Member, VTU Belagavi.
Target Audience	MCA First Year and Second Year Students

Key Takeaways of the Snap AR Gaming Workshop

The *Hands-on Workshop on Snap AR Gaming* was exclusively designed for MCA students to introduce them to the fundamentals and practical applications of Augmented Reality (AR). The workshop focused on enabling students to understand AR concepts, explore Snap AR tools, and build real-time interactive experiences. The session included three major learning components:

- **Introduction to Augmented Reality and Snap AR**
- **Hands-on creation of AR filters using Lens Studio**
- **Developing simple AR-based game interactions**

The workshop began with an interactive introduction to AR, highlighting its role in modern gaming and digital media. Students learned about the Lens Studio environment, templates, object manipulation, face tracking, and visual scripting. They were guided step-by-step in designing custom AR effects.

Workshop Summary

The hands-on workshop on **Snap AR Gaming** introduced participants to the core concepts of Augmented Reality and its growing role in interactive digital experiences. The session began with an overview of Snap AR and Lens Studio, followed by a detailed walkthrough of the interface, tools, and templates used for AR game creation. Students gained practical exposure by designing custom AR filters and building simple game interactions using visual scripting and JavaScript modules. The resource person demonstrated techniques for object placement, animation, face tracking, and optimizing 3D assets for mobile performance. Participants also learned the process of testing and publishing AR lenses on Snapchat. The workshop emphasized user experience design principles for AR games and concluded with a Q&A session, giving students clarity on technical concepts and insights into career opportunities in the AR/XR development field.



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A
NAAC
2024 - 2029

Department of MCA

Hands on Workshop

SNAP AR GAMING

Guest Speaker



Date: 22/11/2025 Saturday
Time: 11:00 AM



Ms. Chhavi Garg
Arexa and Bharat XR
Co-founder



Venue: SIET Auditorium

Best Wishes From: Management, Principal, HOD's Staff and Students

Key Takeaways of the Snap AR Gaming Workshop

- Introduced the core concepts of Augmented Reality (AR) and highlighted its growing significance in modern interactive gaming.
- Explained the architecture, workflow, and capabilities of Snap AR using the Lens Studio platform.
- Demonstrated the Lens Studio interface, development tools, templates, and essential components used in AR content creation.
- Guided participants in designing and developing custom AR filters with interactive and immersive elements.
- Conducted hands-on practice sessions that enabled students to build simple AR game interactions using available templates and tools.
- Taught the basics of JavaScript scripting for implementing triggers, animations, and game logic within AR experiences.
- Covered essential techniques for creating, importing, and optimizing 3D assets to ensure smooth AR performance.





The hands-on activity allowed participants to build their own simple AR-based game using triggers, animations, and JavaScript-based interactions. Students explored creative features such as 3D asset

placement, animation sequences, and AR optimization techniques for mobile performance. The workshop provided MCA students with practical skills, problem-solving exposure, and insights into development opportunities in AR/XR technology.



Overall Student Feedback

The students shared highly positive feedback about the *Hands-on Workshop on Snap AR Gaming*. Participants appreciated the clear explanations, structured guidance, and practical approach followed throughout the session. They expressed that the workshop helped them understand the fundamentals of Augmented Reality, Lens Studio tools, and AR game interactions effectively. Many students enjoyed the hands-on component, which enabled them to create their own AR filters and simple game elements. The session also motivated them to explore advanced features of AR/XR development and consider future career opportunities in this emerging field. Overall, the workshop was well-received and considered informative, interactive, and technically enriching by the MCA students.



Students Testimonials



YASHAWANTH R [1SV24MC017]

“The Snap AR Gaming workshop was a great learning experience. I understood how Augmented Reality works and how easily we can create AR filters using Lens Studio. The hands-on session helped me build my first AR effect, and it boosted my confidence to explore more in AR/XR development”



M RAJEEV RAYAL [1SV24MC010]

“I really enjoyed the workshop on Snap AR Gaming. The explanations were clear, and the step-by-step guidance made it easy to follow. Creating interactive AR elements and testing them on mobile was very exciting. This workshop opened my eyes to new career opportunities in AR technology”



DEPARTMENT OF MCA

HANDS-ON WORKSHOP SNAP AR GAMING

Guest Speaker: Ms. Chhavi Garg
Arexa and Bharat XR - Co-founder

Aim of the Program:

To provide MCA students with hands-on experience in creating Augmented Reality (AR) games using Snap AR tools, enhancing practical skills in XR technologies.

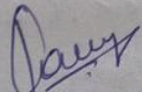
Objectives / Outcomes:

- Understand the fundamentals of Snap AR and Lens Studio tools.
- Gain practical exposure to AR-based game creation.
- Learn industry-relevant AR/XR workflows from an expert.
- Encourage innovation and creativity in immersive technologies.

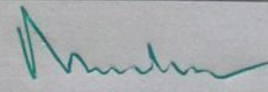
MCA Student Attendance:

SL NO	STUDENT NAME	SIGNATURE
1	ABHISHEK T L	Abhishek.T.L
2	AMEENA ROSHAN	Ameena Roshan
3	ANJALI B M	Anjali B.M.
4	ANKITHA LARA JONES	Ankitha Jones
5	B R NAYANA	Nayana

6	BINDU K C	Bindu . K . C
7	CHAITHRA K R	Chaithra K . R
8	DUSHYANTH K S	Dushyanth K . S
9	FARSIN HUQ T A	Farsin Huq . T . A
10	HEMANTH B R	Hemant . B . R
11	KARTHIKA N M	Karthika N . m .
12	KAVYA R	Kavya R
13	MAFAZ ULLA KHAN	Mafaz ulla Khan
14	MEGHANA R	Meghana . R
15	NAVEETHA G P	Naveetha
16	PALLAVI K P	Pallavi K P
17	PAVANA V R	Pavana . V . R .
18	RAMYASHREE T T	Ramyashree . T . T
19	SANIDHYA B S	Sanidhya . B . S
20	SINDHU D	Sindhu . D
21	SUJAN R	Sujan R
22	TAMANNA KOUSER	Tamanna Kouser .
23	TEJASWINI R	Tejaswini . R .
24	THEJA H H	Theja H . H
25	ZUHA MARIAM	Zuha Mariam .


Kavya R

HOD, Dept. of MCA



Dr. Narendra Viswanath
Principal