Interactive Augmented Reality Learning Tool

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ABSTRACT
UPDATED—December 14, 2019. summary of paper, 1 paragraph, problem, approach, results, conclusion

Author Keywords
Computer Science; 3D User Interfaces; Augmented Reality; Mobile Applications

CCS Concepts
•**Human-centered computing** → **Human computer interaction (HCI);** *Augmented Reality;* User studies;

INTRODUCTION
hint: delete later* general intro, specific problem, what others have done, where my work fits in

For my final project, I chose to create an augmented reality application to enhance learning, specifically learning in computer science. This is not a new technology or new idea, however applying the learning to computer science isn't as widely looked at as other learning areas. According to Simsek, Augmented Reality (AR) is defined as enhancing the real world with artificial object [1]. Simsek also states that using AR in education is emerging and growing rapidly [1]. Augmented Reality can be used daily to improve life standards by designing and developing effective solutions [2].

The main thing people are interested in when it comes to an augmented reality application designed to enhance learning is this: how does it affect students' outlooks on learning? This is the main research question that is investigated in this paper, as well as is this something that students' would use and want to have as a tool going through school.

METHODS
hint: delete later* more formal description of the problem, what you propose to do, enough detail so that others could recreate my work

For the experiment, I had a packet of documents that I gave to each participant. The first was a document explaining the idea behind the application and how to use it. The reasoning behind giving this document was to give each participant the same information before the experiment was performed, and to make sure there wasn't a variable there that could cause inconsistent results. Then there was a class handout document that I made that was an example of how a teacher could incorporate the

RESULTS/DISCUSSION
hint: delete later* presented in tables/figures, comparison

CONCLUSION/FUTURE WORK

REFERENCES
[1] Mehmet Simsek, Sinan Toklu, et. all, *An Augmented Reality Application for Computer Engineering Curriculum*, Duzce University 2016.

[2] Utka Kose, Durmas Koc, Suleyman Anil Yucesoy *An Augmented Reality Based Mobile Software to Support Learning Experiences in Computer Science Courses*, Usak University 2013.

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