Mobile Augmented Reality Learning: Design Exploration Toward Student Learning Trends

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ADVANCED SCIENCE LETTERS
Volume: 24 Issue: 11 Pages: 7890-7894
DOI: 10.1166/asl.2018.12450
Published: NOV 2018
Document Type: Proceedings Paper

Abstract
The advancement of educational technologies and students learning trends have forced the educationist to adapt a new innovative learning method in disseminating learning content. This approach inspired the research to explore the Mobile Learning (mLearning) platform designed specifically for architectural history education via Augmented Reality (AR) app. Throughout the research, the researchers highlight the mLearning platform's theory, potential, requirements as well as challenges in responding to students learning trends. The research objectives are, first, to investigate the students learning trends in utilizing educational technology infrastructures available at the higher education institution. Second, to explore the development of Mobile Augmented Reality Learning Platform toward learning experiences. The qualitative approach is applied which involved exploratory literature reviews, expert interviews and document analysis for formative evaluation. The reflection promises a new way of students learning experience by enhancing the traditional learning method via Mobile Augmented Reality Learning Platform.

Keywords
Author Keywords: Mobile Learning; Mobile Augmented Reality; Students Learning Trends

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Publisher
AMER SCIENTIFIC PUBLISHERS, 26650 THE OLD RD, STE 208, VALENCIA, CA 91381-0751 USA

Categories / Classification
Research Areas: Science & Technology - Other Topics
Web of Science Categories: Multidisciplinary Sciences

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