

- WHY AUGMENTED REALITY - WILL TRANSFORM EDUCATION

AUGMENTED REALITY VS. VIRTUAL REALITY

Augmented reality (AR) has become a field with limitless possibilities. It holds huge promise for improving educational systems across the globe. Below, we will look at what augmented reality is and what it could lead to in the education system.

Augmented reality is the integration of digital information with the user's environment. It is a technology that allows users to interact with a virtual world that is overlaid on the real world.

One of the first commercial applications of AR technology was the software 'The Sword' that began appearing in late-1980s Nintendo games created in Japan.

Today, Google glass and head-up displays in cars are examples of AR technology. AR is used in many other industries including:

- Education
- Public safety
- Health care
- Business
- Cell and IoT
- Marketing

VIRTUAL REALITY

- Creates a fully artificial environment
- Users wear a headset and use hand-held controllers
- Users can interact with objects in the virtual world
- Virtual reality is used in many industries
- The dedicated hardware needed for VR is expected to reach **\$407.51**

AUGMENTED REALITY

- Uses the existing environment and overlays new information on top of it
- Users use cameras and sensors to interact with the real world
- With augmented reality you can work in a virtual world and see the real world
- AR provides more freedom and opportunities
- The dedicated augmented reality device market is expected to reach **\$659.98**

AUGMENTED REALITY IN PRIMARY AND SECONDARY EDUCATION

Augmented reality can make the learning experience fun and interactive. It is a technology that allows users to interact with a virtual world that is overlaid on the real world.

Augmented reality apps and resources being used in classrooms to provide specific content and information for students.

33% of teachers use AR in their classrooms.

POPULAR TOYS

The launch of AR technology in the education field has led to a number of popular toys and apps.

- 1. HoloLens**: Microsoft's AR headset, used in many educational settings.
- 2. Magic Leap**: A consumer AR headset, used in many educational settings.
- 3. DQARQ**: A mobile AR app, used in many educational settings.
- 4. CHRONVILLE**: A mobile AR app, used in many educational settings.

TWO GUYS AND SOME BRAGS

Two guys and some brags is a mobile AR app that allows users to interact with a virtual world that is overlaid on the real world.

EFFECTIVENESS OF AUGMENTED REALITY IN THE CLASSROOM

The impact of AR in education has been studied extensively. Research shows that AR can improve student engagement and learning outcomes.

AR has been used in many educational settings, including:

- Interactive learning
- Virtual field trips
- 3D models of complex objects
- Augmented reality textbooks

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EMERGING AR TECHNOLOGIES

EMERGING CLASSROOM APPLICATIONS INCLUDE:

- HOMEWORK MINI-LESSONS**: AR can be used to create interactive homework assignments that provide students with additional resources and support.
- BOOK REVIEWS**: AR can be used to create interactive book reviews that allow students to explore different perspectives on a book.
- HEARINGS**: AR can be used to create interactive hearings that allow students to explore different perspectives on a hearing.
- WORD WALLS**: AR can be used to create interactive word walls that allow students to explore different perspectives on a word.
- LAS SAFETY**: AR can be used to create interactive LAS safety lessons that allow students to explore different perspectives on LAS safety.
- DEAF AND HARD OF HEARING (DHH) SIGN LANGUAGE FLASHCARDS**: AR can be used to create interactive sign language flashcards that allow students to explore different perspectives on sign language.