

Using augmented reality in education

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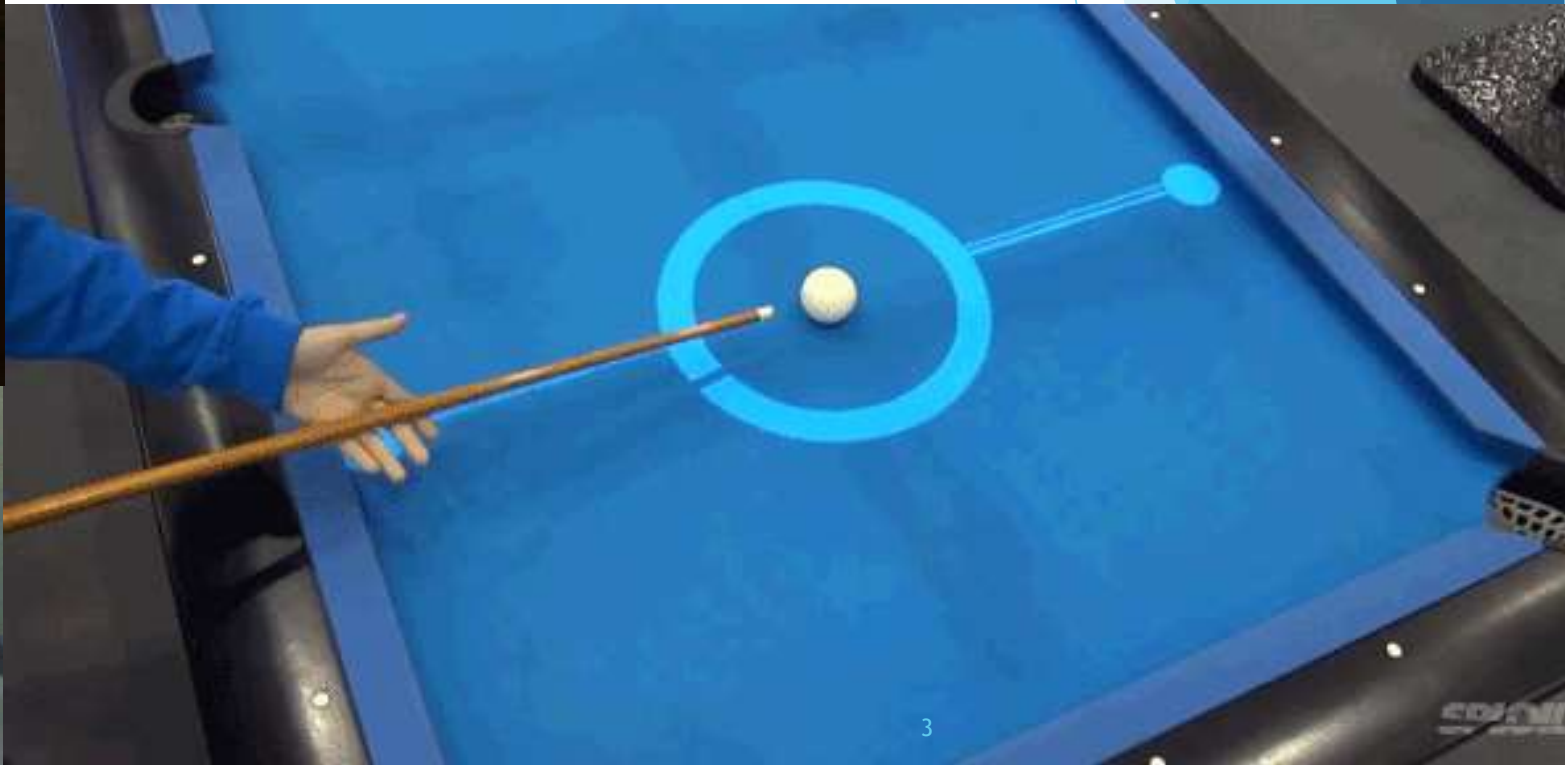
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Content

- ▶ What is “Augmented Reality”?
- ▶ Reasons to use Augmented Reality in Education
- ▶ Applications
 - ▶ Biology
 - ▶ Autistic children
 - ▶ Artificial Intelligence
- ▶ Conclusions and Future Work
- ▶ Bibliography

What is “Augmented Reality”? [1]

- ▶ Augmented Reality (AR) content can be accessed by scanning or viewing a trigger image with a mobile device that creates a subsequent action



