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.
Augmented reality in education will soon affect the conventional learning process. AR has the potential to change the location and timing of studying, to introduce new and additional ways and methods. Capabilities of Augmented Reality technology may make classes more engaging and information more apprehendable. There is a category of AR apps that isn’t for educational purposes primarily, but they may serve as a tool to create augmented reality content for various subjects. Check out some of the following (the list is not exhaustive).