

Augmented Reality

Mr. Venkatesh¹, Karthikeyan J², K K Koushik³, James Joseph⁴

Senior Associate Professor, Department of Computer Science and Engineering¹

Students, Department of Computer Science and Engineering^{2,3,4}

Alva's Institute of Engineering and Technology, Tenkamijar, Karnataka, India

Abstract: *Augmented Reality (AR) interfaces have happened intentional widely over the last few decades, accompanying a increasing number of consumer-located experiments. In this paper, we orderly review 10 age of ultimate effective AR consumer studies, from 2005 to 2014. A total of 291 documents accompanying 369 individual consumer studies have existed inspected and top-secret established their request fields. The basic offering of the review search out present the broad countryside of consumer-located AR research, and to determine a high-ranking view of by what method that countryside has exchanged. We rehash the high-ranking gifts each type of documents, and present instances of ultimate powerful consumer studies. We again label fields place skilled have happened few consumer studies, and convenience for future research. Among other things, we find that skilled is a increasing flow toward handheld AR consumer studies, what most studies are administered in workshop backgrounds and do not include ship experiment. This research will suffice for AR scientists the one be going to attend best practices in plotting their own AR consumer studies.*

Keywords: Augmented Reality

I. INTRODUCTION

Augmented Reality (AR) is a electronics field that includes the logical cover of calculating produce in essence concepts on the here and now, as if the in essence content is joined accompanying here and now objects, and maybe considered and communicated accompanying in actual time for action or event (Azuma, 1997). AR test live well accelerated progress in the last few decades, exciting from research labs to extensive chance on services tools. Since the early origins in the 1960's, more leading and compact fittings has perform, and enrollment veracity, drawings characteristic, and design breadth have existed principally talked to a acceptable level, that has managed to a fast development in the enactment of AR electronics. AR is immediately being secondhand in a off-course range of request rules, containing Education (Furió and others., 2013; Fonseca and others., 2014a; Ibáñez and others., 2014), Engineering (Henderson and Feiner, 2009; Henderson S. J. and Feiner, 2011; Irizarry and others., 2013), and Entertainment (Dow and others., 2007; Haugstvedt and Krogstie, 2012; Vazquez-Alvarez and others., 2012). However, expected widely established by end consumers, AR utility and consumer occurrence issues still need expected upgraded. To help the AR society advance utility, this paper determines an survey of 10 age of AR consumer studies, from 2005 to 2014. Our work builds on the premature reviews of AR utility research proved in Table 1. These age were preferred cause they cover an main breach in additional reviews, and too are far enough from the to authorize the impact of the documents expected calculated. Our aims search out specify a broad survey of consumer-located AR research, to help analysts find model documents that hold connected studies, to help recognize fields place skilled have existed few consumer studies transported, and to climax ideal consumer studies that represent best practices. We so hope the grant in this place paper leads to new research gifts by providing superior models of AR consumer studies that can help current AR scientists.

II. HISTORY OF AUGMENTED REALITY

At the starting point of the 20th of one hundred years, the idea of Augmented Reality was imaginary by a legendary producer. In welcome novel The Master Key, L. Frank Baum, the one is nobody apart from me of "The Wizard of Oz", characterizes few facial characteristics of Google Glass ... that will arise over 100 age later. In welcome novel, he talks about lorgnette that would admit the wearer to visualize a note performing on the brow of people as political whole he meets accompanying a note matching to their traits:

It resides concerning this pair of eyeglasses. While you wear bureaucracy everybody you meet will be apparent upon the brow accompanying a reply displaying welcome or her integrity. The kindness bring the reply 'G,' the evil the memo 'E.' The reasonable will be obvious accompanying a W "etc.... "Thus you grant permission decide by a alone look the real natures of all those you encounter.



Figure: The First Augmented Reality Booth

In the 1960s, a new program absorption project came into view, the Sensorama. Imagined by Morton Heilig in the 1950s, it was presumed to entice the five senses (therefore allure name) so that involve the witness in the film on the screen. The original was concluded in 1962 and contained a color screen, fans, scent emitters, a sound system machine for playing record albums and a transportable armchair. These various fundamentals were triggered in accordance with the film discharged on the screen. This idea is tighter to computer simulation (imitation of the tangible occupancy in an computer-generated environment) but it is a first approach to AR. American engineer Ivan Sutherland is frequently acknowledged all at once of the pioneers in the record of Augmented Reality. In fact, in the 1960s he devised 3D posing and ocular imitation program, the Sketchpad. This was grown as unspecified welcome belief at the famous Boston University of Technology, MIT.



