Augmented Reality: A technology that superimposes a computer-generated image on a user’s view of the real world, thus providing a composite view.

Oxford Dictionaries, 2016

Research shows deeper learning can be achieved when we engage students in active learning and group work.

AR can be the catalyst for active learning.

AR learning has seen improvements in students memorability and engagement, both key to effective learning.

AR can aid flexible management of the classroom by allowing high performing students to move forward, while providing additional support and scaffolding for lower-performing students.

AR can aid the flipped classroom by supporting to develop the creation of ideas, but not the ideas themselves.

Augmented Reality @ UWE

In 2013 the Edusave Horizon Report featured six educational technologies to watch in the coming years. One of these was wearable technology that would enable Augmented Reality (AR) to reach its potential and seamlessly integrate digital content into the education ecosystem.

We have seen a significant increase in wearable technology entering the consumer market and companies such as Apple and Nike taking full advantage of this new sales potential.

What about AR? What has become of this technology and has it reached its potential in education and made any impact at UWE?

Learning will ‘become more active, focusing on learning by doing, experiencing, touching’

Preparing for Change European Commission Joint Research Centre
