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Type: **Oral presentation**

Developing Augmented Reality (AR) teaching materials for undergraduate physics

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Extended reality (XR) technology blends the physical and virtual worlds, and has significant potential to transform education. Augmented and virtual reality (AR and VR) provide an interactive learning experience that allows students to visualize and explore complex concepts. AR technology is particularly useful for physics as it can provide an immersive and interactive learning experience, making the invisible visible. This proof-of-principle project developed AR simulations for a virtual optical table and introductory electromagnetism. The simulations were evaluated by undergraduate students and academic staff members who found the tools to provide an engaging and immersive learning experience with great potential.

How would you like to present your contribution?

Live in Košice (time slot to be allotted based on the programme)

Target education level (primary)

University education

Target education level (secondary, optional)

Author: Dr PETTS, PHILIPPA (Durham University)

Co-authors: Mr PARKER, Ross (Durham University); CRAMMAN, Helen (Durham University)

Presenter: Dr PETTS, PHILIPPA (Durham University)

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Track Classification: Lab work and experiments in physics education