

# ***Augmented Reality in Language Learning: Changing the Classroom Reality***

**Jisook C. Kim  
DLIFLC, CE-EP, Hawaii LTD**

**Languages of Asia LEARN 2018**



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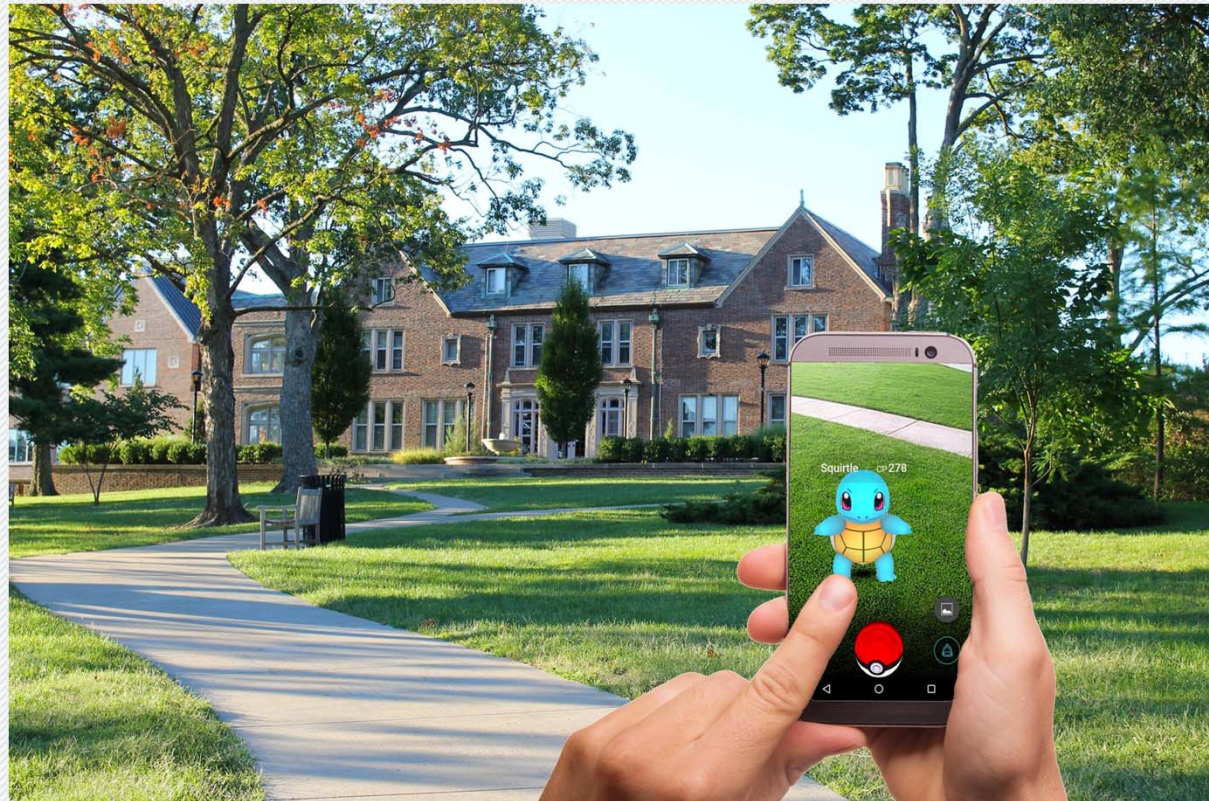
# Agenda

- Augmented Reality (AR)
- Augmented Reality and Language Learning
- Examples of AR in language learning
- Apps to create AR
- Benefits
- Summary



# Augmented Reality

- Pokémon GO
- 2016







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# *Augmented Reality*

AR Ways: Augmented Reality based navigation service (1:30)

<https://www.youtube.com/watch?v=ichZU-lnuBY>



# Augmented Reality

*"Augmented reality (AR) is a live, direct or indirect, view of a physical, real-world environment whose elements are augmented by computer-generated sensory input such as sound, video, graphics or GPS data. It is related to a more general concept called mediated reality, in which a view of reality is modified (possibly even diminished rather than augmented) by a computer. As a result, the technology functions by enhancing one's current perception of reality."*



