Chapter 7
Augmented Reality Towards an Informative Educational Environment:
Digitalizing Interactive Learning

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ABSTRACT

There were interesting subjects and future connections between the education sectors and popular views and perceptions of the public for decades between the literature types of the conventional and the technological element. This chapter will analyze the impact on educational areas and the surrounding environment from the interactive learning perspective on how it can enhance learning practices using the augmented reality medium. The purpose of the analysis is to find the direction that the transformation of the knowledge process has evolved over the course of time, and how it supports society and the community through an efficient method of learning diversification.

INTRODUCTION

The overview and objectives throughout this chapter will be further clarified in this page. The study's background and objectives will be on a different agenda to explain the research processes in more detail. Problems with the existing information collection process and the proposed solution that will inspire the study result will be addressed. Interactive digital learning usually involves a variety of methods such as reading, theoretical interaction or realistic involvement with advanced technology. This research will focus solely on the advanced method of technology. The collaborative method is to encourage people to communicate and connect with each other on the subject matter. This initiates the enthusiasm and depth of thought, having to do more if this helps, an incentive for them to grow in the creative dimension and the inventive side direction for any part of problem-solving. (Renner, 2018)

The aim of this project is to extract information and data from various source materials and find the impact if the implementation of interactive learning would be beneficial to society and even to the education system. This study will allow people and users to gain knowledge on how experiences through technological aspects in a new learning concept of learning adaptation. The completion of the work is based on the self-study knowledge and a skill throughout the university's given time period. Users and learners will explore a whole new level of getting information and academic performance from entertainment through Augmented Reality with the intention of introducing a fun and engaging new learning concept Developing this research is very challenging from the basics of Augmented Reality because it is based on individual learning and not being given by the university.

Problem Statement

The concept of incorporating the use of Augmented Reality for interactive learning would help create a platform that can engage people through Augmented Reality and different other learning concepts, to gain knowledge and educate them about their learning skills. It's because people just obtain the knowledge to be helpful to their school, tests and book use can be ignored as the idea of execution would be held in a type of technology or program which students and faculty can install and use. Since the old period through the modern age, culture has experienced a major transition and is now fusion into what concept is called as the digital age. In reality, today's education structures at various rates have been influenced by these dramatic changes. It was seen as undergoing major difficulties at the beginning of the century. This has proven to be an important problem for all individuals who need knowledge and are entitled to access it as quickly as practicable to be resolved in the 21st century. Educational institutions have attempted by designing innovative methods to address these problems. There is more interactive learning concept that actually need to look upon but the issue to be addressed is to accumulate the data needed to use Interactive Learning in the educational environment. Accessible from the public or private sector are restricted assets. It would be difficult to have the capacity to collect data with the right amount of data and it would take a lot of time and resources to reach various agencies and even university. To address this issue, research will be extended to help contribute the right data to the project by looking for more proof of success across specific target group and valuable assets from country-approved confirmed areas. (Besar, 2009)

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