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Virtual Reality and Augmented Reality in Education

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Abstract: This paper's objective is to show a framework for the VR and AR-based combined learning materials. VR and AR objects can stay incorporated into other educational material as by establishing effective education programmes, learning events, or other kinds of learning activities, learning objects can indeed be created. This essay reviews the study on both augmented and virtual reality and analyses holistic application techniques for the educational process. The proposed model supports the authors' findings and yields suggestions for its use.
Keywords: Virtual Reality, Augmented Reality, Education, VR Applications, Technology

I. INTRODUCTION

Virtual and Augmented reality has grown in popularity during the recent years. The creation of VR/AR applications was facilitated by new technological advancements and increased internet usage. Recently, there has been a demand to use three-dimensional (3D) data. Learning objects (LO) strategies were developed as a result of visualization for learning. In order to develop LOs and meet their normal needs, virtual reality (VR) and augmented reality (AR) might be used. By the use of a multisensory environment, using educational technology will enhance knowledge on a greater scale. These are the settings that enable the incorporating of various individual sensibilities like sight, hearing, touch, smell and taste. Learning process allow for the visual transmission of knowledge that's able to be combined with the trainer describing the displayed images. Through the use of various display and input devices, the individual can associate with a computer-generated atmosphere via virtual reality. that computer graphics programs assist. This platform offers teachers a variety of tools and instructional strategies, but the most significant aspect of VR is that it develops students' abilities to analyse difficulties in research innovative ideas and also information. Virtual reality is a medium for communicating where students can engage with items offered by a system. It offers users three different types of interaction: 3D environment navigation, virtual reality navigation, and traditional interaction. In a 3D environment, navigation allows for exploration, search, and movement. Selection/manipulation activities allow for interaction with virtual objects, while system control tasks give the user the ability to alter system states or interaction modes. An efficient simulation can put the user in a position that is almost, if not exactly, the same as the one that the system is trying to imitate

II. VIRTUAL REALITY

Constructing a three-dimensional (3-D) visual or other sensory world that an individual can engage using computer modelling and analysis. Utilizing interactive, wearable technology that can communicate and receive data and take on various forms like gloves, body suits, headsets, or eyewear, The user of VR applications is immersed in a simulated world that strongly matches reality. In a usual Virtual reality format, a user requires a helmet with a stereoscopic screen and experiences dynamic content of a simulated world. Motion sensors can detect the user's movements and alter the screen's display appropriately, typically in real time. (The moment the user makes an action), the perception of "being in it. So, an individual can experience shifting rooms while touring a virtual suite of rooms.

III. AUGMENTED REALITY

Augmented reality (AR), an engaging experience, blends the actual world with computer-generated information. There are many different methods to present the information, including visually, audibly, haptically, somatosensorily, and olfactorily. A medium that integrates both the virtual and real realms through accurate three - dimensional object registration and real-time interaction is actually named as Augmented reality. The sensory input imposed may be negative or advantageous to the environment. (i.e., concealment of the natural world). This experience feels so realistic that it seems to be a natural part of the environment. A continuing perspective of a real-world environment is affected by augmented reality, as opposed to virtual reality, which totally replaces the user's genuine surroundings.

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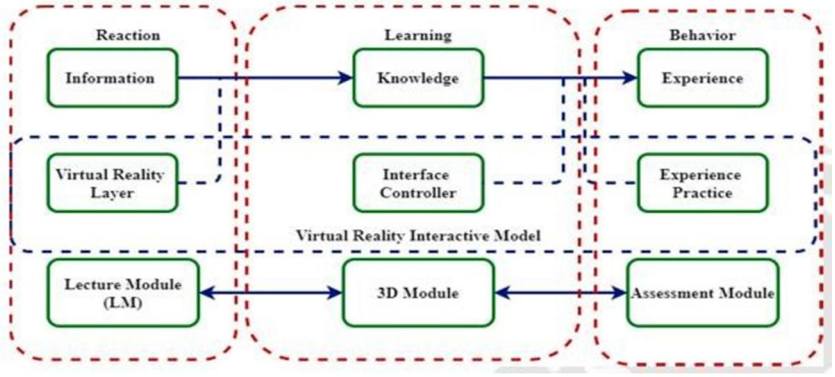
IV. VIRTUAL REALITY IN EDUCATIONAL SYSTEM

A strong society is built on its foundation of education ever since the dawn of existence, civilizations have given top importance on the exchange of knowledge. Educationalists those who are always aimed at novel ways to handover abilities more effectively, swiftly, and accessibly, utilized virtual reality. The current era encourages the use of gadgets to speed things up knowledge acquisition. The global sharing of educational resources could be improved by virtual media., it has now made major advancements. Figure below displays the virtual reality interface



A. How VR Works In Education

As the majority of educational institutions embrace the use of software produced by computers to impart real knowledge, Virtual reality is dominating training and teaching. The top educational VR apps, like Discovery VR, Anne Frank VR Home, and many others, were developed by developers for you to improve your learning experiences. Using VR we can make learning very easy as, VR can be applicable in many different ways like Virtual field trips, Distant Leaning, Content Creation, Recruiting etc to make easier interaction.