Reasons to use Augmented Reality in Education [2]

- ▶ 1. EYE-CATCHING PRESENTATIONS - capture the attention of your audience



Reasons to use Augmented Reality (2)

- ▶ 2. INTERACTIVE LESSONS - By viewing augmented models, the students can gain a better understanding



Reasons to use Augmented Reality (3)

- ▶ 3. PORTABLE AND LESS EXPENSIVE LEARNING MATERIALS - Students can access models from any device at any time



Reasons to use Augmented Reality (4)

- ▶ 4. HIGHER RETENTION - students will retain more knowledge for a longer period



Applications at Faculty of Computer Science

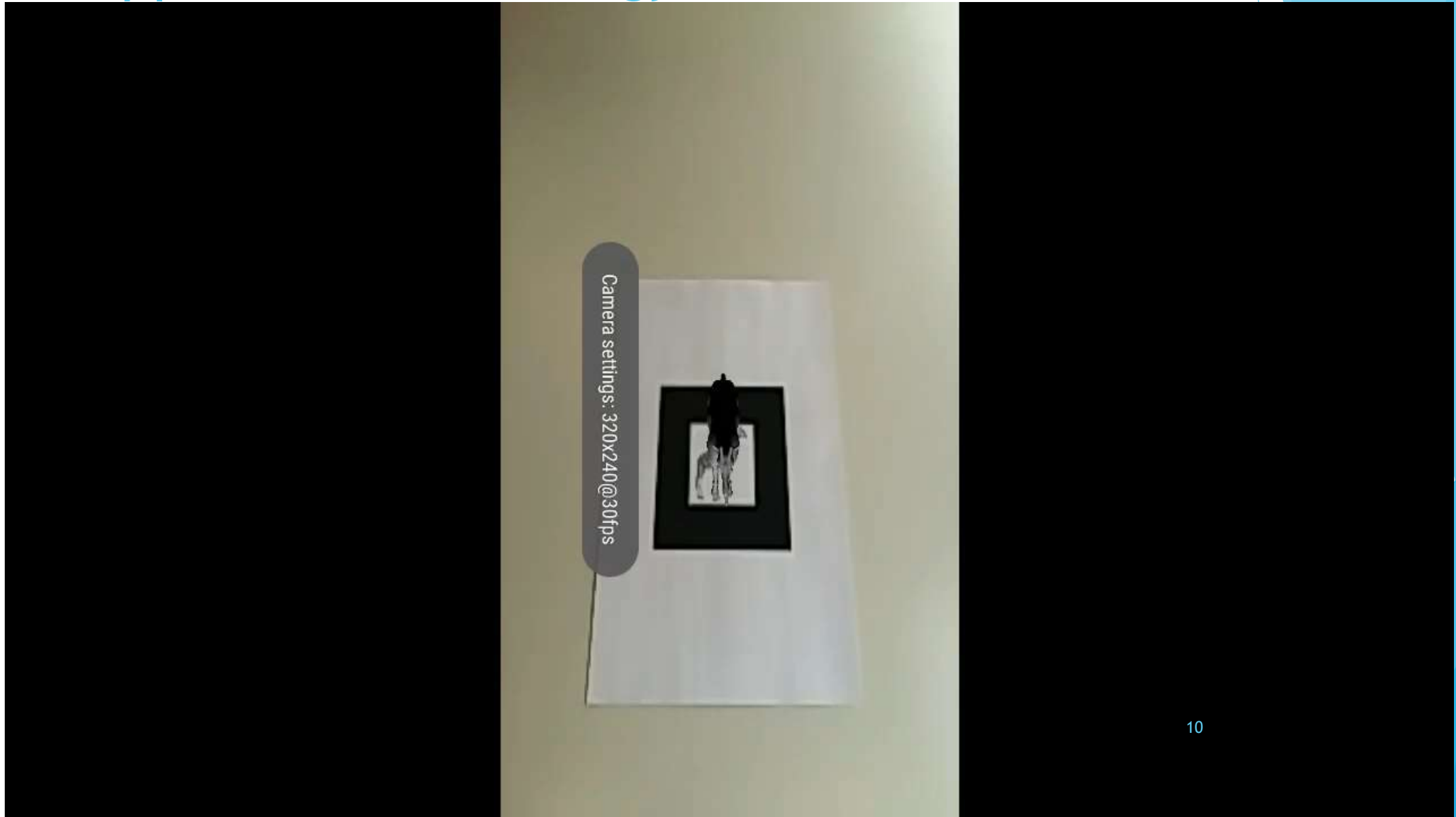
- ▶ Games
- ▶ Education
- ▶ Interior design



