

Discovering the Contrasts between Augmented Reality and Virtual Reality in Teaching University Courses

Mutaz Mohammed Abuhashish

Department of Computer Science, Khazar University, neftchilar campus 41 mehseti Street, Baku AZ
mutaz.mohammed@khazar.org

Leyla Muradkhanli

Department of Computer Science, Khazar University, neftchilar campus 41 mehseti Street, Baku AZ
leyla@khazar.org

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Annotation: Augmented Reality (AR) and Virtual Reality (VR) are two developing technologies with enormous promise to change the way education is provided. The purpose of this research is to investigate the fundamental distinctions between AR and VR in the context of course instruction. Educators can acquire insights into how these technologies might be effectively integrated into the classroom by evaluating their specific traits, affordances, and limits. The research begins by defining AR and VR and then compares their key ideas. AR superimposes digital information on the real-world environment to improve the user's impression of reality, whereas VR immerses users in a simulated environment to create a sensation of presence and immersion. These contrasts lay the groundwork for comprehending their disparate uses in education. The study then goes into the educational benefits and difficulties of AR and VR. AR allows students to interact with digital information in real time, encouraging engagement, collaboration, and contextualized learning. It could bridge the gap between abstract ideas and real-world applications. VR, on the other hand, provides an immersive and regulated environment that allows students to explore complicated scenarios, imitate real-world circumstances, and acquire important skills in a safe and cost-effective manner. The research looks at the technology needs, accessibility concerns, and implementation techniques for AR and VR in educational settings. It emphasizes the significance of pedagogical design, content creation, and teacher training to maximize these technologies' educational impact. This review paper investigates the differences between Augmented Reality (AR) and Virtual Reality (VR) in the context of course education. AR and VR have emerged as significant tools for boosting the learning experience as technology continues to alter education. Understanding the distinct characteristics and benefits of each technology is critical for educators to make educated judgments about how to include them in their teaching practices. This paper examines AR and VR in depth, concentrating on their distinctions, uses, and possible influence in educational contexts.

Keywords: Augmented Reality (AR), Virtual Reality (VR), education, technologies, developing.

1. INTRODUCTION

Augmented reality (AR) and virtual reality (VR) are two new technologies with the potential to transform education. However, there is considerable misunderstanding regarding the two technologies and how they vary. Augmented reality (AR) and virtual reality (VR) are two new technologies with the potential to transform education. AR augments the actual environment with digital information, whereas VR provides a completely immersive virtual reality. Both technologies have the potential to produce interesting and dynamic learning experiences, but they have distinct advantages and disadvantages. Rapid technological breakthroughs have cleared the path for novel approaches to education in recent years, with Augmented Reality (AR) and Virtual Reality (VR) emerging as transformational tools. These immersive technologies have received a lot of attention because of their

potential to completely transform the typical classroom experience. While AR and VR share the objective of improving learning outcomes, their core concepts and applications differ.

This professional essay will investigate the distinguishing aspects of AR and VR and offer light on how they vary in the classroom. The purpose of this study is to investigate the differences between AR and VR in the context of teaching courses, highlighting their various features and benefits. Augmented Reality (AR) is a technology that superimposes digital features onto the real-world environment, fusing virtual and physical material. AR increases the user's experience and knowledge of the actual environment by offering contextually relevant information, interactive images, and virtual objects via devices such as smartphones, tablets, or specialized headgear.

AR in the classroom may overlay digital information onto textbooks, physical items, or even outdoor surroundings, allowing students to engage with virtual content in real time. Virtual Reality (VR), on the other hand, immerses users in a virtual environment that is independent from the actual world. VR generates a sensation of presence and immersion by transferring users to virtual worlds or scenarios via headgear and controllers. VR in education allows students to explore virtual simulations, control items, and participate in immersive experiences that can imitate real-world places or historical events. While both AR and VR have the potential to revolutionize education, their distinct properties allow for alternative instructional methodologies. AR improves the real-world environment by providing virtual layers of information, facilitating contextualized learning experiences, and encouraging student participation. AR bridges the gap between abstract concepts and real-world applications by allowing learners to engage with virtual items in their immediate environment.

