Pedagogy enabled through technology: using augmented reality effectively through mobile devices in the ICT learning environment
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**BACKGROUND**

- New emerging devices and virtual environments offer exciting new opportunities for creating innovative learning communities for students.
- Interactive learning environments such as Augmented Reality (AR) are considered as a promising strategy for providing instructional content that allows the learner to engage actively in the learning process.
- Through virtual environments, learners can collaborate or work individually towards enhanced learning outcomes in a learning process activity (Wang et al. 2013).
- Giving permission to multitask using mobile computing devices in a controlled fashion could benefit students to improve learning outcomes, student performance, and motivation.

**TECHNOLOGY/APPs**

- AR-based Learning can run on standard mobile devices such as smartphones, PC tablets, iPads, iPhones using a downloadable application.

**EXPECTED RESULTS**

- Overall student learning and engagement improvement and success compared to students using non-AR embedded learning materials.
- Significant benefits in terms of pedagogical effectiveness and experiential and collaborative learning processes by using AR.

**REFERENCES**