

Projects no single school could have made.



IP Main Lab, 8 June | Mahrukh Zeeshan, Syeda Aimen Gardezi, Rubab Batool, Alina Ali, Alishba Imran, Minahil Khakwani, Anas Naqshband showcasing their work to the vice chancellor BNU Dr. Moeed Yousaf and Director of IP, Dr. Ruhi Khalid

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BEST PROJECT

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● SMC ● IP ● SVAD

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● IP ● SB ● SMC

RUNNER-UP

04 DreamStage

● SCIT ● SMC

RUNNER-UP

EDITOR'S NOTE

Where research and making stopped being separate

BNU Connect is now in its third year, and the question it started with has not changed: what happens when a final year project needs more than one school to make it?

This cohort answered it in a particular way. Psychology sat at the centre of three of the four projects, working alongside media, visual arts, computing and business. A VR experience became the basis of an MS-level thesis. A dissertation on burn survivors grew into a documentary and a visual identity. Research and making stopped being separate tracks.

The pages that follow show a learning space for children with different sensory needs, a journey through the cosmos, a survivor's story, and a 3D platform for planning events. Each one asked students to explain their discipline to someone outside it. That is still where most of the learning happens.

Naveed Aasim
Lead, BNU Connect

04

PROJECTS

19

STUDENTS

05

SCHOOLS AND PROGRAMS

06

CO-SUPERVISORS

200K

PKR IN CASH AWARDS

HOW TO READ THE PROJECTS

Every project carries a team bar. Each segment is one student, colored by school or program, so you can see at a glance how a team was built.

■ SMC
■ SVAD
■ SB

■ IP
■ SCIT



Example: Cosmic Voyage, four students from three schools

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SLASS 315, 11 and 12 June | Ayla Shuaib, Moiz Khan, Fatima Azeem, Hadi Jalal

01 | VR EXPERIENCE

Learn Haven VR



Co-supervisors

Asim Irshad (SCIT)
Naveed Aasim (SMC)



A virtual classroom designed to lower the noise, so children can focus.

Learn Haven VR is an immersive learning environment built to support focus, emotional regulation and sensory balance. Its visual spaces, soundscapes and interaction cues are designed to reduce cognitive overload and invite calm, sustained engagement. The experience is shaped around diverse learning needs and sensory preferences, accepting that every child learns and experiences the world differently. At its core is a simple aim: to make learning more interactive, and more enjoyable.

The team

Ayla Shuaib (SMC), Moiz Khan (SMC), Fatima Azeem (IP), Hadi Jalal (SCIT)

Deliverable

VR Experience

BEST PROJECT DISPLAY AWARD
PKR 50,000

02 | VR EXPERIENCE AND MS THESIS

Cosmic Voyage

VR Learning Experience of the Cosmos

The universe, taught from the inside.

A cinematic, educational VR experience that helps students understand complex astronomical concepts through immersion, interaction and guided exploration. It is modular and research-driven, built to allow comparison between immersive VR learning and non-immersive 3D video. Alongside it, an MS-level thesis asks whether immersive VR develops students' metacognitive awareness more than traditional linear video. The project brought together SMC, IP and SVAD.



● SMC ● IP ● SVAD

The team

Fizza Safdar (SMC), Eman Sameen (SMC), Rabeeya Farooq (IP), Hassan Siddiqui (SVAD)

Co-supervisors

Dr. Ruhi Khalid (IP), Naveed Aasim (SMC)

Deliverables

VR Experience (narrative-driven educational system) and MS-level thesis



RUNNERS-UP | PKR 25,000 EACH

A story to tell, a space to plan



RUNNER-UP
PKR 25,000

03 | DISSERTATION AND DOCUMENTARY

Beyond the Scars

Social Support, Resilience and Post-Burn Adjustment in Female Burn Survivors

A survivor's story, told with care and studied with rigour.

Beyond the Scars follows the journey of a female burn survivor through recovery, resilience and empowerment. Alongside a documentary, the team designed a logo symbolizing hope and strength and developed a market and budgeting plan. At its center is mixed-method research on how social support and resilience shape post-burn adjustment among female survivors, offering insight into what helps healing and adaptation after burn trauma.



● IP ● SB ● SMC

The team Mahrukh Zeeshan (IP), Syeda Aimen Gardezi (IP), Rubab Batool (IP), Alina Ali (IP), Alishba Imran (IP), Minahil Khakwani (SB), Anas Naqshband (SMC)

Co-supervisors Dr. Ruhi Khalid (IP), Dr. Farhat Nadeem (IP), Nasir Mazari (SMC)

Deliverables Research project, symbol/logo design, documentary, market and budgeting plan



RUNNER-UP
PKR 25,000

04 | 3D WEBSITE

DreamStage

3D Event Planning Platform

Plan the event in the space before anyone sets foot in it.