Figure: Ivan Sutherland, inventor of AR

In 1968, the scheme "A head-backed three spatial display" was redistributed at the University of Salt Lake City, in Utah (United States), a glasses to visualize representations in 3D. These were real forebears Google Glass. This establishment was so difficult and impressive that it was name "the weapon of Damocles". It wanted expected pensile from the maximum so that support allure pressure and consumers had expected destitute to the tool so that design better absorption, that created the occurrence completely rough. Although we were still at a great distance from the illumination and maneuverability of Google Glass, this change is still deliberate a most in the record of Augmented Reality. In 1980, Steve Mann grown the EyeTap, a headgear that displays in essence facts ahead the user's eye. This is the first model of improved sensibility bias namely working. The EyeTap still lives contemporary: it has happened sharpened as far as it enhanced as sensible and minimal as a natural glasses. Over the following decades, progresses in the past of Augmented Reality have mainly dressed distinguishing subdivisions in the way that aeronautics, military explanation, or manufacturing. Though it was amounted to

any instruments in the 2000s, it was easily in the 2010s that Augmented Reality be or become prepared announcement. Big guests like Disney, Coca Cola or Pepsi have confiscated the AR so that construct big monetary movements, utilizing screens established in transport shelters e.g. In 2012, Google started the Google Glass test, the first AR crop displayed considerably and making this electronics approachable to all. However, this produce acted not meet allure hearing and marks individual of the grown flops in the record of Augmented Reality. Google fast interrupted the result of these cheaters in early 2015. In 2019, skilled was another twist in the Google Glass scene, computer network giant determined to relaunch the result of allure eyeglasses, but only for artists in the past. In 2012, Google started the Google Glass test, the first AR crop displayed considerably and making this electronics approachable to all. However, this produce acted not meet allure hearing and marks individual of the grown flops in the record of Augmented Reality. Google fast interrupted the result of these cheaters in early 2015. In 2019, skilled was another twist in the Google Glass scene, computer network giant determined to relaunch the result of allure eyeglasses, but only for artists in the past. In the friendly radio, Snapchat democratized AR to all consumers, consistently outside even aware it. The app first imported “geofilters” in 2014, few filters that would change contingent upon place you were. Actually, these were more “frames” or objects that consumers commit establish their screen so that signify to their subscribers place they were. In 2015, Lenses arose on the friendly network. This feature resolves the user’s face from their front camcorder and produces various pictorial ingredients on screen, that can therefore be joint in photos and videos. This alternative has transformed the use of public networks, and Instagram, Messenger or WhatsApp fast confiscated the wonder to face in the number of consumers. This new chance more curious brands, the one proverb it as a new habit to advance a output, a idea or clearly bother their figure, by designing their Snapchat glass and so gain perceptibility. More recently, Gucci has guard accompanying Snapchat to admit consumers to essentially evaluate footwear or watches from their group. Released in 2016, the travelling app established Augmented Reality at the center of allure gameplay. The performers digress in their palpable surroundings, accompanying their telephone, so that catch Pokemon or to defeat added performers all the while fights. Who has never visualized a gang of Pokemon fans affecting about and gaping at their screens, to catch Pokemon? Although in 2020 the game is not any more favorable of downloads, it remnants top-selling and resumes to create plenty services for Niantic, the party that grown the game. In 2019, it even worked out allure more money-making financially old age, producing \$ 900 heap in profit. A accomplishment on account of the recognition of the authority but further to the unification of AR, that has transformed travelling wagger. Subsequently, many different plot grown established AR: Harry Potter: Wizards Unit, Angry Birds AR: Isle of Pigs, The Walking Dead: Our World.



Figure: Catch Pokemon in your real environment

III. A SURVEY OF THE RESEARCH AND PROGRESS IN AUGMENTED REALITY TECHNOLOGY

In current age, skilled has existed a powerful air in the research of improved realism science at home and overseas. The number of appropriate conferences is growing. Academic journals and worldwide conferences provide researchers with a full space for communication. Its research focus from simple system framework, hardware tracking technology, to the

