

Applying Augmented Reality Technology for an E-Learning System

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Abstract : Over the past 20 years, technology was rapidly developed and no one expected what will come next. Advancements in technology open new opportunities for immersive learning environments. There is a need to transmit education to a level that makes it more effective for the student. Augmented reality is one of the most popular technologies these days. This paper is an experience of applying Augmented Reality (AR) technology using a marker-based approach in E-learning system to transmitting virtual objects into the real-world scenes. We present a marker-based approach for transmitting virtual objects into real-world scenes to explain information in a better way after we developed a mobile phone application. The mobile phone application was then tested on students to determine the extent to which it encouraged them to learn and understand the subjects. In this paper, we talk about how the beginnings of AR, the fields using AR, how AR is effective in education, the spread of AR these days and the architecture of our work. Therefore, the aim of this paper is to prove how creating an interactive e-learning system using AR technology will encourage students to learn more.

Keywords : augmented reality, e-learning, marker-based, monitor-based

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