V. AUGMENTED REALITY IN EDUCATION

Augmented Reality can replace printed texts, tangible models, posters, handbooks, etc. It offers affordable, practical learning resources. This is the rationale behind the increased and simplified accessibility of education worldwide. Higher Student Engagement and Interest: Students are more captivated and interested when augmented reality is participatory and game-like. This encourages the student to finish the instruction. Additionally, it makes the study pleasant and simple.

A. How AR Works In Education

Extended reality (XR) perception and philosophy includes augmented reality. Numerous other technologies, including VR and mixed reality, are included in this hypothesis. Through the assistance of writing, auditory effects, pictures, and communicating broadcasting, AR serves to create the real world. We can also claim that augmented reality creates a better version of reality. A component of the extended reality (XR) concept is augmented reality for our natural neighbour's by covering the greater part of the reality as it manifests in visual form in digital content. Smart phones required for playing among the very popular games like "Pokémon Go", are the tools for augmented reality study. The Vizix blade, Google Glass, and Dream Glass are just a few examples of the AR spectacles that use these components, and they are all without a doubt the most palatable and comfortable for users to wear. The Augmented reality software, that was till recently designed is usually marked with the component kit for the limited electronics of the Augmented reality suppliers., is still used to build the AR material. Discovering with augmented reality or applying it to discipline as well as education.

VI. AUGMENTED REALITY BENEFITS FOR EDUCATION

A. Visualization Gets Simpler

Imagination is more significant in education. However, not many individuals are able to picture what they are learning. This is one of the core reasons of the absence of pupil interest in the classroom. Even though E-Learning has been around for a while, the number of students who despise schoolwork has not decreased. Students can quickly see objects in three dimensions that they were required to envision by using augmented reality. For students, augmented reality has been a blessing for their overall growth as well as for their ability to imagine things.

B. Improves Interest in Subjects

Students Were Previously Disinterested in Learning. The absence of imagination contributed to the lack of curiosity. Students' curiosity has returned as a result of being able to see the lessons they are learning, and they are now participating in a variety of instructional activities. Students can now both study and live their textbooks thanks to the development of augmented reality apps. Although this is a ground-breaking innovation, there is a drawback. Once the pupils become accustomed to this technology, they might never regain their natural imagination.

C. Work Becomes More Interesting

The field of architecture has already adopted augmented reality. Designing for Augmented reality is employed to produce 3D images, buildings, vehicles, and more. We are aware that entirely at work, we must activate the Virtual reality goggles and also begin stirring our limbs in order to create an image. When job is enjoyable, output increases rapidly. Development occurs when output increases.

D. Removes Linguistic Barriers

A visual language that every person on earth can understand, augmented reality is a language unto itself. Through the use of Virtual reality and Augmented reality, we can establish teaching space all over the world even where those who lack literacy can enrol as Students study some of the concepts that well-educated people find difficult to grasp. The creation of augmented reality apps can make the world more accessible.

E. Broader Study Focus

We can now look at objects that we have not seen yet despite knowing they are there thanks to augmented reality app development. Since doctors are constantly discovering new things about the human body, they are able to see beyond their own expectations. Additionally, they can impart their information to their students, making future doctors far more knowledgeable than those practising today.

These techniques are already being used in some medical colleges to instruct pupils in Augmented reality. In Engineering, drawing happens to be among the topics that students fear the most because it requires so much thought. Students can readily imagine things they previously could not by using virtual reality. As a result, they not only obtain excellent grades but also valuable information. Math is the topic that "haunts" nearly every other student in school. While 3D geometry in math requires a highly developed imagination, it can be imagined using virtual reality. Virtual reality can be used to teach math as a whole because it is a visual topic. In arithmetic, computation comes second; visualising and deciphering the diagram comes first.