current interactive performance evaluation. At present, academic institutions engaged in augmented reality technology research include the University of North Carolina, Massachusetts Institute of Technology, Columbia University, Boeing company and SONY computer science laboratory. Foreign universities and research institutions that focus on AR technology generally focus on the algorithms, human-computer interaction methods, software and hardware infrastructure platforms in the core of technology. Among them, the well-known. Human Interface Technology Lab of the University of Washington in Seattle, USA, supports the research ARToolKit open source project is the industry's first mature AR engine based on rectangular identification mark for 3D space registration. There are few universities and research institutions involved in AR technology in China, such as the Institute of Optoelectronic Information Technology and Color Engineering, Beijing Institute of Technology, and the State Key Laboratory of Computer Aided Design and Graphics, Zhejiang University. The department of optics of Beijing institute of technology has studied the helmet display of augmented reality, and conducted a series of studies on 3d registration methods, lighting models and other issues. Shanghai university cooperated with Zhejiang university to study the real-time detection of light source and realistic rendering framework of AR scene. From the papers published in China, the focus is on system application and registration technology.

The research problems are relatively simple and the scope is relatively narrow. 2015 was the first year of AR, which has entered an irreversible explosion driven by capital and technology. Although AR technology has made great progress in the past 20 years, there are still many technical problems. Foreign AR hardware companies have Microsoft, Google, etc., and software includes Metaio, Vuforia, Wikitude, etc. Domestic related research is still in the laboratory stage, can be commercialized augmented reality products are very rare.

IV. KEY TECHNOLOGIES OF AUGMENTED REALITY

Intelligent display science, 3d enrollment science and imaginative interplay electronics establish the center science circle of AR and play an main duty in the happening of AR.

4.1. Intelligent Display Technology

According to appropriate dossier, in addition to 65% of the news seized by human beings arises their own view, that has enhance ultimate instinctive habit for human beings to communicate accompanying the palpable atmosphere. With the incident of inventive display science, improved sensibility enhances a chance, that is urged to a new crest for one miscellaneous types of display maneuvers create established brilliant display electronics. Specifically, skilled are three main types of display schemes that reside an main position engaged of AR science contemporary. First, headgear display (HMD) was innate in 1968. The ocular view headgear display grown by faculty member Ivan Sutherland form it likely to lay over something else plain drawings assembled by calculating on palpable settings in actual time for action or event. In the later growth, ocular outlook headgear-backed display and broadcast view headgear-backed display form the foundation of headgear-backed display. Second, handheld instrument display, depending on the improved truth electronics of handheld display, handheld tool display is very light, narrow, exceptionally the recognition of smart phones, through program view to the use of improved sensibility electronics to present. Third, different display schemes, in the way that PC personal computer displays, counterpart the certain-planet setting facts seized for one camcorder to a three-spatial in essence model create for one calculating and are eventually presented for one personal computer display.

4.2. 3D Registration Technology

As one of ultimate fault-finding electronics in the improved sensibility scheme, 3d enrollment science authorizes in essence figures expected covered correctly in the legitimate surroundings. The main flow of 3d enrollment electronics has two steps. First, decide the friendship betwixt the in essence countenance, the model and the route and position facts of the camcorder or display tool. Second, the in essence performed figure and model are correctly planed into the legitimate atmosphere, so the in essence representation and model maybe united accompanying the physical atmosphere. There are differing habits of 3d enrollment, to a degree the enrollment electronics established fittings detective, the 3d enrollment electronics established calculating dream, the 3d enrollment science established Wi-Fi network and the assorted enrollment science, between that the departed two are ultimate well-known. For the three-spatial enrollment science established calculating apparition, it sets the citation indicate accomplish the conclusion of the course and position of the palpable setting for one camcorder or the display.

4.3. Intelligent Interaction Technology

Intelligent mutual science is approximately had connection with bright display electronics, 3d enrollment science, functional design, intelligent attitude and different trainings. In AR arrangements, skilled are a difference of astute interplays, containing fittings maneuver interplays, district interplays, tag-located or additional facts-located interplays. With the incident of brilliant interplay science, improved real world not only superimposes in essence news to legitimate settings, but more accomplishes the interplay betwixt public and in essence objects in palpable settings. This interplay is established the reality that nation present distinguishing information to the in essence object in the setting, and the in essence object can form few response, accordingly permissive the hearing of the improved real world use to reach a better occurrence.

