



Grade



2025

Innovation: 11-50  
Engg: 151-200  
Pharm: 101-125



2025

SDG 4: 23 | SDG 6: 40  
SDG 7: 32 | Overall: 101-200



2026 Overall

India: 98 | World: 1501+  
Subject Ranking  
Engineering: 1001-1250  
Computer Science: (1000+)



2026:

Asia: 721-730  
Sustainability:  
Asia: 481 | India: 58



Tier- I

B.Tech: Aero, Auto, Polymer,  
ECE, CSE, IT, Civil, Mech,  
Bio.Tech, EIE  
M.Tech: Structural &  
Biotech, MBA



B.S. Abdur Rahman®

**Crescent**

Institute of Science & Technology  
Deemed to be University u/s 3 of the UGC Act, 1956

**School of Computer, Information and Mathematical Sciences**

**Department of Computer Science and Engineering**

**Minor Degree - Augmented Reality & Virtual Reality**

## Contact

Department of Computer Science & Engineering

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**ADMISSIONS OPEN**  
**2026 - 2027**

B.S. Abdur Rahman Crescent Institute of Science & Technology, is an institution acclaimed throughout India for its quality in teaching and research for the past thirty-seven years. It aims at providing value-based education by imparting practical training, knowledge and skills, on the journey towards technical excellence.

The Department of Computer Science and Engineering was established in the year 1990. Over the past few years, the department has acquired national and international importance. The following Major and Minor degree Programmes are currently offered by the department.

### Major Degree Programmes

- B.Tech. Computer Science and Engineering.
- B.Tech. Computer Science and Engineering (IoT).
- B.Tech. Computer Science and Engineering (Cyber Security).
- B.Tech. Artificial Intelligence and Data Science.
- M.Tech. Computer Science and Engineering.
- M.Tech. Data Science
- M.Tech. Artificial Intelligence and Data Science
- Ph.D (Full time & Part time).

### Minor Degree Programmes

- Artificial Intelligence and Machine Learning
- Data Science
- Augmented Reality and Virtual Reality
- Block Chain

### Highlights of the Department of Computer Science and Engineering

- Established in 1990 (31+ Years of Excellence)
- Accredited by NBA
- Association with IBM
- Innovative and Outcome based teaching-learning process

- Highly qualified & Experienced faculty
- Publications in high impact journals
- Academic collaboration with industries
- ICT Enabled Class rooms
- Wi-Fi Campus
- TCS self-service for students
- State of the art laboratories
- Well-equipped digital library
- Good placement record in reputed industries
- Opportunities for internship/training in reputed IT industries

### About the Programme

Augmented Reality (AR) and Virtual Reality (VR) are anticipated as the future. AR is the overlay of digital content on the real world environment. VR is an artificial digital environment that completely replaces the real world. With VR, users would experience the artificial sounds, sights and feel as if they are in a digital world. The virtual objects can be in various forms including images, videos and interactive data. While AR allows people to overlay virtual elements onto their physical environments; VR enables people to enter into completely immersive experience using head mounted display units. Since the AR/VR technologies are thriving and expected to be a multibillion dollar business, it creates job opportunities for professionals. This program is designed to meet the demand by equipping students.

### Eligibility

All the B.Tech students of the following departments are eligible to register for the Programme

- Mechanical Engineering
- Aeronautical Engineering
- Polymer Engineering
- Automobile Engineering
- Civil Engineering
- Biotechnology
- Electrical & Electronics Engineering
- Electronics & Communication Engineering
- Electronics & Instrumentation Engineering

## Highlights of the Course

- Understand the available technologies of Virtual Reality, Augmented Reality, and Mixed Reality
- Concepts of Virtual Reality and Augmented Reality
- Usage, limitations and future potential of AR, VR, and MR
- Learn Unity to build and run simple AR, VR applications
- Brainstorm, define, visualize, and iterate your own original concept for an XR application
- Developing AR/VR applications with Unity
- Focus on the conceptual and technological advancements of VR, AR and MR.
- Opportunity to understand strengths and weaknesses of VR and AR applications.
- This programme would be helpful to familiarize the AR/VR technology landscape in terms of platforms, devices, applications, and tools.
- Devise a strategic plan to incorporate AR/VR into projects and initiatives.
- Designed as a project and activity based curriculum.
- Augmented Reality Developer
- Unity 3D Developer
- Extended Reality XR Application Developer
- Virtual Prototyping Engineer
- Digital Reality Engineer
- Design/Graphics Engineer
- Interface Developer
- Virtual Systems Developer
- Unity Game Developer
- AR/VR Maintenance and Support Engineer
- XR Gameplay and Tools Engineer
- Mixed Reality Artist
- VR Sound Effects Specialist
- AR/VR Innovation & Development Lead
- Technical Architect
- Managers in IT Industries