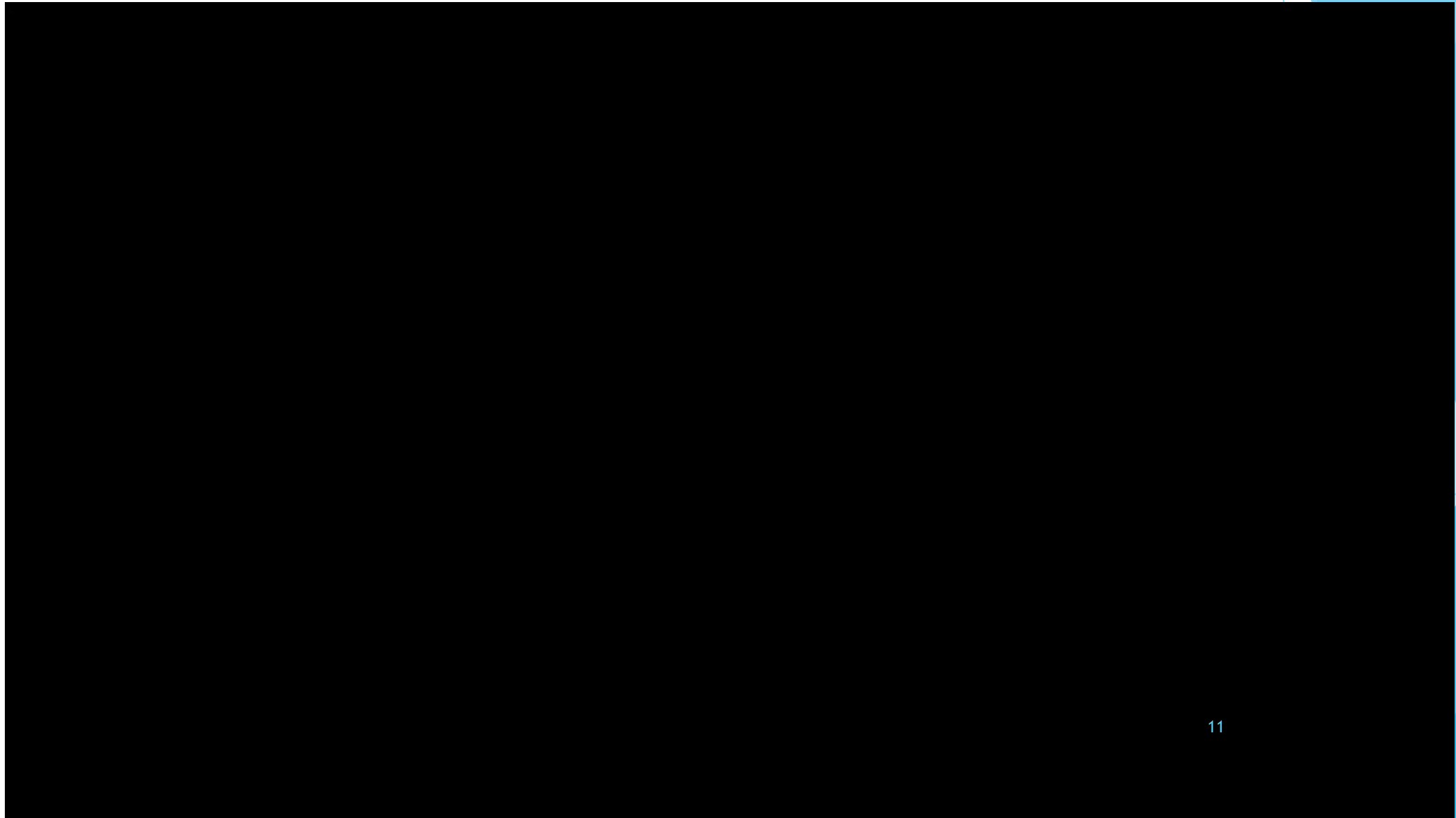
AR Application for autistic children - Ciprian Florescu



