

## Visualizing the Consequences of Smoking Using Augmented Reality

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**Abstract :** Visualization in an educational context provides the learner with visual means of information. Conceptualizing certain circumstances such as consequences of smoking can be done more effectively with the help of the technology, Augmented Reality (AR). It is a new methodology for effective learning. This paper proposes an approach on how AR based on Marker Technology simulates the harmful effects of smoking and its consequences using Unity 3D game engine. The study also illustrates the impact of AR technology on students for better learning. AR technology can be used as a method to improve learning.

**Keywords :** augmented reality, marker technology, multi-platform, virtual buttons

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