Augmented Reality and Education: Current Projects and the Potential for Classroom Learning

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Abstract
I still remember vividly my experience with the big purple dinosaur. It didn't look friendly like Barney, though. This dinosaur actually looked like a purple T-rex that was poised and ready to bite me. Of course, this was a virtual dinosaur and existed as a 3D object in 3D space sitting among a very real and familiar environment of desk, chair, and walls. The dinosaur was part of an augmented reality experiment being conducted in the Human Interface Laboratory (HITLab) at the University of Washington. For me it was and still is a very interesting experience to see the real world when blended with virtual objects. As an educator, the potential for using this kind of technology for learning is what strikes me the most. Augmented reality as a science and practice has been receiving more and more attention recently as evidenced by articles in mainstream literature (see Feiner's Scientific American article 1) and the growing number of developers attending conferences dedicated to this kind of technology (see ISMAR 2002 *2). The term "augmented reality" (AR) has been used and misused to describe a wide variety of devices and people. But for the developers dedicated to creating and using it, the term is defined as a system of tools that allows a person to view one or more virtual 3D objects in the real-world environment. The virtual objects may be stationary or manipulated, seen on a large flat screen or in a heads-up display. AR technology allows for viewing things in a natural environment that otherwise would be impossible to show, such as labels on parts of an engine or forces on the poles of a magnet *3.

Recommended Citation
Using augmented reality in education industry increases students presence in the classroom and also the student's interaction towards study. With the help of AR technology, the students would be able to learn things anywhere and anytime because it is operated using smartphone and also it is very easy to use. With the help of Augmented Reality students learn things faster because they are fully concentrated while the class and throughout the learning process. Augmented Reality Solution for Classroom is an excellent way to provides educators and students with virtual approach. Thus the overall aim of AR is how efficiently teacher and students get engaged. How can augmented reality help with experiential learning? Augmented reality is a new technology that projects digital objects onto a real-world surface (like a hologram). These digital objects show up on the display of the device using the augmented reality software. Pokemon Go login screen. Augmented reality apps provide a hands-on and practical experience for classroom lessons. With all this in mind, I’ve compiled a list of five educational AR apps, complete with pricing information and suggestions for best use. Augment is an AR tool specializing in AR presentations, modeling projects, and 3D design. Using Augment, students can build their own 3D models for a myriad of class types, including health, architecture, animation, and art courses.