Sutherland. I. (2015)

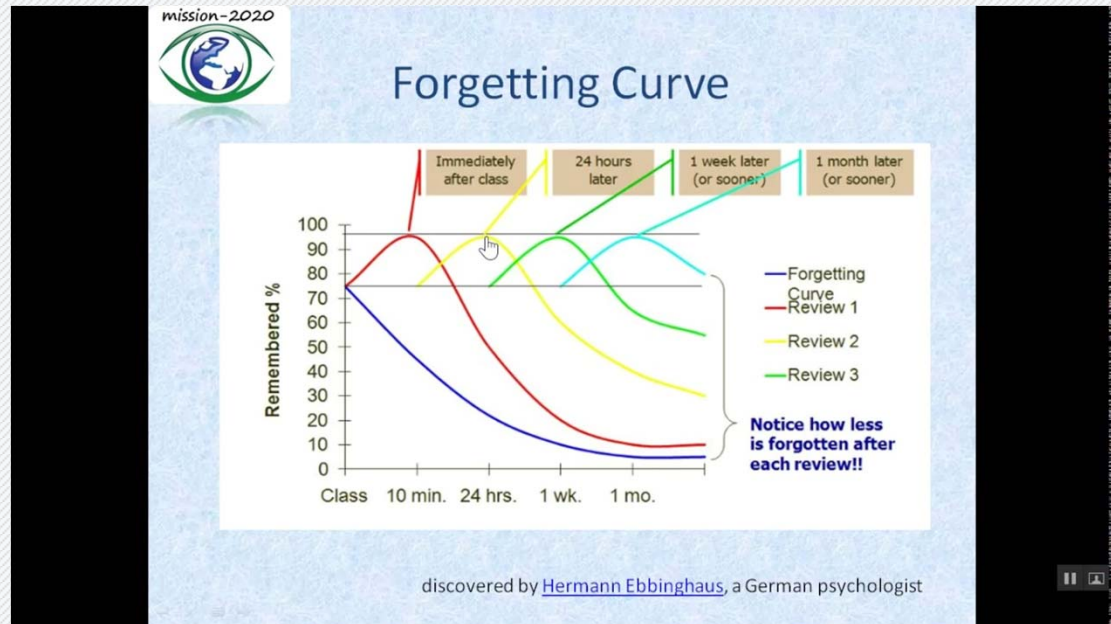




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# Augmented Reality and Language Learning

- Student-Centered learning Environments
- *Increase memory retention*





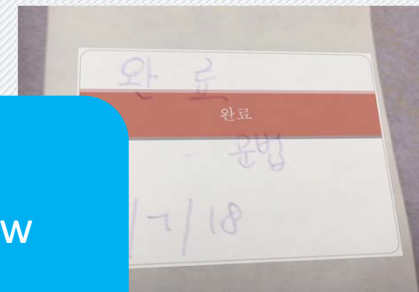


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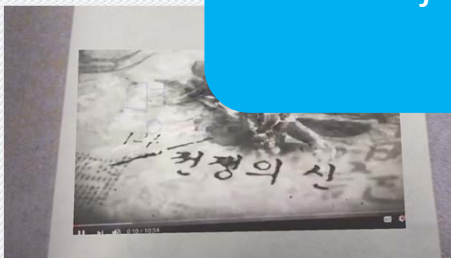
## AR Classroom Examples



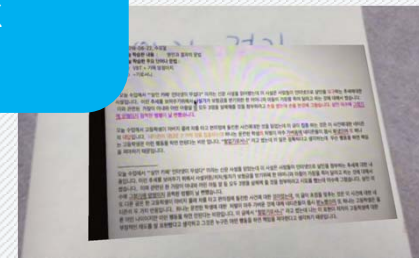
Word Wall



Daily Review



Project



Individualized Feedback





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# Apps

### HP Reveal

- iOS
- Android
- Tutorial - <https://www.youtube.com/watch?v=lsjycmcJ1XI>





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# *Benefits*

- Better learning performance,
- Learning motivation,
- Student engagement, and
- Positive attitudes.





# Summary

“Technology opens up new possibilities for changing our teaching approaches and transforming education.”

Abierta, B. (2016)



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# Questions? Comments?







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