Selected Issues II Major Information Systems

Benefits of Augmented Reality in Educational Environments

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Index of Abbreviations

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1. Introduction

1.1 Problem Statement

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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

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- 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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