

## AUGMENTED REALITY and DIGITAL EDUCATION

# INTRODUCTION

Using new technologies for pedagogical purposes is more than just a fad. It seems to be quickly imposing itself as the future of education. In fact, most professionals working in training and education are already well-versed in various fields such as augmented reality, virtual reality, e-learning and blended learning. The technologies that are available today offer a wide range of opportunities to motivate and to engage our students, and above all to help them become active learners. These technologies have many advantages. They foster a great deal of curiosity so why not use them to get students' attention and get them involved in class? Explaining to a student what a production line looks like is one thing; being able to show him or her - via a virtual reality headset - is a whole different kettle of fish.

Augmented reality (AR) is an enhanced version of the real physical world that is achieved through the use of digital visual elements, sound, or other sensory stimuli delivered via technology. It is a growing trend among companies involved in mobile computing and business applications in particular.

# CONTENT

Day 1	<ul style="list-style-type: none"><li>• What is Augmented Reality? [Definition and Examples]</li><li>• What's the difference Between Virtual Reality and Augmented Reality?</li></ul>
Day 2	<ul style="list-style-type: none"><li>• Augmented Reality technology</li><li>• Augmented Reality and the importance of audio</li><li>• Augmented Reality and data visualization</li></ul>
Day 3	<ul style="list-style-type: none"><li>• How Augmented Reality is being used today</li><li>• How can Augmented Reality improve education?</li><li>• How can Augmented Reality help students?</li><li>• Implementing Augmented Reality in the classroom</li></ul>
Day 4	<ul style="list-style-type: none"><li>• What is an immersive classroom?</li><li>• VR headsets in the classroom</li><li>• Augmented Reality in primary schools</li><li>• Augmented Reality in secondary Education</li></ul>
Day 5	<ul style="list-style-type: none"><li>• VR for students with learning difficulties</li><li>• Immersion VR and Education</li></ul>

# OUTCOMES

- Students learn better through experience

Augmented Reality provides students an opportunity to learn through experience, in contrast to the traditional methods of reading and writing.

- Augmented Reality has the ability to inspire

Being able to see and experience extraordinary locations within the classroom is completely unique to Augmented Reality and it is inspirational to students.

- Augmented Reality sparks the imagination and encourages creative thinking

The immersive experience that VR provides is unparalleled in teaching. Students are “transported” out of the classroom and their imagination is allowed to flourish.

- Augmented Reality in education promotes peer interaction

Throughout the VR experience, students are encouraged to interact with each other. Afterwards, they are eager to share their thoughts and discuss their experiences.

- Augmented Reality engages students

Many students get bored with classic teaching methods. The modern technology of Augmented Reality gets students’ attention like nothing else.

- Augmented Reality provides realistic travel experiences

Using Augmented Reality, schools can provide students with travel experiences that would not be possible or practical. Schools can save time and money whilst providing students with incredible experiences.

- Augmented Reality in the classroom is inclusive

With Augmented Reality, every student gets the same opportunity to enjoy the experience. Unlike traditional school trips that can be too expensive for parents or too impractical for their children, VR is for all students.

- Augmented Reality offers memorable educational experiences

Long after the Augmented Reality has finished, students remember the experience and they are eager to reflect on it in future lessons.

