**Gliederung: „Benefits of AR-Applications in Educational Environments“**

INHALTSVERZEICHNIS  
(ABKÜRZUNGSVERZEICHNIS)  
(ABBLIDUNGSVERZEICHNIS)   
(TABELLENVERZEICHNIS)

1. INTRODUCTION (Manuel)
   1. Problem Statement
   2. Objectives
   3. Structure
2. AUGMENTED REALITY IN EDUCATIONAL ENVIRONMENTS (Manuel)
   1. Definition of „Augmented Reality“
   2. Five Directions of Augmented Reality in Educational Environments
3. SYSTEMATIC LITERATURE REVIEW (Phil)
   1. Data Collection
   2. Data Analysis
4. BENEFITS OF AUGMENTED REALITY IN EDUCATIONAL ENVIRONMENTS
   1. Benefit Categorization
      1. State of Mind (Sven)
         1. Increased Motivation
         2. Increased Attention
         3. Increased Concentration
         4. Increased Satisfaction
      2. Teaching Concepts (Manuel)
         1. Increased Student Centered Learning
         2. Improved Collaborative Learning
      3. Presentation (Sven)
         1. Increased Details
         2. Increased Information Accessibility
         3. Increased Interactivity
      4. Learning Type (Phil)
         1. Improved Learning Curve
         2. Increased Creativity
      5. Content Understanding (Sven)
         1. Improved Development of Spacial Abilities
         2. Improved Memory
      6. Reduced Costs (Phil)
   2. Mapping of the Benefits to the „Five Directions“ (Phil)
      1. Discovery-based Learning
      2. Objects Modeling
      3. AR Books
      4. Skills Training
      5. AR Gaming
5. DISCUSSION (???)
6. CONCLUSION (Sven)

LITRATURVERZEICHNIS  
ERKLÄRUNG