Understanding the differences between AR and VR is critical for educators looking to properly integrate new technologies into their teaching courses. Educators can give students interesting and dynamic learning experiences that exceed the boundaries of traditional classrooms by using the unique affordances of AR and VR. However, implementation methods, technological needs, accessibility issues, and possible problems connected with integrating new technologies into the educational ecosystem must all be carefully considered.

This essay will look at the distinctions between AR and VR in the classroom, as well as their instructional benefits, problems, technology needs, and ethical concerns. Educators can make educated judgements about how to use AR and VR to enhance the teaching and learning process and prepare students for the challenges of the digital age if they have a thorough grasp of these technologies.

2. LITERATURE REVIEW

1- Technological Advancements in Augmented Reality (AR), Virtual Reality (VR).

AR technology has advanced significantly in recent years, owing to breakthroughs in hardware capabilities and software algorithms. Discuss the evolution of augmented reality technology, focusing on the move from portable to wearable devices such as smart glasses. They emphasize the significance of precise tracking and registration techniques such as SLAM for the seamless integration of virtual material into the real world. Furthermore, a full analysis of AR display technologies, such as optical see-through, video see-through, and spatial augmented reality, is presented, detailing their different benefits and drawbacks.

VR technology has advanced significantly in recent years, owing to developments in hardware capabilities and software development. (Han et al., 2022) analyzes the evolution of VR headsets, focusing on the shift from tethered to freestanding devices that provide more flexibility of movement and simplicity of use. They also investigate advances in display technology, tracking systems, and haptic feedback devices, all of which lead to more immersive VR experiences. Furthermore, (Chytas et al., 2020) discusses the influence of VR rendering techniques like real-time ray tracing and foveated rendering on visual fidelity and performance.

2-Applications of Augmented Reality (AR), Virtual Reality (VR) in Various Domains:

AR has found applications in a wide range of disciplines, altering industry and user experiences. AR has been used in the healthcare arena for surgical navigation, medical education, and rehabilitation. present an overview of augmented reality in healthcare, focusing on the advantages of visualizing medical data in real time during surgical procedures. AR has allowed engaging and immersive learning experiences in the world of education. (Chiang et al., 2022)investigate the influence of augmented reality-based learning on student engagement and information retention, emphasizing its potential to supplement traditional educational techniques.

VR has found applications in a wide range of disciplines, altering industry and user experiences. VR has been used in the realm of healthcare for pain treatment, rehabilitation, and medical training. (Lampropoulos et al., 2022)examines the efficacy of VR-based therapies for pain distraction, emphasizing the potential of immersive VR experiences in pain perception reduction. (Olbina & Glick, 2022)VR has enabled interactive and experience learning in the field of education. investigate the influence of virtual reality-based learning environments on student engagement and information retention, emphasizing the importance of contextualized and placed learning experiences.

3- User Interaction and Experience in Augmented Reality (AR), Virtual Reality (VR):

User contact is critical in AR systems because it directly affects user experience and usability.(Manuri & Sanna, 2016) study the usefulness and limitations of user engagement strategies in augmented reality, such as gestures, voice commands, and touch-based interfaces. They emphasize the need of intuitive and natural interfaces in order to increase user engagement.

Furthermore, (Pataquiva & Klímová, 2022) investigate the notion of "naturalness" in augmented reality interactions, focusing on the seamless integration of virtual material into the actual environment, encouraging user adoption and immersion.

User interaction is an important feature of VR systems since it has a direct impact on the user experience and sensation of presence. evaluate the usefulness and limitations of several VR interaction approaches such as hand tracking, gesture recognition, and natural user interfaces. They explain how intuitive and responsive interfaces may improve user engagement and immersion. Furthermore, (Yin et al., 2022)investigate the idea of presence in VR, evaluating aspects such as visual and audio fidelity, engagement, and embodiment that lead to a strong sensation of presence(Arayankalam et al., 2020).

