TITLE PAGE

IS390 – IS Reading and Research

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**Introduction**

The developing and expanding technology of Augmented Reality (AR) is primarily known for its ability to superimpose digital objects or data on to the physical world, enabling the interaction between the end-user and the parallel existing digital objects and the tangible physical world. Augmented Reality has attracted a lot of attention in recent times due to the vast potential of the technology to enhance different sectors, including career and trade-related instruction along with primary and secondary education. Augmented Reality technology presents an extraordinary way of attaining knowledge by giving the user a deeply interactive and immersive learning experience. This immersive learning environment through the use of AR technology can greatly enhance the users comprehension of the presented information along with augmenting the users potential to retain that information for future use.

This study will strive to investigate the utilization of Augmented Reality as an instructional tool for job training and formal education. The primary emphasis of this study will be placed on the potential advantages and disadvantages of the implementation of this technology. Additionally, the secondary purpose of of this study is to highlight some of the current uses of this technology and present through overview of Augmented Reality technology and its potential to transform the realms of education and training.

**What is Augmented Reality (AR)?**

**How does AR work?**

**Brief history of AR**

**Uses of AR in professional training**

Augmented Reality technology demonstrates various applications in job training. These can encompass the augmenting of tried and true conventional methods (SUCH AS?) and new and more innovative techniques (SUCH AS?) The use of Augmented Reality allows trainees to engage in realistic simulations

**Uses of AR in an educational setting**

**Conclusion and recommendations**