What are Potential Uses of Augmented Reality in Education?

There are many different uses of augmented reality (AR) for educational purposes, in and out of the classroom. Through AR implementation in educational areas, people will be engaged and more interested in learning about history, science, and more.

A recently unveiled 3D app for smartphones or tablets, called 1600 allows users to explore of 1600 Pennsylvania Avenue with just a one dollar bill. The app created by the White House lets the user “fly” through the White House and see major events, like the Annual Easter Egg Roll, happen right in front of them. This animated interactive app gives people an opportunity to experience the White House and learn in the process, although it will not give an actual security clearance.

Another application that is available for for learning purposes utilizes recognition-based AR for a lesson anatomy. The app, Anatomy 4-D, scans and recognizes a paper including an outline of a body with descriptions about different parts. This triggers a three dimensional version of the muscular system, nervous system, skeletal system or other systems in the human body one at a time or together off of the piece of paper that can be printed right in the classroom. By rotating the paper or moving the camera of the student’s device, the student is able to see the human body from different angles.

Overall, augmented reality will improve the way people learn. From helping people understand to helping people get interested to learn.