ICoME Abstract Submission

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Round Table Session (Students / Graduate students)

Title:
How Augmented Reality Influenced Learning of High School Students

Abstract:
The purpose of this research is to identify the influences of Augmented Reality (AR) materials on learning of Japanese high school students. The target audience was second-year, chemistry students in Osaka, Japan. Data was gathered and analyzed from questionnaires given to students.

As educational technology advances, many ICT devices are used in educational settings. For example, electronic blackboard, tablet-type devices and computers are readily available in Japanese high schools. In addition, the Ministry of Education, Culture, Sports, Science and Technology (MEXT) stated that using ICT makes students more interested in learning and has a positive effect on the practice of active learning. This paper focuses on the use of AR to influence high school students' learning.

AR is the integration of digital information with the environment in real time. Recently, AR is paid attention in educational industry. By using AR, students can hold tablet-type devices over their textbooks to watch videos related to the content in their textbooks. Previous research shows that AR materials have good effects on motivation to learn and in understanding written material. Data, from the questionnaires in this study, showed that AR materials can improve learning in high school students.

Keywords:
ict,augmented reality,learning effect