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Selected Issues II
Major Information Systems

**Benefits of Augmented Reality in Educational
Environments**

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Table of Contents

Index of Abbreviations	III
Index of Tables	IV
Index of Illustrations	V
1. Introduction	1
1.1 Problem Statement.....	1
1.2 Objectives	1
1.3 Definition of "Augmented Reality"	1
1.4 Augmented Reality in Educational Environments.....	1
2. Research Approach	2
2.1 Systematic Literature Review	2
2.2 Data Analysis	2
3. Findings	3
3.1 Benefits of Augmented Reality	3
3.1.1 State of Mind.....	3
3.1.2 Teaching Concepts.....	3
3.1.3 Presentation	3
3.1.4 Learning Type	3
3.1.5 Content Understanding	3
3.1.6 Reduced Cost	4
3.2 Mapping of the Benefits to the „Five Directions“	5
3.2.1 Discovery-based Learning	5
3.2.2 Objects Modeling	5
3.2.3 AR Books	5
3.2.4 Skills Training.....	5
3.2.5 AR Gaming	5
4. Discussion.....	6
5. Conclusion.....	7
Bibliography	8

Index of Abbreviations

Index of Tables

Index of Illustrations

1. Introduction

1.1 Problem Statement

I cite.¹

And again.² Or again the first footnote.¹

1.2 Objectives

1.3 Definition of "Augmented Reality"

1.4 Augmented Reality in Educational Environments

¹ T. Test, Test (1900)

² T. Test, Test (1901)

2. Research Approach

2.1 Systematic Literature Review

2.2 Data Analysis

3. Findings

3.1 Benefits of Augmented Reality

3.1.1 State of Mind

3.1.1.1 Increased Motivation

3.1.1.2 Increased Attention

3.1.1.3 Increased Concentration

3.1.1.4 Increased Satisfaction

3.1.2 Teaching Concepts

3.1.2.1 Student Centered Learning

3.1.2.2 Improved Collaborative Learning

3.1.3 Presentation

3.1.3.1 Increased Details

3.1.3.2 Easy Accessible Information

3.1.3.3 Interactivity

3.1.4 Learning Type

3.1.4.1 Improved Learning Curve

3.1.4.2 Increased Creativity

3.1.5 Content Understanding

3.1.5.1 Development of Spacial Abilities

3.1.5.2 Improved Memory

3.1.6 Reduced Cost

3.2 Mapping of the Benefits to the „Five Directions“

3.2.1 Discovery-based Learning

3.2.2 Objects Modeling

3.2.3 AR Books

3.2.4 Skills Training

3.2.5 AR Gaming

4. Discussion

5. Conclusion

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T. Test, Test (1900)

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