VII. DISADVANTAGES OF AUGMENTED REALITY IN EDUCATION

1) Even when it becomes widely used, augmented reality (AR) will continue to advance as a technological advancement. It will be challenging for educators to adapt to augmented reality (AR) technology and choose how to best use them to advance the field of education.
2) The health of an AR technology user may suffer from addiction. Among the alleged health risks of augmented reality are those related to reality alteration, hazy eyesight, ear troubles, and mental health issues.
3) Few businesses have the resources to fund AR projects because it is expensive to construct and maintain AR systems.

VIII. ADVANTAGES OF VIRTUAL REALITY IN EDUCATION

A. Enhanced Visualization

The most cutting-edge technology for enhancing visualisation by switching between several realities and experiences is virtual reality (VR). For inaccessible things like the Moon or Jupiter, it is an efficient approach to investigate a wide range of subjects and locations you can never go. By making it appear real, virtual reality enables the impossible.

B. Better Education Specifications

Since visuals make the learning process easier, virtual reality helps students with a thorough grasp of various subject areas. Due to the Virtual classrooms, the interactive and immersive experience helps individuals retain the information better. In the end, it has a major impact on education standards generally.

C. Learning Cooperatively

Modern students discover the typical teaching space situation to be somewhat boring. VR integration is a successful strategy for piquing students' curiosity and improving students' education process. Also, the situation resolve to lessen millennials' and also reduce smartphone obsession and improve their ability to concentrate while studying.

D. Global Outreach

Virtual reality is a global platform with no linguistic restrictions. The software's creators include compatibility for multiple languages, giving all international students an equivalent chance on the way to study through Virtual reality applications.

E. Improved Student Assessment

Timely and positive criticism is essential to the success of the traditional educational system. While VR, regardless of how little, rewards performance and trials. It uses a gaming-based incentive scheme in order to encourage better functioning.

F. Enthused Intellectual Curiosity

All pupils like watching videos than reading. Hence, by presenting pertinent video content in a format that is accessible to students, VR piques interest and passion.

IX. DISADVANTAGES OF VIRTUAL REALITY IN EDUCATION

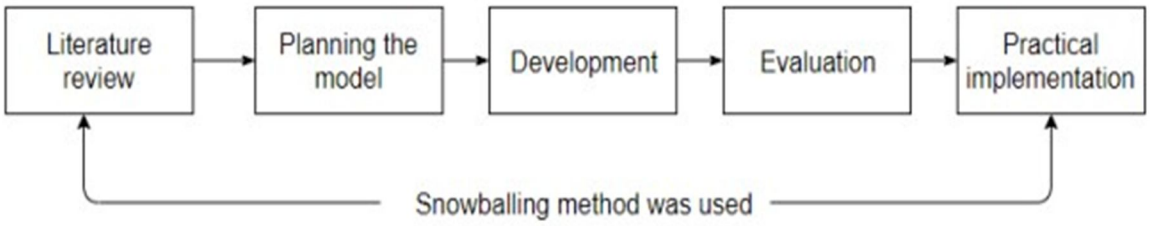
1) Causes addiction: like other technology products, VR is addicting, and it's possible that more pupils will develop an addiction to it. If a learner believes that the digital realm is superior to real life, they will frequently choose to use it.
2) Poses high expenditures: Due to its high cost, modern technology has not been widely adopted worldwide. To reach all levels of the educational system, enormous resources is needed. For the time being, it is a tool that only a select few can buy, which exacerbates rather than eliminates educational disparities.

X. OVERVIEW OF THE LITERATURE ON THE APPLICATION OF VR AND AR IN PRACTICE

Virtual and augmented reality have been the subject of extensive study. Researchers have debated whether virtual and augmented reality should alter the educational process for a very long time. About both of them, there are several points of view. But the more research that is done, the more encouraging information emerges. To begin with, a recent study on virtual reality found that students who used it to study engineering were extremely driven by the assignments and continued to work even in their free time. The development of Virtual reality expertise presents a working support for specialists, providing a quicker, harmless, and more affordable option for trainees to practice surgical techniques. The software enables the pupil to practice, and it can be quite realistic.

