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Enhancing education through mobile augmented reality

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Abstract

In this article, the author has mentioned about the Mobile Augmented Reality and enhancing education through it. The aim of the current study was to administer some general data concerning mobile augmented reality that helps to boost education. Purpose of the present study reveals the mobile networks that are used in the establishment field as well as university. Also, this study discusses the way to develop education and exchange data through mobile network. This text refer, however one will improve the educational through mobile functions. Mobile augmented Reality makes it attainable to form new reasonably services and applications. By creating augmented reality add mobile environments, individuals face new challenges in positioning, registration, system performance and energy consumption. The evolution of cellular networks and connected technologies has recently been very fast. The transfer rates and low latencies for packet information needed by several augmented Reality applications are feasible using the coming generation cellular networks. The transmitting of data through mobile network takes a significant role in education. The categories that broadcast were listened through the mobile network by learner. So mobile augmented reality is captivating its role to boost Education.

Keywords: Mobile augmented reality, education, learning in augmented reality

Introduction

Mobile multimedia system has become an integral a part of our lives. A variety of multimedia system services are email, networks, messaging, mobile video conferencing, mobile payment, video and audio streaming, etc. in the previous years, mobile multimedia system has become the accepted standard, driven by developments in end-user devices, radio networks, and rear services. The evolution of cellular networks and connected technologies has recently been very fast. The transfer rates and low latencies for packet information needed by several augmented reality applications are possible exploitation the future generation cellular networks. At the side of evolving transfer speeds, miniaturized displays and correct positioning enables the building of a marketable mobile terminal with ample capabilities for mobile augmented reality in education.

Augmented Reality

Augmented reality may be a direct or indirect view of a physical, real-world setting whose parts are increased by computer-generated sensory inputs like sound, video, or graphics. It is associated with a lot of general concept referred to as mediate reality, within which a view of reality is changed by a computer. As a result, the technology functions by enhancing one's current perception of reality. In contrast, virtual reality replaces the world with a simulated one. Augmentation is conventionally in period of time and in linguistics context with environmental parts, like sports scores on TV throughout a match. With the assistance of advanced augmented reality technology, the data regarding the surrounding real world of the user becomes interactive and digitally worked.

Mobile Augmented Reality

Mobile increased Reality makes it potential to make new reasonably services and applications. Some example applications of mobile increased reality includes, personal navigation, steerage systems, and tele-operation, security, recreation, e-commerce and private services.

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Generally, increased reality is outlined on mean any case wherever laptop generated objects, text, photos and sound area unit to the user's perception of the \$64000 world. By creating increased reality add mobile settings, individuals face new challenges in positioning, registration, system performance and energy consumption. Some experimental mobile increased reality systems are designed, however most current systems work solely in a very restricted space and don't have sufficient means that for communication. They typically use commercially obtainable or self-built wearable computers as their platform and their application space is commonly restricted to some specific tasks.

Mobile increased reality has long gave the impression of a wild art movement thought, however the technology has truly been around for years. It becomes additional sturdy and seamless with every passing decade, providing associate astonishing means that of superimposing computer-generated pictures a prime user's read of reality, so as to make a composite read stock-still in each real and virtual worlds. Mobile increased reality provides learning designers and educators with a replacement chance to begin thinking additional deeply concerning the mobile learner's context and scenario. Increased reality technologies will take any scenario, location, environment, or expertise to a full new level of that means and understanding. Increased reality is unambiguously ever-changing the means individuals learn with mobile devices.

Aim of the study

The aim of the current study was to provide some general info regarding mobile increased reality that helps to spice up the education.

Purpose of the study

The current study reveals the mobile networks that are utilized in the establishment field likewise as university. Additionally this study discusses the thanks to develop education and exchange info through mobile network. This text talks regarding, the way to improve the training through mobile perform.

