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Augmented Reality Interactive Elearning

Augmented Reality (AR) Interactive Elearning is a modern and innovative approach to learning that combines technology and education to enhance the learning experience. AR Interactive Elearning uses the power of augmented reality to create interactive and immersive learning experiences that engage learners and improve their knowledge retention. This blog post will explore the features and benefits of AR Interactive Elearning and how it can be implemented in web and mobile platforms to create a dynamic and effective learning environment. From gamification to simulations, AR Interactive Elearning has the potential to revolutionize the way we learn and educate ourselves.

Project Context

The new learning paradigm in the educational system promotes students to be in control of how they learn, and teachers to relinquish control of the classroom learning process and begin to operate as designers and facilitators of learning. Teachers help their students acquire independent learning abilities, grasp the benefits and drawbacks of open learning, and create and distribute educational resources in a more creative, effective, and efficient manner. Technology-assisted tactics in the learning environment provide useful experiences to teachers and students through instructional gadgets that may be seen and heard. As the world's technology advances, educational institutions take use of the potential to progress and transition teaching-learning methodologies. There are many technology-assisted learning methodologies available now, but the study's researchers recommended a more advanced technology that can be employed for interactive learning. The Augmented Reality Interactive Elearning was proposed by the researchers. The goal of this research is to give an IT-based solution for education. The project can be utilized for teaching and learning. This platform is effective because it will imitate the real teaching-learning experience for students. As a result of this project, students will benefit from a well-designed, learner-centered, and interactive learning environment. Specific courses are introduced on a digital platform that anyone, at any time and from any location, can access. To meet their institution's vision and goal, the application will serve their clients and pursue the learning process in an online setting. The elearning platform will provide students with a good learning experience by allowing them to learn in a zone where they find learning to be accessible, resourceful, and entertaining.

Objectives of the Study

General Objective - The project generally aimed to design, develop and implement an Interactive Elearning Platform through Augmented Reality.

Specifically the study aims to:

1. To develop an electronic platform for learning that simulate real set-up in a four-cornered wall classrooms.
2. To let students experience real teaching and learning experience even online.



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3. To transition learning through advanced technology by integrating augmented reality.
4. To lessen manual labor in teaching.
5. To evaluate the system in terms of effectivity, productivity, maintainability, and quality.

Significance of the Study

The study of Augmented Reality (AR) Interactive Elearning is becoming increasingly significant in the field of education and training. AR technology allows learners to interact with virtual 3D objects and environments, enhancing their engagement and motivation, and promoting better retention of information. This technology provides an opportunity to create immersive and interactive eLearning experiences that can enhance the learning process and improve learning outcomes. As the use of mobile devices and web-based learning platforms continues to grow, the potential for AR Interactive Elearning to revolutionize the way we learn and train is immense. Therefore, exploring the significance of this technology in eLearning is crucial in developing effective and engaging educational materials that can benefit learners of all ages and backgrounds.

Specifically, the study will be a great tool and used for the following:

Educational Institutions. IT projects such as the eLearning platform is very important not only on the business community but as well as to the academic sector. The school can still offer quality education to the students simulating real teaching-learning experience even if face to face classes are still prohibited by integrating Augmented Reality (AR).

Students. Self-paced learning means you can learn in your own time and schedule. The success of the project will allow them to learn on their own experiencing true interactive setup.

Researchers. The success of the project will further enhance their knowledge and skills in developing successful projects using Augmented Reality.

Future Researchers. The project can serve as their basis in developing their version of the project.

Features of the System

Augmented Reality Interactive Elearning is a cutting-edge technology that merges digital information with real-world environments. It has the potential to revolutionize the way students learn by providing a more immersive and interactive experience. The following are possible features of Augmented Reality Interactive Elearning that can be implemented on web and mobile platforms:



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Real-time data: With AR technology, learners can access real-time data in their environment. This means that they can interact with objects and receive immediate feedback. For example, they can scan a QR code on an object and receive more information about it.

Gamification: AR technology can be integrated with gamification to make learning more fun and engaging. Learners can participate in quizzes, puzzles, and other interactive games that help reinforce their learning.

Interactive simulations: AR technology allows for the creation of interactive simulations that can replicate real-world scenarios. This is particularly useful for learners who need to develop skills that require hands-on experience, such as medical or engineering students.

Personalization: AR technology can personalize the learning experience for each student. Learners can access content that is tailored to their specific needs and learning styles. For example, visual learners can interact with 3D models, while auditory learners can listen to audio explanations.

Collaboration: AR technology can facilitate collaboration between learners. For example, students can work together on group projects by sharing their AR experiences and collaborating in real-time.

Accessibility: AR technology can make learning more accessible for learners with disabilities. For example, learners with visual impairments can use AR technology to access audio descriptions of the content.

Analytics: AR technology can track learner progress and provide analytics on their performance. This allows instructors to identify areas where learners are struggling and adjust their teaching accordingly.

Mobile compatibility: AR technology is compatible with mobile devices, which means that learners can access the content from anywhere, anytime. This makes learning more flexible and convenient.

Conclusion

The goal of this research was to come up with a solution that would make learning sessions more efficient. According to the findings of the study, the designed system is effective as per the respondents' perceptions based on the specified criteria. The system was created to meet the demands and requirements of the people who were going to utilize it. The system's potential has been recognized by the majority of the respondents.

As a result, the researchers concluded that a system is a good way to make electronic learning more efficient by using Augmented Reality. E-classrooms that students can utilize to learn at any time and from any location can be improved by the system which they can experience interactive learning environment. Interactive Learning with Augmented Reality will be simple, quick, efficient, accurate and more advance.



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Recommendations

The Augmented Reality Interactive Elearning Platform is highly recommended by researchers. As a result of this project, students will benefit from a well-designed, learner-centered, and interactive learning environment. The elearning platform is highly recommended to be implemented because it will provide students with a good learning experience by allowing them to learn in a zone where they find learning to be accessible, resourceful, and entertaining. A good understanding of how to operate the system is critical, according to the researchers.

Summary

The purpose of this research is to provide an IT-based educational solution. The project has the potential to be used for both teaching and learning. This platform is useful since it simulates the real teaching-learning experience for pupils. As a result, the researchers concluded that a system is a good way to make electronic learning more efficient by using Augmented Reality. E-classrooms that students can use to learn at any time and from any location can be improved by the system that allows them to experience an interactive learning environment. Augmented Reality will make interactive learning easier, faster, more efficient, accurate, and more advanced. The implementation of an elearning platform is highly suggested since it will provide students with a positive learning experience by allowing them to learn in an environment where they find learning to be accessible, resourceful, and amusing. In conclusion, Augmented Reality Interactive Elearning has the potential to transform the way students learn by providing an immersive and interactive experience. Its many features, including real-time data, gamification, interactive simulations, personalization, collaboration, accessibility, analytics, and mobile compatibility, make it a powerful tool for modern education.