Exploring the Potential of Augmented Reality (AR) and Virtual Reality (VR) in Education

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Abstract: *The integration of technology into education has revolutionized traditional learning methods and opened new avenues for immersive and interactive experiences. Augmented reality (AR) and virtual reality (VR) are two emerging technologies that have gained significant attention in education. This paper will explore the potential of AR and VR in education by examining their applications, benefits, and challenges. Augmented reality (AR) and virtual reality (VR) have the potential to revolutionize education. AR augments the real world with digital content, while VR creates immersive virtual environments. These technologies promote engagement, enable experiential learning, and personalize education. AR and VR enable collaboration, accessibility, and creativity. As hardware evolves and integration improves, the impact of AR and VR in education will continue to grow and change the way students learn and educators teach. This summary explores the potential of augmented reality (AR) and virtual reality (VR) in education. It highlights the transformative impact of these technologies on traditional teaching methods. AR and VR provide immersive and engaging experiences that enhance students' understanding, retention, and application of knowledge. They enable experiential learning, personalized and adaptive approaches, collaboration, and integration. In addition, AR and VR foster creativity and problem-solving skills and bridge the gap between theory and practice. As technology advances, the integration of AR and VR into education offers promising prospects for revolutionizing learning experiences.*

Keywords: Augmented reality

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