**Contents**

1． Introduction介绍

1.1 Background and research environment 背景和研究环境

1.2 Objectives and scope 目标和范围

1.3 Investigating requirements for education applications 教育应用需求调查

1.4 Dissertation structure 论文结构

2. Conceptual Background of Related knowledges 相关知识和概念背景

2.1 Related concepts 相关概念

2.2 Overview of Augment/ Virtual reality applications AR/VR 应用概览

2.3 Research process研究过程

2.4 Interactions in the VR/AR applications VR/AR应用中的交互

2.4.1 User interface 用户界面

2.4.2

3. Developing AR&VR applications ChemistryVR应用开发

3.1 Design

3.2

3.3

3.4

4. Implementation Results

4.1 [Objective for implementation](javascript:;)

4.2

4.3

4.4 Evaluate

5. Conclusions and discussion

5.1 Future directions in augmented reality

5.2

5.3