AR Application for Biology - Ana-Maria Daradici

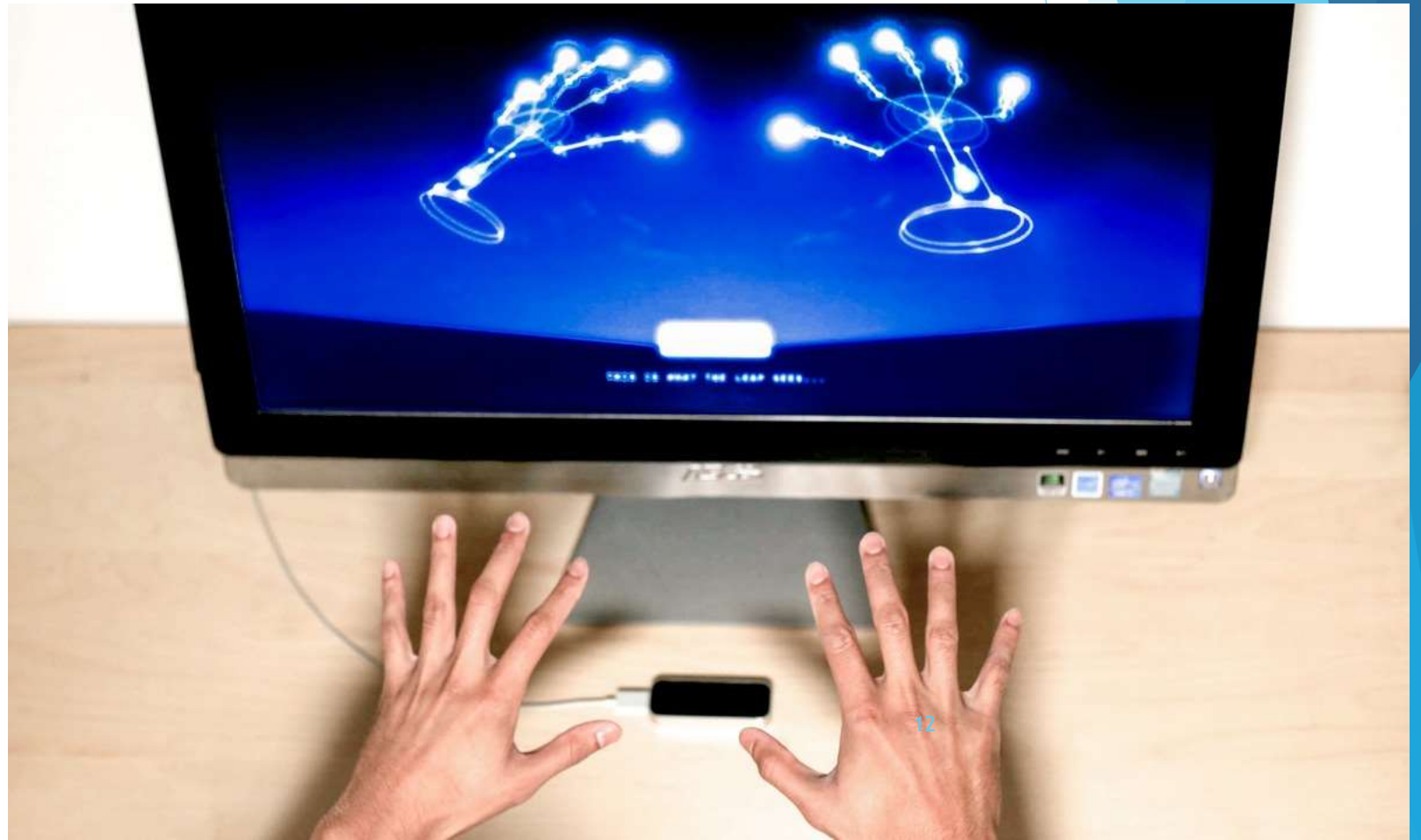


AR Application for AI - Mihai Paduraru



Conclusions and Future Work

- ▶ AR can be used with success in education
- ▶ Companies are interested by AR in combination with oculus [3], google glasses [4], leap motions [5]



Bibliography

- [1] <https://www.edsurge.com/news/2015-11-02-how-to-transform-your-classroom-with-augmented-reality>
- [2] <http://www.augment.com/blog/5-reasons-use-augmented-reality-education/>
- [3] <http://www.extremetech.com/tag/oculus-rift>
- [4] https://en.wikipedia.org/wiki/Google_Glass
- [5] <https://www.iinteractive.com/notebook/2014/03/21/leap.html>