BENEFITS OF USING AR TECHNOLOGY IN EDUCATION SYSTEM

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Annotation: *In this article, readers can have some important information about benefits of AR technology. The article mentioned that the AR technology has got endless and powerful opportunities in our real life. There are the best examples of using AR technology in the world.*

Key words: *Augmented Reality (AR), Virtual reality (VR), Artificial intelligence (AI), personalized-content, education system, healthcare, gaming, engineering, science, STEM labs*

Introduction

Now we do not imagine our digital world without field of media productions.AR technology is totally covered our education system. This technology is popular among students. We do not use only in education system and in other field as well. Have you seen some AR technologies in your daily life recently? Have you used some modern devices for small purposes?

There are a lot of countries are using AR technology all over the world. Top 5 countries have been using AR technology in their daily life. They are the Usa, China, Japan, South Korea and Germany. They have already occupied most of an important field such as gaming, film, healthcare, education system.

For example, The USA has been a big player for many years in AR technology and applications, especially in like fields like gaming, healthcare, because of it’s thriving tech economy.

China: The country has advanced significantly in AR technology, particularly in the consumer sector.

Germany: Germany has been thriving in manufacturing and engineering, and the country has incorporated AR into sectors like logistics, healthcare, and the automobile industry.

Therefore, we can say AR has a lot of opportunities. For example, participation in concerts, computer games, films and tours. This technology gives us to see the objects and things in a visual version.

In addition, AR technology improves our creativity such as an unusual clouds in the sky, unexpected view of creatures in cartoons and films. Now most of filmmakers are using action in their modern film products.

Example

In this article, you can read benefits of using UniteAR in education system. Augmented Reality can bring animation life and sound to static artwork.

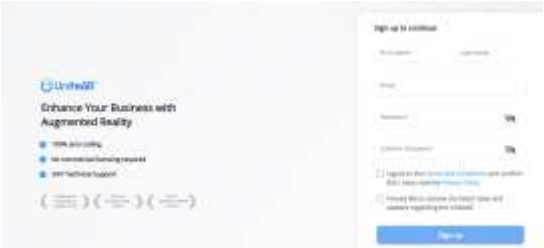
This program is provide animation services or offers to create your own artwork. Reality Augmented is the best technology for atrworks and it includes some of important features.

- ✓ Good contrast
- ✓ More detail
- ✓ Avoid patterns
- ✓ Avoid symmetry

Now I want to introduce the environment of UniteAR. The platform offers zero-coding augmented reality tools to create interactive AR experiences, custom AR apps and Web AR plugins. The best of the side of the platform after finishing the work you can share your piece of artwork and then people can enjoy watching them with a particular application in their smartphones.

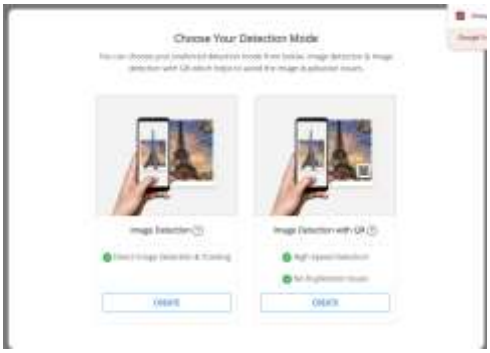
Some of perfect projects of the platform are here for you.

Let’s start working in amazing platform. First you have to sign up and then you can create your artwork.



The landscape of the UniteAR is user-friendly that you do not face any big problem.

If you are novice user, you can watch free tutorial videos from platform. It is completely free for everyone. (🎓). There are two types of Detection Mode. You have to choose one of them.



If you want to find some tools, they are visable and most of them are located on the left side of the working area. There are a lot of restriction for users that depend on using the none-free packets. If you have a great chance using premium packets, you are really lucky user, because a lot of opportunities are available for premium users. If you are only user for a little time, you cannot use most of them.

In conclusion, the platform is great to create and share people's artwork. People discover new things and implement their ideas.

There are a lot of platforms and applications on the internet such as Eyejack Creator, Google ARCore, MetaSpark by Meta. All of them are great from different sides.

There are list software programs based on AR technology.

I have assessed tons of AR tools, selecting these for my shortlist.

1. Unity — Best for powerful game development and interactive real-time 3D content

2. Vossle — Best for quick and easy creation of web-based AR experiences

3. ARCore — Best for AR development across Android ecosystem

4. EasyAR — Best for comprehensive AR SDK with diverse tracking modes

5. SynergyXR — Best for creating and sharing virtual meetings and presentations

6. echo3D — Best for high-performance cloud services for 3D and AR/VR apps

7. VIEWAR — Best for producing interactive AR applications with no coding required

8. ARKit — Best for detailed and realistic AR experiences on Apple devices

9. Hololink — Best for educational and informative AR experiences in web browsers

10. zakeke — Best for implementing AR into product customization and preview

Real Experiences

Augmented reality can be used in a wide of disciplines and contexts to boost learning process. Here, we explore a three exciting case studies.

1. **Enriching media design with augmented reality**

In media design classroom in Mangare, Aukland's Bader Intermediate School, augmented reality is used in sync with 3D printers and other technologies as students turns their learning into real physical objects.

This approach allowed students' creativity and and technical skills to flourish.

2. **Making science real in Stem Labs**

Stem Labs are places where students can enjoy a more project-based, interactive learning experience. In STEM labs activities might be relate to one or more subjects of Stem (science, technology, engineering and maths).

Montgometry Public Schools have implemented virtual reality and augmented reality in their Stem Labs-with great results.

What types of activities students do with AR learning tools in STEM labs? In addition to the design and technology activities we have mentioned, students can use AR to hold and manipulate objects from science and engineering such as human heart, a molecula or a car engine.

3. Boosting engagement and excitement for all students

Episcopal School of Baton Rouge found that their student engagement got massive boost from Class VR's VR and AR learning tools. For example, in a music lesson students held and examined virtual models of musical instruments. Only for just one lesson schools could not or would not buy expensive musical instruments, but with AR technology, they become accessible to students.

The future of the AR technology

By 2050, we can expect gadgets like VR glasses, smart earbuds and holographic projectors replace to traditional computers and phones.

Conclusion, AR is the best way to learning and teaching in education system. It helps to students to learn subjects with innovative methods and not only with traditional methods. During the lessons students really enjoy working with modern tools. Despite the some of disadvantages of the AR, people prefer using it because of it's some of opportunities. In addition, AR has got an unstoppable power in the our real world. It leads us to work in diversity field of the real life. Many of countries are using Stem Labs, smart classrooms, digital classrooms in the their education system, so it will develop in the future and it would be part of a movement to transform learning.

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