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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Augmented Reality: An overview and five directions for AR in education has been cited by the following article: TITLE: Production and Evaluation of Educational Material Using Augmented Reality for Teaching the Module of “Representation of the Information on Computers” in Junior High School. ABSTRACT: The purpose of this study was the investigation of the added value of technology of Augmented Reality in education and, particularly, whether this contributes to both student performance improvement, as well as the appearance of the psychological condition of Flow, which, according to research, has had a positive effect on their performance when experienced during learning process.