V. AUGMENTED REALITY DEVELOPMENT TOOLS

5.1. Foreign AR SDK

ARK it is the AR growth podium started by Apple in 2017. Developers can use this series of forms to form improved phenomenon uses for iPhones and iPads. ARK it helps planners cultivate AR requests that can support two schemes to share the unchanging in essence parts, making the AR happening more appealing. ARCore is Google's program principle for construction AR uses, that is related to Apple's ARKit. It can impose upon advances in cloud spreadsheet and instrument fittings to influence mathematical objects to the here and now. The main functions are motion capture, atmosphere understanding and light beginning idea. Vuforia is now ultimate standard SDK. The main acknowledgment function supports iOS, Android and UWP, and various SDKS are feasible in accordance with various floors. You can pick some individual of Android Studio, Xcode, Visual Studio and Unity a a incident finish in accordance with your needs. The Wikitude SDK reconstructs allure propositions utilizing the incident foundation of countenance acknowledgment and pursuing and geolocation electronics, containing concept acknowledgment and following, 3D model rendition, television cover, and site-located AR. In 2017, Wikitude flattened out SLAM electronics (concurrent localization and plan) that allows object acknowledgment and pursuing, in addition to clear physical-occasion following.

5.2. Domestic AR SDK

The overseas AR SDK is hard on someone to meet the needs of household builders. The main troubles contain speech ideas obstructions, weak mechanics support, slow mechanics support, and no results. Domestic AR SDK has sure localization benefits. At present, the household AR SDK principally involves Baidu AR, NetEase Insight AR, Vision+EasyAR, Liangfengtai HiAR, Tianyan AR, Taixu AR, and Magic AR. On January 16, 2017, Baidu declared the official organization of the improved existence Lab (AR Lab). Baidu's DuMix AR 3.0 supports science planners accompanying creative mechanics facilities, containing creative understanding, in essence paraphrase, human-calculating interplay, and effective and pliable design happening systems. NetEase Insight AR to a degree customer (AR content gateway), Internet use weapon (AR SDK) and AR game appliance (AR GAME PLUGIN) can efficiently link excellent AR content planners and custom sketches to lead excellence to consumers. EasyAR is a natural, foolproof and adept SDK accompanying advantageous visage and effective functions that builders have existed desire a very long time, containing active aim acknowledgment stowing, H.264 hard deciphering, record screen function and local aim acknowledgment of in addition 1000.

VI. APPLICATION AREAS OF AUGMENTED REALITY TECHNOLOGY

AR science has existed used in many fields, containing travel, excavation, creativity, business, technical production and renovation, instruction, danger administration, amusement and recreation and healing situation. In the field of travel, the use of improved existence science to traveler attractiveness can replace classical sites by utilizing cellular telephone cameras, screen program and additional concerning details wealth to merge the certain settings. In addition to believing settings, supplementary news maybe acquired. AR electronics is frequently secondhand in archaeological studies to aim attention at on artifacts in evident countryside to guarantee that paleontologists can exactly locate their district. AR electronics admits shoppers to visualize entirety about a produce outside beginning allure bundle. By flipping through the brand picture, you can not only display few facts of rule alternatives, but more take added picture news of the produce. AR electronics can guide employees visibly, mention ruling class of moment of truth and take back 3D to create crop more capably. Take the

car production manufacturing as an instance, AR science can allow motor designers to better the building of autos and improve contrasting through able to be seen with eyes performance. The request of AR electronics engaged of cunning has allowed community to have more angles of happening and understanding of sensibility. Often this mixture of phenomenon and matter has enhance an creativity form. AR electronics maybe secondhand honestly protection resolutions and has acted a good act. For example, the improved existence structure for search and rescue is outfitted accompanying flying camcorder, that can merge the absolute setting accompanying the jungle expressway name and region labeled by geography, so concerning rescue the absent man more capably. The doctor can use the AR science to exactly find the patient's surgical home. The AR electronics can better obey the embryo in actual time for action or event. The AR electronics can more caution the patient to take the cure according to schedule by allowing the patient wear the appropriate supplies. AR electronics has existed used in many fields, containing touristry, excavation, creativity, retailing, modern production and rehabilitation, instruction, crisis administration, pleasure and recreation and healing situation. In the field of travel, the use of improved sensibility electronics to traveler allure can replace classical sites by utilizing cellular telephone cameras, screen spreadsheet and additional mechanics way to merge the absolute settings. In addition to believing settings, supplementary news maybe acquired. AR electronics is frequently secondhand in archaeological studies to aim attention at on artifacts in absolute countryside to guarantee that paleontologists can exactly locate their region. AR electronics admits users to visualize entirety about a production outside gap allure wrap. By scouring the commodity picture, you can not only display few facts of practice alternatives, but also get added picture facts of the brand. AR electronics can guide traders optically, emphasize bureaucracy of moment of truth and take back 3D to create fruit more capably. Take the car production manufacturing as an instance, AR science can authorize jeep designers to better advance the form of autos and improve contrasting through ocular performance. The request of AR electronics engaged of cunning has authorized public to have more angles of occurrence and understanding of existence. Often this melding of sensibility and phenomenon has enhance an creativity form. AR electronics maybe secondhand honestly protection resolutions and has acted a good part. For example, the improved phenomenon plan for search and rescue is outfitted accompanying flying camcorder, that can mix the actual setting accompanying the woodland line name and position recognized by geography so concerning rescue the extinct individual more capably. The doctor can use the AR science to exactly find the patient's surgical home. The AR science can better comment the unborn young in actual time for action or event. The AR science can likewise mention the patient to take the cure according to schedule by allowing the patient wear the appropriate supplies.

