Augmented Reality: An Overview and Five Directions for AR in Education

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Abstract
Augmented Reality (AR) is an emerging form of experience in which the Real World (RW) is enhanced by computer-generated content tied to specific locations and/or activities. Over the last several years, AR applications have become portable and widely available on mobile devices. AR is becoming visible in our audio-visual media (e.g., news, entertainment, sports) and is beginning to enter other aspects of our lives (e.g., e-commerce, travel, marketing) in tangible and exciting ways. Facilitating ubiquitous learning, AR will give learners instant access to location-specific information compiled and provided by numerous sources (2009). Both the 2010 and 2011 Horizon Reports predict that AR will soon see widespread use on US college campuses. In preparation, this paper offers an overview of AR, examines recent AR developments, explores the impact of AR on society, and evaluates the implications of AR for learning and education.

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By integrating augmented reality into your lectures, you'll capture the attention of your audience. You will have their undivided attention. For instance, a teacher in dentistry integrated Augment into his lessons to show 3D models of teeth and how the human jaw works. INTERACTIVE LESSONS. Let your audience participate! Students are able to access models on their own devices via Augment's app. By viewing augmented models, the students can gain a better understanding of the concepts they are studying. This is a fun way to engage students and reinforce concepts they've seen during class lectures.
Keywords: augmented reality, AR, education, virtual reality, mixed reality
1. Introduction
Augmented reality (AR) is an emerging form of experience in which the real world (RW) is enhanced by computer-generated content which is tied to specific locations and/or activities. In simple terms, AR allows digital content to be seamlessly overlaid and mixed into our perceptions of the real world.