4- Challenges and Future Directions:

Several problems remain despite advances in AR technology. (Gupta et al., 2022)investigate the causes of visual fatigue in AR and propose solutions to alleviate discomfort, such as adaptive rendering and depth perception optimization. Another problem is the production of writing tools and content for AR apps.(Iqbal et al., 2022; Lam et al., 2021) provide an overview of AR content generation strategies, including marker-based and marker less approaches, emphasizing their advantages and disadvantages. They also talk about the possibilities of AI-based solutions for automated content development in augmented reality.

Several problems remain despite advances in VR technology. Users in virtual reality environments frequently develop motion sickness and cybersickness. (Chengoden et al., 2023)investigates the causes of these discomforts as well as mitigation measures such as vestibular adaptation and dynamic field-of-view modifications. Another problem is creating realistic and interesting virtual settings. (Eom & Lee, 2022) examine the significance of narrative and storytelling in virtual reality experiences, emphasizing the requirement for interesting material and immersive tales to increase user engagement and emotional connection.

3. METHODOLOGY

Augmented Reality (AR) and Virtual Reality (VR) are two new technologies with the potential to transform education. (Serrano-Vergel et al., 2023) Virtual reality produces a fully immersive digital environment, whereas augmented reality overlays digital information on the physical world. Both technologies have the potential to build dynamic and engaging learning environments. (Nishi et al., 2022) There are several distinctions between AR and VR that might impact their application in education. In general, augmented reality is less immersive than virtual reality, but it is also far more accessible. (Duan et al., 2022; Manuri & Sanna, 2016) Smartphones and tablets, which are more commonly available than VR headsets, may be used for augmented reality (Olbina & Glick, 2022). As a result, augmented reality is an excellent choice for teaching in schools where not all pupils have access to virtual reality headsets. While virtual reality is more immersive than augmented reality, it also has the potential to be more alienating. This is since VR users are entirely absorbed in the digital environment and are unable to interact with the actual world. A variety of questions were used in this study to determine the level of disagreement between augmented reality and virtual reality, as these questions were used to determine the differences and contradictions.

1. Q1: What are AR and VR?

Both AR and VR are immersive technologies that may be utilized to improve learning. AR superimposes digital information over the actual world, whereas VR provides an entirely created environment with which users may interact.

2. Q2: How are AR and VR different?

The primary distinction between AR and VR is the level of immersion. AR is less immersive than VR since users can still see their surroundings. This makes augmented reality more appropriate for specific uses, such as learning about historical locations or artefacts. VR, on the other hand, is more immersive since it transports people to another universe. This makes VR more appropriate for situations in which students need to experience something real, such as piloting a plane or doing surgery.

3. Q3: How are AR and VR used in teaching?

AR and VR may be utilized in several classroom settings, including:

- a) Science: Using AR and VR, complicated scientific ideas such as the solar system or the human body may be visualized.
- b) History: Using AR and VR, historical locations and events may be brought to life.
- c) Immersive language learning: Augmented reality and virtual reality can be utilized to deliver immersive language learning experiences.
- d) Engineering: Augmented reality and virtual reality may be utilized to mimic real-world engineering challenges.
- e) Medicine: AR and VR can be used to instruct medical students and deliver virtual consultations to patients.

4. Q4: What are the benefits of using AR and VR in teaching?

The advantages of employing AR and VR in education include:

- a) Increased engagement: Because AR and VR provide a more immersive and interactive learning experience, they may be highly engaging for students.

- b) Improved learning results: Research has demonstrated that augmented reality and virtual reality can increase student learning outcomes in a range of topics.
- c) Personalized learning: AR and VR may be used to tailor learning experiences to each individual learner.
- d) Cost-effectiveness: AR and VR can be a cost-effective approach to give immersive learning experiences to students.

5. Q5: What are the challenges of using AR and VR in teaching?

The following are some of the problems of adopting AR and VR in education:

1. technology requirements: AR and VR require specialized technology, which can be costly.
2. Software availability: AR and VR educational software is in short supply.
3. Training requirements: Teachers may require training to properly employ AR and VR in the classroom.
4. Issues about safety: There are certain safety issues about utilizing AR and VR, such as motion sickness and eye strain.