VII. AR CLOUD

With plenty early research into gridiron calculating, cloud estimating enhanced likely. Cloud calculating has enhance to a greater extent common because 2007. Cloud estimating was individual of Gartner's top ten IT manufacturing calculated sciences in 2010. In the next few age, cloud calculating will mature and enhance an fundamental part of prevailing calculating. The AR cloud is the digitization of the whole experience. Charlie Fink projected that accompanying the rise of AR cloud, all globe will enhance a Shared room screen to accomplish the joint partnership and cooperation betwixt diversified consumers. The current AR happening is like a stand-unique game, needing relation, cooperation, and giving. The AR cloud is frequently visualized as the development of search, and from now on plenty public will be expect surprises on the way to destination in the AR globe. The exercise of AR cloud demands a here and now 1:1 basic document file (construction a basic document file agreeing accompanying the here and now, containing absolute-realm position coordinate facts, setting optic looks, etc., and maybe revised and extended in honest-occasion changes), need to fast settle (the terminal tool concede possibility able to have or do approach this cloud unspecified area accompanying network, and can fast and correctly find. Through the maneuver's GPS, gyration, accelerometer, photoelectric compass, camcorder able to be seen with eyes facts, receive point cloud and countenance transfer make use of the cloud, equal the point cloud in the cloud, return site facts), and further need common in essence content (the mathematical shared content maybe bestowed in some terminal, and maybe amended in actual time for action or event, and can further support 'tween various instruments Experience and interplay), too need to support multiplayer connected to the internet interplay (upholding a lot of consumers to form and happening AR facts at whatever time, and to coordinate and share rank in actual time for action or event). In this way, the in essence realm can have diversified variants, just like skilled are many game servers, consumers can pick in accordance with their own needs. In the fundamental tangible and mathematical worlds, you can select to approach the AR cloud for various purposes (conveyance, strength, well-being, friendly, pleasure, thus). However, the exercise of AR cloud

needs to answer many questions, in the way that point cloud depository question, network delay discontinued line question, consumer knowledge (UX) question thus. And different key abilities are not mature enough, the need for more organic and smarter voice interplay, need AI science to handle or search out produce gigantic dossier, need reduced abeyance 5 G networks need to block chain to encourage population to conceive and profession AR in essence content, need to the Internet of belongings allow more news in the here and now, and cooperative AR cloud.

VIII. CONCLUSION

Science has enticed thorough consideration from analysts. Driven by calculating view and machine intelligence science, improved realism science has proved a forceful push of incident. Both the following enrollment veracity, display supplies acting and the type of human-calculating interplay have existed considerably revised. However, it maybe visualized that skilled are still many questions expected resolved in improved real world science. In conditions of following enrollment science, the current pursuing enrollment plan can only use a tiny amount of facts in the setting, to a degree feature point facts, that leads to unfinished understanding of bureaucracy to the surroundings. In agreements of display electronics, the proportion and price of improved realism goggles that can determine consumers accompanying a extreme sense of plunge cannot meet the demand of all. In conditions of interplay manner, the more everyday and multi-consumer improved phenomenon interplay science debris expected intentional. In the next few age, the use of improved real world science, particularly in the use of travelling brilliant terminals, will arise in a a lot. Although travelling ploys are less sub than headgear-backed displays, they are very standard. At the same time, the begin of ARKit and ARCore growth manifestos accomplishes the mixture of improved sensibility and smart movable schemes technically. In the future happening, smart wearable maneuvers, that can present freedom to the benefits of improved existence electronics, will constitute a more sensible unification globe for human beings. People can communicate accompanying bureaucracy in a more organic habit of human-calculating interplay. In the future, improved matter science will change human existence greatly, that is an certain current of experimental and mechanics growth.

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