ABSTRACT

Current researches proved that the use of augmented reality in formal education can be a key component in future learning environment. Formal teaching and learning techniques need to be modified and upgraded since some school children find them old fashioned and a bit boring. Augmented reality can bring digital contents to live and make it blend with the physical environment, thus making learning more interesting and effective. This project is based on a mobile learning platform called ANIMAR, which aims to teach kids between the ages of five and seven basic science using augmented reality. The students can view three dimensional (3D) animals augmenting with the physical world through their mobile devices. This way, the children are no longer limited to two dimensional (2D) images of these animals shown in their textbooks.