DreamStage is a 3D venue design application for event planning. Users place assets with drag-and-drop, track the budget in real time, and share a link so clients can review and approve the layout, with an audit trail of every approval. The platform also suggests layouts with AI and handles venue booking and management. Built by students from computing and media, it brings planning, design and client sign-off into one 3D space.



● SCIT ● SMC

The team Arslan Butt (SCIT), Nimra Hussain (SCIT), Maha Fareed (SCIT), Amna Mazhar (SMC)

Co-supervisors Syed Nauman Ali Shah (SCIT), Naveed Aasim (SMC)

Deliverables 3D Website

FIRST JOINT FYP
SCIT + SMC

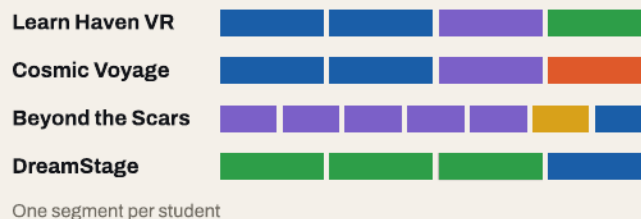
TEAMS AND SUPERVISORS

Who made the work

NO.	PROJECT	STUDENTS	CO-SUPERVISORS	RESULT
01	Learn Haven VR VR Experience 	Ayla Shuaib (SMC), Moiz Khan (SMC), Fatima Azeem (IP), Hadi Jalal (SCIT)	Asim Irshad (SCIT) Naveed Aasim (SMC)	Best Project Award PKR 100,000
02	Cosmic Voyage VR Experience and MS-level thesis 	Fizza Safdar (SMC), Eman Sameen (SMC), Rabeeya Farooq (IP), Hassan Siddiqui (SVAD)	Dr. Ruhi Khalid (IP) Naveed Aasim (SMC)	Best Project Display Award PKR 50,000
03	Beyond the Scars Dissertation, documentary, logo design, market and budgeting plan 	Mahrukh Zeeshan (IP), Syeda Aimen Gardezi (IP), Rubab Batool (IP), Alina Ali (IP), Alishba Imran (IP), Minahil Khakwani (SB), Anas Naqshband (SMC)	Dr. Ruhi Khalid (IP) Dr. Farhat Nadeem (IP) Nasir Mazari (SMC)	Runner-Up PKR 25,000
04	DreamStage 3D Website 	Arslan Butt (SCIT), Nimra Hussain (SCIT), Maha Fareed (SCIT), Amna Mazhar (SMC)	Syed Nauman Ali Shah (SCIT) Naveed Aasim (SMC)	Runner-Up PKR 25,000

THIRD COHORT IN NUMBERS

Nineteen students from five schools and programs, guided by six co-supervisors, completed four Final Year Projects. Three of the four teams included students from IP. Cash awards across the cohort came to PKR 200,000.



SLASS 125, 5 and 6 June | Arslan Butt, Nimra Hussain, Maha Fareed, Amna Mazhar

FROM THE DISPLAY

Display days: 5–12 June 2026



IP Main Lab, 8 June | Fizza Safdar and Rabeeya Farooq showcasing their work to the vice chancellor BNU Dr. Moeed Yousaf and Head of IP, Dr. Ruhi Khalid



IP Main Lab, 8 June | Visitors interacting with the Beyond the Scars team.



Learn Haven VR team | **BEST PROJECT**

Mr. Uzair Shahid, Head of Innovatrium, BNU, distributed cheques to the BNU Connect participating teams.



Cosmic Voyage | **BEST DISPLAY**



DreamStage | **Runner-Up**



Beyond the Scars | **Runner-Up**

DEAR FINAL YEAR STUDENTS

Next year's projects start with someone from another school.

We invite you to collaborate with students from other schools at BNU as you plan your Final Year Project or Thesis. Working across disciplines can open new perspectives and lead to more innovative, meaningful work. By forming teams with students from other schools, you can combine different skills and ideas into projects with real-world potential.

We will guide you in refining your project and aligning it with the goals of **InnovAtrium**, BNU's Innovation and Incubation Center. BNU Connect is the first step toward an incubation ecosystem at BNU: successful projects can be incubated through InnovAtrium, with the potential to contribute to the wider entrepreneurship landscape, including partnerships with **NIC Lahore** and other leading innovation hubs in Pakistan.



For inquiries or to discuss ideas, you can contact us:

Email: bnu.connect@bnu.edu.pk

Visit: **Naveed Aasim at SLASS 315 (Tuesdays, 12:30 PM - 2:00 PM)**

Follow us on Instagram: [@BNUconnect](https://www.instagram.com/BNUconnect)