Mobile Applications and Challenges

Mobile applications and challenges area unit the recent advances to the applying area unites wherever mobile increased reality systems are used. This is often not an intensive written account list as having aim to enrich the foremost recent surveys from Azuma, Billing Hurst, Schmalstieg, and Hirokazu, United Nations agency studied the convergence of the increased reality, present and wearable computing. The Mobile Augmented Reality applications' study covers:

- Virtual Character-based applications for augmented reality.
- Cultural Heritage.
- Edutainment and Games.
- Navigation and Path-Finding.
- Collaborative assembly and design.
- Industrial maintenance and inspection.

Education and Augmented Reality

Augmented reality applications will complement a customary syllabus. Text, graphics, video and audio is superimposed into a student's real time atmosphere. Textbooks, flashcards And different academic reading will contain embedded 'markers' that area unit once scanned by an AR device, manufacture

supplementary data to the scholar rendered during a transmission format. Students will participate interactively with laptop generated simulations of historical events, exploring and learning details of every important space of the event web site A will aid students in understanding subjects by permitting them to examine the idea and move with a virtual model of it that seems, during a camera image, positioned at a marker control in their hand. Increased reality technology conjointly permits learning via remote collaboration, within which students and instructors don't seem to be at constant physical location and might share a standard virtual learning atmosphere inhabited by virtual objects and learning materials and move with another inside that setting.

Augmented Reality in Classroom Setting

Modern lecture rooms are oft increased through the addition of recent technologies, like multi-media and pc vice technologies, and increased reality is one in all these new technologies. analysis has shown that learning will occur in virtual environments, and one in all the earliest works during this space, applying increased reality to an academic context, is that the 'Classroom of the Future', that conceptualizes however it might be potential to reinforce the interaction between pedagogue and students by using increased reality technologies. Increased reality was influenced directly by its perceived utility, and indirectly through perceived easy use and social influence, and preliminary results appeared to indicate the participants' intention to use increased reality for learning. The importance of increased reality is to implement novel technology to reinforce learning approaches in education.

Scope of the Study

- Mobile augmented reality is the technology used for various purposes with the help of mobile. The mobile is used for the learning point, we say that m-learning.
- Mobile technologies with Educational Technology as the theory and practice of educational approaches to learning.
- Mobile technologies as technological tools, assisting in the communication of knowledge, and its development and exchange.
- Mobile technologies for learning system management
- Mobile technologies are informal learning contexts.
- Mobile technologies are informatics education and digital literacy.
- Mobile technologies help teacher educator to improve the professional development.
- Mobile technologies help to identify research needs and topics in the field of education.

Advantages of Mobile Augmented Reality for Learners

Besides bypassing learning, these tools also can be started to support learning. Specifically these technologies square measure nice at providing meta-cognitive data to your students. Mobile increased reality provides learning designers and educators with a brand new chance to start out thinking additional deeply concerning the mobile learner's context and scenario. In fact, the key issue to recollect concerning mobile increased reality is, that it's concerning augmenting experiences in planet surroundings. Increased reality technologies will take any scenario, location, environment, or expertise to an entire new level of which means and understanding. Increased reality is unambiguously ever-changing the method folks learn with mobile devices.

Uses of Mobile Networks in Universities

In Universities, the Wi-Fi-network was allowable for all learners for his or her academic purpose. Universities connect their library web site with numerous academic links to gather the knowledge, data, and review and then on. Additionally through network, several e-courses are organized by completely different academic establishments. It's going to be accessed through mobile network. So mobile increased reality is an efficient tool for education.

Conclusions

The increased reality technology could be a promising and stimulating tool for learning and it is effective once employed in parallel with ancient ways. though increased reality has been around for a minute, currently solely recent researches have started, designed and implementing experimental applications together with recreation, education, construction, cooperative style, military, anthropology and lots of others. However, several problems associated with technology stay to be improved also as wide travel user studies at intervals universities should be completed before increased reality learning environments will become a regular element of upper Education. In institution or Universities they supply Wi-Fi-networks for the scholars to reinforce their learning. So this text concludes that the Mobile increased Reality enhances Education.

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