XI. A METHODOLOGY OF IMPLEMENTATION

1) Finding the benefits of an integrated platform for implementing virtual and augmented reality required a review and analysis of related studies.
2) The purpose of a theoretical background using a literature analysis stood to convey the findings of relevant studies on the advantages of technology in education and the requirement for a new, integrated platform for cutting-edge technological solutions. The case experiment examined and presented the practical implementation phase. The implementation process used the snowballing method



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XII. CONCLUSION

There was never more potential to enhance instruction than there is now, with the development of widely utilised, decently priced virtual reality gadgets and the proliferation of smartphones capable of augmented reality. Students can now engage in the topics they are starting to learn about. Virtual reality technology has been shown to increase student enthusiasm and attention while also inspiring them to become active participants in the learning due to its immersive and engaging atmosphere. There has never been a better time to improve learning than now, through the introduction of extensively used, cheaply rated Virtual reality expertise and the spread of mobile phones capable of Augmented reality. Students can now experience the topics they are studying about. Virtual reality technology has been shown to increase student engagement and attention and also inspiring students to become active learners.

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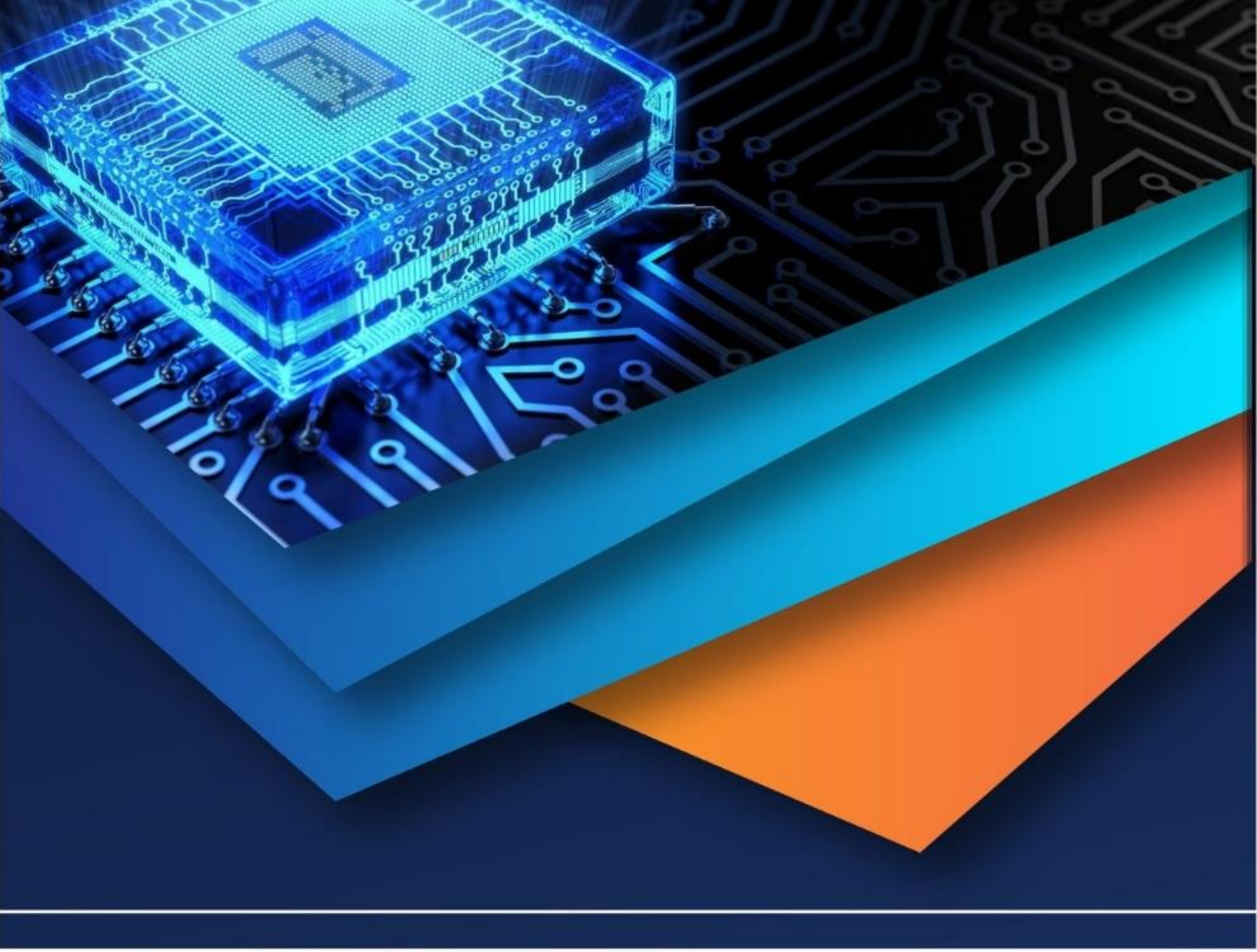

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