In terms of learning outcomes, studies have demonstrated that both AR and VR may be useful learning tools. There is some evidence, however, that VR may be more beneficial for forms of learning, such as spatial thinking and problem solving. Overall, both AR and VR have the potential to be useful teaching aids. However, the technology used will be determined by the unique learning objectives and the resources available.

6. Q6: What are the key differences between AR and VR?

Feature	Augmented Reality	Virtual Reality
Immersion	Less immersive	More immersive
Accessibility	More accessible	Less accessible
Isolation	Less isolating	More isolating
Learning outcomes	Effective for learning	Effective for certain types of learning
Cost	Lower cost	Higher cost

7. Q7: How **Augmented Reality** and **virtual reality** are being used in teaching?

Augmented Reality

- Medical Education: Using augmented reality, students may experience a virtual dissection of a human body.
- History: Using augmented reality, historical artefacts may be brought to life.
- Language learning: AR may be utilized to deliver interactive learning experiences for pupils.

Virtual Reality

- Engineering: Virtual reality may be used to replicate real-life engineering tasks.
- Architecture: Virtual reality may be utilized to allow students to experiment with architectural designs.
- Psychology: Virtual reality (VR) can be used to simulate psychological illnesses.

Compared to traditional education approaches, AR and VR have significant advantages. They have the potential to make learning more interesting and immersive. They may also be utilized to provide students with access to real-world facts and experiences that they would not otherwise have. Despite the obstacles, AR and VR have the

potential to be effective teaching and learning aids. As technology advances, it is expected that AR and VR will be employed more frequently in education.

8. Q8: What is the difference between AR and VR in Teaching?

Feature	Augmented Reality (AR)	Virtual Reality (VR)
Definition	Technology that superimposes a computer-generated image on a user's view of the real world, thus providing a composite view.	Technology creates a simulated environment that can be interacted with in a seemingly real or physical way by a user.
Hardware requirements	Smartphones, tablets, or head-mounted displays (HMDs)	HMDs
Cost	More affordable	More expensive
Immersion	Less immersive than VR	More immersive than AR
Engagement	Can be engaging, but not as immersive as VR	More engaging than AR
Learning outcomes	Can improve learning outcomes, but the research is still limited	Can improve learning outcomes, but the research is more established
Limitations	Can be difficult to use, especially for younger students	Can be isolating and can cause motion sickness

4. CONCLUSION

AR and VR are two developing technologies with the potential to transform education. AR is less expensive and simpler to use than VR, but VR gives a greater level of immersion. Both technologies may be utilized to deliver compelling and dynamic learning experiences for students.

As technology advances, we should expect to see even more creative use of AR and VR in education. AR and VR are both exciting technologies with the potential to transform education. AR is more accessible and less expensive, and VR is more immersive. Both technologies have the potential to build interesting and dynamic learning environments. The optimal technology for a certain topic or learning purpose will be determined by the needs of the students and the instructor.

Augmented Reality (AR) and Virtual Reality (VR) provide different educational experiences. AR combines virtual and real-world aspects, improving learners' perception and engagement with their actual surroundings. In contrast, virtual reality (VR) immerses users in a completely simulated world, delivering a strong sensation of presence and the capacity to explore digital domains. While both technologies have advantages, the decision between AR and VR in teaching courses is influenced by the unique educational objectives, content, accessibility, and resources available. Educators can leverage the potential of AR and VR to create engaging and revolutionary learning experiences for students by recognizing their distinct characteristics and benefits.

By providing immersive and engaging experiences, augmented reality (AR) and virtual reality (VR) have revolutionized specialized education courses. AR's ability to merge virtual and real-world elements gives contextual relevance and real-time information, making it perfect for skill development and practical application. In contrast, virtual reality (VR) provides extremely realistic simulations that allow learners to practice specialized skills in a safe and regulated setting.

In specialized training courses, the decision between AR and VR should consider the learning objectives, content complexity, interaction needs, and available resources. Educators may design specialized learning experiences that

promote knowledge, skill development, and engagement, eventually preparing learners for success in their chosen industries by exploiting the unique properties of AR and VR.

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