

The significance of Augmented Reality-based learning: Bridging the technology gap in Education

In 2018 at the World Economic Forum, an important issue has been raised - that current education still applies a knowledge-based teaching approach from 200 years back that needs to change in order to comply with the learning demands of a digital native generation. It has been mentioned that the top skills that will be required for the jobs of the future in the next 10 years are problem-solving, critical thinking and creativity. Those skills will differentiate humans from machines in the digitized era. The skills that today's children need to develop to prepare for the future workforce.

"If we do not change the way we teach, thirty years from now we will be in trouble."
Jack Ma

The world is changing at a rapid pace, driven by existing and emerging technologies that transform the business environment, affect our lives and the jobs that emerge under its influence. The current challenge that educators face is how to keep up with digital progress, and maintain relevancy in their classes and use effective teaching methods in the rapidly changing technological world to prepare a qualified workforce.

Today's tech-savvy children are brought up exposed completely to the latest technology, and easily use smartphones, tablets, and laptops to access the internet, play games and consume media. The current challenge for educators and parents, therefore, is finding a way to help kids use technology strategically and shape them for the better by interacting with quality digital content with strong academic relevance to enhance their learning and provide quality screen time. According to a wide body of research and current technological trends, Augmented Reality (AR) is one of the top 5 EdTech that will become significant and change the educational landscape in the next decade.

Why will AR technology revolutionize the educator industry bringing it from the analog age to the 21st-century? Why would this technology change the way today's kids learn in the classroom and beyond, helping to boost their academic achievements and set them off on the road to future success in the workforce?



See, Hear and Touch the Knowledge

Top 5 benefits of using Augmented Reality in education:

- Visual perception of material and more independent learning using the key modalities: seeing, hearing and doing.
- Ability to teach and do experiments that otherwise would not be possible in real life.
- Easy onboarding and does not require technical competence.
- Helps students develop the necessary skills required from the 21st-century workforce.
- Increased student participation in class lessons through a fun, interactive and engaging learning environment.

The EdTech pioneer and a market leader in the AR space CleverBooks Ltd., in early 2017 launched a global project "Leading the development of the 21st-century skills through STEM powered by Augmented Reality (AR)" in order to bridge the educator-student technology gap and help today's children excel in developing 21st-century skills through STEM curriculum-based resources powered by AR technology.

Kids immerse in learning when school subjects come to “Life”. Fun and engaging Ways to Teach the Kids through MIND BLOWING EXPERIENCE



CleverBooks brings a revolutionary approach towards learning STEM subjects by combining truly innovative AR technology with traditional educational resources to enhance children’s learning and building the future of education aid. Therefore, giving students a chance to gain more opportunities, competitive choice in life and competence to fit the future workforce. AR-based solutions are tailored together with educators from different countries to fit the child's "individual needs". Comprehensive and cost-effective STEM-oriented academic AR resources aim to prepare kids for the road to success in life.

Furthermore, based on the feedback received from over 750 educators worldwide, augmented-based learning aims to increase children’s engagement gaining confidence in STEM subjects at primary level by interacting with pre-set scenarios visualized in 3D and being exposed to quality digital content. Furthermore, it helps students when moving to secondary and high school to put their experiences into practice by creating their own digital AR content, thus developing necessary skills such as creativity, problem-solving and critical thinking that is necessary for their future careers.

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CleverBooks Ltd. is a Dublin based company that aims to make 21st century education accessible for children all around the world. Their innovative Augmented Reality EdTech resources supplement traditional teaching methods and work with curriculums all around the world. To find out more, go to www.cleverbooks.eu