With the introduction of Google Cardboard and newspaper media embracing VR technology, the next question is: when will education do the same? VR is about experiencing the world differently, and the duo Maya Georgieva and Emory Craig recently displayed this at the EDUCAUSE Annual Meeting in Houston, Texas. They utilized their space to set up a series of playgrounds for learning with the technology, and fostered a more collaborative environment. This success sparked better interest in VR and AR for classrooms — and their applicability to more than just technological/engineering disciplines.

In addition, here are 7 things to know about Augmented Reality:

1. **What is it?** Augmented reality adds information/meaning to real objects and surroundings. As opposed to creating a simulation — it provides contextual understanding of a user’s environment.

2. **Who’s doing it?** AR has a presence in medical imaging, aviation, training, and museums. Within academics, educators are beginning to cultivate experiences that are more meaningful for the students — which is where AR stands to provide the most good.

3. **How does it work?** Many AR projects use headgear to envelope the user’s vision and project data onto their surroundings.

4. **Why is it significant?** Every object and place has a history and a context — and being able to relay that to students increases the probability of comprehension. It could even make higher education/specialized content more accessible to the general public.
5. **What are the downsides?** Not only can it be expensive to develop and maintain an AR system, the current experiences do not foster team activities. Educators need to be careful that the students don’t become infatuated with just the technology itself.

6. **Where is it going?** With computing devices becoming more widespread – and all areas of academia benefit from context – AR stands to be an enriching technology across all curriculums.

7. **What are the implications for teaching and learning?** AR has the possibility of bringing more experiential and location-based learning to students. By combining familiar technology with their physical areas, students can move learning outside of the classroom and into places that are more informal.

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