Augmented Reality in Language Learning: Changing the Classroom Reality

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

https://www.youtube.com/watch?v=ichZU-InuBY
"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)
Augmented Reality and Language Learning

- Student-Centered learning Environments
- *Increase memory retention*
AR Classroom Examples

- Word Wall
- Daily Review
- Project
- Individualized Feedback
HP Reveal
- iOS
- Android
- Tutorial - [https://www.youtube.com/watch?v=lsjycmcJ1XI](https://www.youtube.com/watch?v=lsjycmcJ1XI)
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)
References

• HP Reveal Tutorial. https://www.youtube.com/watch?v=lsjycmcJ1XI